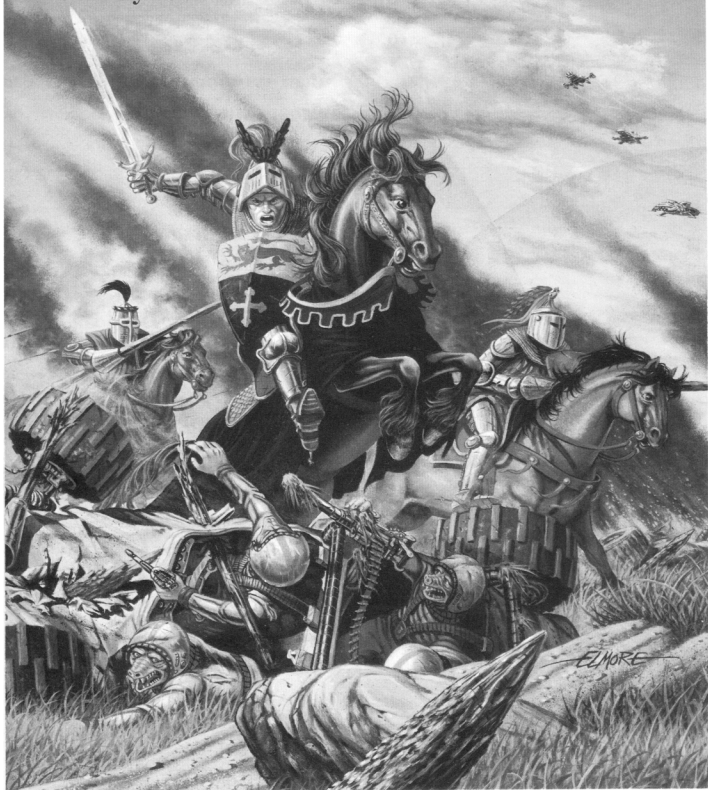


# the high crusade™

Science Fiction Conquest Game

By David Cook





by David Cook

Based on the Novel *The High Crusade*  
by Poul Anderson

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**IMPORTANT NOTE:** Information vital to play is presented throughout these rules. You must read every section through carefully in order before starting to play, even if you are an experienced wargamer.

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## PART

## 1



## INTRODUCTION

A.D. 1345 — England prepares for a war against the French. Baron Sir Roger de Tourneville gathers his knights, men-at-arms, and hired mercenaries. They meet at Castle Ansbj.

A.D. 1345 — A scouting ship of the great Wersgorix Empire, interstellar conquerors and masters of this portion of the Gal-

axy, travels through space. The Wersgorix look for a new planet to settle. The Wersgorix ship finds a planet and lands near an isolated and insignificant village, named Ansbj. The crew prepares to terrorize the natives and secure the planet for the Wersgorix.

Everything goes wrong. Sir Roger's men, their blood fired and their souls supported by the Church, charge the alien "demons." The Wersgorix crew is overwhelmed and all are slain but one. The prisoner is most cooperative, especially with One-Eye Hubert, the executioner, waiting in the wings. All of Ansbj prepares for a journey.

With Sir Roger leading them, the villagers of Ansbj embark on a Crusade — into space aboard a captured Wersgorix

spaceship. With their swords and trebuchets, the Crusaders, take on the might of the Wersgorix Empire. The High Crusade has begun.

THE HIGH CRUSADE™ game is a strategic-level recreation of the events of Poul Anderson's novel *The High Crusade*. The game begins after the Crusaders' capture of their first planet. The Crusader Player attempts to Convert the Empire's Thrall Races, make alliances with Independent Races against the Empire, and lead this coalition to victory. The Wersgorix Player must frustrate Crusader attempts to gain Thrall Race and Independent forces, and marshal his own scattered units to meet the threat of this strange, unknown invader from deep space.

## PART

## 2



## GAME PARTS

## A. PARTS LIST

Each copy contains:

- one 22" x 33" game map
- one sheet of 200 cardboard playing pieces
- one 16-page rules booklet
- two 6-sided dice (not included in magazine edition)
- one game box (not included in magazine edition)

We hope that you enjoy this game. If you have any questions about the rules, please write to TSR. You must include a self-addressed stamped envelope. Address your questions to: Rules Editor, THE HIGH CRUSADE™ Game, TSR, Inc., POB 756, Lake Geneva, WI 53147.

## B. THE MAP

The game is played on a map showing part of the Wersgorix Empire. A hexagonal grid has been superimposed on the area to control the movement of the pieces. These hexagons (hexes) show either space or a portion of a planet. Each space hexagon is five light years from side to side. Each planet shown is actually an enlargement of a tiny point in a single

space hex. The Crusader capital, the Wersgorix imperial capital, and the home planets of the Independent Races are named. Printed next to each planet is its Terrain Modifier and boxes for Thrall Races and Alert Markers. Some planets have fort and fortress symbols on them. Planets are organized into Defense Zones (or DZs), and all planets in the same Defense Zone are set against the same color background. Each Defense Zone has a capital and a box in which to place the Zone's Alert Satellite Marker. There are arrows from the Alert Satellite box to all the planets of the same Defense Zone. The map shows various tables and tracks used to control and record game functions. These include the:

- CRUSADER COMBAT TABLE, used to resolve combats conducted by Crusader forces;
- WERSGORIX COMBAT TABLE, used to resolve all combats conducted by Wersgorix and Crusader Ally forces;
- GAME TURN/EQUIPMENT TRACK, used to record the passing of Game Turns, as well as the Crusader Player's current Equipment Point total, and the combat modifiers gained for this;
- STRENGTH TRACKS, used to record the current strength of all armies and fleets currently in play;
- I.Q. TRACK, used to record the Wersgorix Player's current intelligence concerning the Crusaders and the combat modifiers gained for this;
- RANDOM EVENTS TABLE, used to find the random event for each player for the Game Turn;
- CRUSADER TITLE BOXES, used to hold Title Markers representing titles

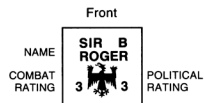
given to various Crusader leaders.

## C. THE PLAYING PIECES

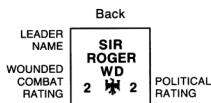
The sheet of die-cut cardboard pieces contains four types of playing pieces: LEADERS, COMBAT UNITS, THRALL RACES, and GAME MARKERS. Samples of each type are shown in the Sample Unit Diagrams below:

## Sample Unit Diagrams

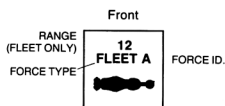
## SAMPLE CRUSADER LEADER



Title (B-Baron, K-Knight)



## SAMPLE FLEET/ARMY UNIT



IONIC STORM  
MARKER



NAME: This identifies the leader. Crusaders are named to identify fiefs and random events.

COMBAT RATING: This is the modifier that leader can apply to any combat he takes part in.

POLITICAL RATING: This is the modifier the leader can apply to negotiation and alliance attempts.

WOUNDED: This indicates the leader has been wounded in combat or has fallen ill.

RANGE: The range for a fleet is the number of hexes it can move per Game Turn on the galactic map.

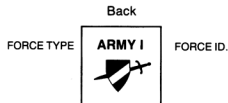
FORCE TYPE: This identifies the piece as a fleet or army.

FORCE IDENTIFICATION: The letter identifies which fleet or army the piece is. For every Force I.D. there will be a matching Force Strength piece to be used on the STRENGTH TRACK.

CONVERSION NUMBER: This number or less must be rolled on one die for the Crusader Player to convert the Thrall Race, causing it to join his side.

ATTITUDE: This indicates the general attitude of the Thrall Race: A — Agrarian; S — Spiritual; W — Warlike.

COMBAT STRENGTH: This is the number of Strength Points the Thrall Race can add to the Crusader army that frees the race. It is also the number of army Strength Points the planet has as a garrison to protect it from attack.



DEFECTOR  
MARKER



INSIDE  
MARKER



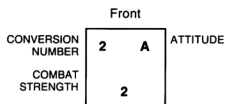
FIEF  
MARKER



CHURCH/  
CATHEDRAL  
MARKER



## SAMPLE THRALL RACE



CASTLE  
MARKER



TITLE  
MARKER



UNKNOWN  
STRENGTH  
CHIT



Back



UNCOLLECTED  
STRENGTH  
POINTS MARKER



I.Q. POINTS  
MARKER



## SAMPLE MARKERS



EQUIPMENT  
POINTS MARKER



GAME TURN  
MARKER



GRAIL  
MARKER



## PART

3



## HOW TO SET UP

1. Unfold the map, bending it against the creases and lay it on a flat surface.

2. Choose who will be the Crusader Player and who will be the Wersgorix Player.

3. Punch out the playing pieces and sort them according to color and type.

4. Turn the Thrall Race pieces face down and mix them up. The Wersgorix Player



places these face down on the map. He cannot look at the front of any piece until all have been placed. There are 18 Thrall Race pieces and 20 Thrall Race boxes, so there will always be two boxes left empty. Once all Thrall Races have been placed, the Wersgorix Player can look at any of them at any time during the game. The Crusader Player can only look at the front of the Thrall Race pieces when permitted by the rules.

5. Put the eight Unknown Strength Markers in a cup called the STRENGTH CUP.

6. The Wersgorix Player assigns Strength Points to his fleets and armies and then places the appropriate units in the capital hex of each Defense Zone (except for the Thraxian Zone). The list below shows the starting deployment of Wersgorix forces. The Fleet or Army Strength Marker whose Force Identification matches the combat unit is placed on the STRENGTH TRACK in the box equal to the unit's current strength. No fleet or army can ever have more than 10 Strength Points assigned to it. Wersgorix leaders are turned face down, mixed up, and deployed with Wersgorix units. After they are deployed, the leader pieces are turned face up.

### Wersgorix Force Deployment

(DZ = Defense Zone)

Wersgorix DZ	10 Army Strength Points
	10 Fleet Strength Points
	1 Leader
Orange DZ	5 Army Strength Points
	5 Fleet Strength Points
	1 Leader
Jair DZ	10 Army Strength Points
	10 Fleet Strength Points
	1 Leader
Green DZ	10 Army Strength Points
	10 Fleet Strength Points
	1 Leader
Purple DZ	5 Army Strength Points
	5 Fleet Strength Points
	1 Leader
Pthngung Ashenk DZ	10 Army Strength Points
	10 Fleet Strength Points
	1 Leader

In addition, the Wersgorix Player places 5 Army Strength Points, 5 Fleet Strength Points, and 1 Leader on any planet of the Thraxian Defense Zone other than Thraxian itself.

7. The seven Alert Satellites are placed in the Alert Satellite Boxes. The satellite in the Thraxian Defense Zone is set up with the ON side face up; all other satellites begin the game with their OFF sides showing.

8. The I.Q. Points Marker is placed on 1 on the I.Q. TRACK.

9. The Crusader Player places his pieces on the planet Thraxian. His forces are as follows: 20 Army Strength Points; 25 Fleet Strength Points; a Castle Marker; a Church Marker; and all Crusader leaders. No more than 10 points can ever be assigned to any Crusader-controlled fleet or army.

10. The Equipment Point Marker is placed on 3 on the EQUIPMENT TRACK.

11. A Fief Marker (of the Crusader Player's choice) is placed in the Alert Box of Thraxian.

12. The GAME TURN MARKER is placed in the first box of the EQUIPMENT TRACK.

13. Begin play with the CRUSADER CONVERSION PHASE of Game Turn 1.

## A. REINFORCEMENT AND RANDOM EVENTS PHASE

If it is Game Turn 1, skip this Phase and proceed to Step 1 of the CRUSADER CONVERSION PHASE.

1. If there are any Heresy Markers on the map, the Crusader Player checks to see if the Heresy spreads. One die roll is made for every Heresy Marker on the map at the beginning of the Phase. On a die roll of 1 or 2, a Heresy Marker is placed on the Converted planet nearest to the heresy being checked. If two eligible planets are of equal distance, the Wersgorix Player can choose which planet is given the Heresy Marker.

2. Both Players place their reinforcements. For every capital a Player controls, he receives 1 Strength Point of reinforcement. The Crusader Player controls all capitals with a Castle Marker on them. The Wersgorix Player controls all others. Strength Points can be entered as fleet or army points. They are placed in any capital the Player controls, except that reinforcements cannot be placed in a capital under siege. A Player may concentrate his reinforcements in a single capital or divide them among several capitals. If the Player has a fleet or army in the capital in which the reinforcements enter, he may add the reinforcements directly to that piece, adjusting the proper Strength Marker on the STRENGTH TRACK. If the Player has fleet or army pieces available, he may create a new fleet or army. Army Strength Points may also be entered as a Garrison Marker. If no fleet unit is available, the Player may still create Fleet Strength Point reinforcements by placing his Uncollected Points Marker on the proper number of the STRENGTH TRACK. These Points can be collected by any fleet that ends its turn in an unbesieged capital controlled by the Player.

3. The Crusader Player rolls one die for each Ally he has. The result is the number of Strength Points the Ally has for reinforcements that Game Turn. These reinforcements must be entered on the home planet of that Ally. The Crusader Player can enter these points as either Ally Fleet or Ally Army Strength Points. If a Crusader Ally army or fleet is on its home planet at the beginning of this Phase, reinforcements can be added directly to the unit. Army Strength Points can be used to create Garrison Markers if it is impossible to reinforce an existing Ally army or to create a new one. Fleet Strength Points can be taken as Uncollected Strength

## PART

# 4



## HOW TO PLAY

This game is divided into a number of GAME TURNS. Each GAME TURN is broken into a number of different parts called PHASES. Each PHASE deals with a specific part of playing the game. PHASES are divided into numbered STEPS. All Steps in a Phase must be completed before going to the next Phase, and all Phases must be completed before advancing to the next Game Turn. The order of Phases and Steps is then repeated for each Game Turn.

Points if it is impossible to reinforce an existing Ally fleet or to create a new one. Crusader Strength Points can never be combined with Crusader Ally Strength Points to create a single unit.

4. The Crusader Player rolls two dice and finds his result on the RANDOM EVENTS TABLE. Depending on the results, the events can be immediately put into play or applied at a later Phase of the Game Turn. An explanation of each result can be found at PART 11. The Wersgorix Player repeats the procedure to find his random event for the turn.

5. If either player has a captured Enemy leader, he checks to see if the Enemy leader defects. The player rolls one die; if he rolls a 6, the Enemy leader has defected and is now treated as a Friendly leader in all respects. The player places a Defector Marker on the leader. If any other number is rolled, the Enemy leader remains loyal to his own side.

6. If there are no Ionic Storms on the map, proceed to the CRUSADER CONVERSION PHASE. Otherwise, roll one die to find the direction the Ionic Storm will move (use the IONIC STORM DIRECTION INDICATOR). Roll a second die to find how far the storm will move in that direction. Move the Ionic Storm accordingly.

## B. CRUSADER CONVERSION PHASE

If the Crusader Player does not have any Crusader leaders on planets with Thrall Races, go to the CRUSADER FIEF ASSIGNMENT AND TITLE PHASE.

On any planet where the Crusader Player has a Crusader leader, the Crusader Player can look at the face-down Thrall Race of the planet. After examining the Thrall Race, the Crusader Player announces whether he is attempting to Convert that race. Use the procedure in PART 8 to resolve all Conversion attempts.

## C. CRUSADER FIEF ASSIGNMENT AND TITLE PHASE

1. The Crusader Player assigns all newly Converted Thrall Races as Fiefs to the appropriate Crusader leaders. That leader's army strength is adjusted for the Strength Points received from the Thrall Race. If a fleet and army is indicated, a Thrall Race fleet and army are placed on the planet. An Unknown Strength Marker is then randomly chosen from the STRENGTH CUP. This is the strength of both the army and fleet and is noted on

the STRENGTH TRACK. The Unknown Strength Marker is then set aside and is not used for the rest of the game.

2. The Crusader Player can give Titles to any eligible leaders, according to the procedures in section E of PART 8.

## D. CRUSADER MOVEMENT PHASE

1. Roll two dice for each wounded Crusader leader on the map. If a 2 is rolled, the leader dies and the piece is removed from play. If a 9 or higher is rolled, the leader recovers and is flipped back to his unwounded side.

2. The Crusader Player moves Crusader-controlled pieces, according to the rules and restrictions given in PART 6.

## E. CRUSADER COMBAT PHASE

1. The Crusader Player conducts all combats that he desires, within the limits of the rules given in PART 7.

2. The Crusader Player checks to see if any of his besieged forts or fortresses fall to siege.

## F. CRUSADER ALLIANCE PHASE

The Crusader Player checks to see if he has any leaders on the home planet of an Independent Race, or if he received an Ambassador result on the RANDOM EVENTS TABLE this Game Turn. If neither situation applies, proceed to the WERSGORIX ALERT PHASE.

The Crusader Player can select one eligible Independent Race and attempt to form an alliance with them. Use the procedure given in PART 9 to resolve the alliance attempt.

## G. WERSGORIX ALERT PHASE

The Wersgorix Player checks his I.Q. TRACK to find his current number of I.Q. Points. He receives one Alert Marker for every I.Q. Point he has, and one extra Alert Marker if the Initiative Random Event has been rolled. He can then Alert one planet for every Alert Marker he has available. The Wersgorix Player can only Alert planets within 8 hexes of a planet that is Alerted or has Crusader-controlled units on it at the beginning of the Phase. If all Unalerted planets are greater than 8 hexes from these, the Wersgorix Player must Alert the planet closest to one of the above listed types of his choice. When all

planets in a Defense Zone are Alerted, the Zone's Alert Satellite Marker is flipped over to its ON side. The individual Alert Markers of the planets in that Zone can be removed.

## H. WERSGORIX MOVEMENT PHASE

1. Roll two dice for each wounded Wersgorix leader on the map. If a 2 is rolled, the leader dies and the piece is removed from play. If a 9 or higher is rolled, the leader recovers and is flipped back to his unwounded side.

2. The Wersgorix Player moves his pieces, according to the rules given in PART 6.

## I. WERSGORIX COMBAT PHASE

This Phase is handled in the same manner as the Crusader Combat Phase except that the Wersgorix Player is conducting combat and resolving sieges according to the rules given in PART 7.

## J. ALLIANCE DISRUPTION PHASE

If the Wersgorix Player does not have a leader on a Crusader Ally home planet, proceed to the GAME TURN RECORD PHASE.

If the Wersgorix Player has a leader on a Crusader Ally home planet, he can attempt to break the Crusader Alliance, using the procedure given in PART 9.

## K. GAME TURN RECORD PHASE

The Game Turn Marker is advanced one space on the EQUIPMENT TRACK. If the Game Turn being played is the final Game Turn of the scenario, both players check the Scenario Victory Conditions to see who has won the game.



## PART

## 5



## HOW TO WIN

The Wersgorix Player can win any scenario by:

- Eliminating all Crusader units and leaders.
- Preventing the Crusader Player from fulfilling the Scenario Victory Conditions (see PART 10).

The Crusader Player can win any scenario by fulfilling the Scenario Victory Conditions (see PART 10).

## PART

## 6



## HOW TO MOVE

## A. MOVEMENT RESTRICTIONS

During the proper MOVEMENT PHASE, each Player can move as many of his pieces as he chooses to move, within the following restrictions:

A Player can move his pieces only during his MOVEMENT PHASE, never during the other Player's MOVEMENT PHASE.

Armies and leaders can move through space only when carried by fleets (see E below).

The movement of unalerted Wersgorix pieces is restricted (see F below).

## B. HOW TO MOVE FLEETS

Each fleet has a Range Number printed on it. This is the number of hexes the fleet can move in a single turn. No fleet is required to move any or all of its Range, but the Range cannot be saved from turn to turn.

A fleet must always end its move in a hex



occupied by a planet. If a fleet cannot end its move on a planet, it cannot be moved.

A fleet can never enter a hex that is occupied by an enemy piece or an Enemy-controlled fort or fortress.

## C. HOW TO MOVE ARMIES

Armies and Garrison Markers can move from one land hex to another during a turn. They can enter a hex containing enemy units only to besiege Enemy units inside a fort or fortress in the hex.

At the beginning and end of its movement, an army can pick up or drop off Garrison Markers. This does not affect movement of the army in any way. If Strength Points are picked up, the Army Strength Marker on the STRENGTH TRACK is increased by the number of points collected and the Garrison Marker is removed from play. If Strength Points are dropped off, a Garrison Marker is placed on the map and the proper number of Army Strength Points is subtracted from the STRENGTH TRACK.

## D. HOW TO MOVE LEADERS

A leader must be aboard a fleet to move through space.

A leader on a planet can move from one land hex to another during one Turn. A leader can enter an Enemy-occupied hex only if the leader is stacked with a Friendly unit that is besieging an Enemy-occupied fort or fortress in the hex.

Armies, fleets, and garrisons do not need leaders in order to move; combat units without leaders move normally.

Captured leaders can be moved by the capturing Player, so long as at least 1 Army or Fleet Strength Point is stacked with them. If this condition is not met at any time, the leader has escaped and he returns to the control of the owning Player.

## E. TRANSPORTING PIECES

The only way armies, garrisons, and leaders can travel from one planet to another is to be transported by a fleet. A fleet can carry 1 Army Strength Point or Garrison Strength Point for each Fleet Strength Point it has. Any number of leaders can be carried by a fleet.

Friendly pieces that are stacked with or adjacent to a Fleet can be loaded if they have not moved that turn. A fleet can load and unload leaders and units at any point during its move, but unloaded pieces can-

not be moved any further that turn. Pieces can be unloaded in any unoccupied hex of a planet that the fleet can enter.

Crusader armies, garrisons, and leaders can be carried on Ally fleets. Ally armies, garrisons, and leaders can be carried on Crusader fleets.

## F. ALERTING WERSGORIX PLANETS

Wersgorix pieces cannot leave the Defense Zone in which they begin play until one planet of that Zone has been Alerted. A Wersgorix fleet that begins its move on an Alerted planet can move to a different Defense Zone.

Units in a Defense Zone without Alerted planets can move freely within that Zone only.

A Wersgorix planet is Alerted when any of the following circumstances apply to it:

- A planet is Alerted if the Wersgorix

Player places an Alert Marker on the planet during the WERSGORIX ALERT PHASE (see PART 4, section G).

- A planet is automatically Alerted if any Crusader, Converted Thrall Race, or Crusader Ally piece is on the planet at the start of the WERSGORIX MOVEMENT PHASE.

- If the Jair Independent Race forms an alliance with the Crusaders, all planets in the Jair Defense Zone are Alerted; if the P'thing'gung or Ashenk'goli Independent Races form an alliance with the Crusaders, all planets in the P'thing'gung/Ashenk Defense Zone are Alerted.

- All planets of any Defense Zone are Alerted if the capital of that Zone is attacked.

- All planets on the map are Alerted if a Crusader or Crusader Ally piece is 6 hexes or less from the planet Wersgorix at the beginning of the WERSGORIX MOVEMENT PHASE.

## PART

# 7



## HOW TO FIGHT

### A. WHO CAN ATTACK

Each player can attack only during his own COMBAT PHASE. The attacking pieces are called the attacker, the non-attacking pieces are called the defender. The following restrictions apply to all attacks:

- Pieces are never required to attack.
- The attacking force must be in the defender's hex or in a hex adjacent to the defender for combat to occur.
- A piece can only attack once in a Phase or be attacked once in a Phase.
- A Friendly-occupied fort or fortress can attack an Enemy fleet located on the same planet (see C, below).

### B. ATTACK RESTRICTIONS

- Fleets can never attack Armies or Garrison Markers.
- Armies and Garrison Markers can never attack fleets.
- Crusader-controlled pieces cannot

attack an unconverted Thrall Race. They can attack a heretical Thrall Race.

### C. HOW TO RESOLVE COMBAT

The attacking Player announces all fleet and army attacks he will make on a planet before resolving any attacks on the planet. He then resolves them in whatever order he desires.

The attacker totals the Strength Points of all units involved in the attack. The defender totals the Strength Points of all defending units in the hex. Fleets cannot add to the defense of armies or Garrison Markers and vice-versa. Armies and Garrison Markers can be combined for attack or defense. If the combat is a ground combat and the defender is in a hex with a Fort or Fortress, the defender can choose to place all armies and Garrison Markers in the hex inside the fort or fortress. An Inside Marker is placed on the defending pieces inside. The attacker can immediately choose to move into the hex, placing the fort or fortress under siege (see D, below). If the attacker chooses to conduct a normal attack against units inside a fort or fortress, the defender adds the value of the fort or fortress to his Strength Point total. A fort has a value of 4 Strength Points; a fortress has a value of 6. If the defender chooses not to enter the fort or fortress, the fort or fortress has no effect on combat.

The defender's total is subtracted from

the attacker's total. This positive or negative number is matched to the correct column on the the attacking Player's COMBAT TABLE. If the attacking force is a Crusader Ally, the combat is resolved on the WERSGORIX COMBAT TABLE. If the attacking force is Crusader, the CRUSADER COMBAT TABLE is used. If the attacking force has both Crusader and Crusader Ally Strength Points, use the combat table of the force that has the most Strength Points present. If the strengths are exactly equal, use the CRUSADER COMBAT TABLE. The WERSGORIX COMBAT TABLE is used for any attacking force controlled by the Wersgorix Player.

The following conditions will cause a column shift on the COMBAT TABLE used to resolve the attack.

### Attacker's Column Shifts

- Column shifts to the right equal to the Combat Rating of one leader in the attacking force.
- 1 to the right if Brother Parvus is in the attacking force (Crusader Player only).
- 1 to the right if Crusading Fervor is in effect (Crusader Player only).
- 1 to the right if the True Grail is with the attacking force (Crusader Player only).
- Column shifts equal to the Equipment Point modifier (Crusader Player only).
- Column shifts equal to the I.Q. Point modifier (Wersgorix Player only).
- Column shifts to the right equal to the Terrain Modifier of the planet (if the combat is ground combat and if the modifier is preceded by an A.).

### Defender's Column Shifts

- Column shifts to the left equal to the Combat Rating of one leader in the defending force.
- 1 to the left if Brother Parvus is in the defending force (Crusader Player only).
- Column shifts to the left equal to the Equipment Point modifier (Crusader Player only).
- Column shifts to the left equal to the I.Q. Point modifier (Wersgorix Player only).
- Column shifts to the left equal to the Terrain Modifier of the planet (if the combat is ground combat and if the modifier is preceded by a D.).

Each player adds up all his column shifts. The smaller total is subtracted from the larger. The result is the final number of column shifts in favor of the player with the larger total. The final result can never

be more than three column shifts.

The attacker rolls two dice. To find the results of the combat, find the row matching the number rolled on the dice. Where the row and column meet will be a listed result. The combat results are explained beside each table.

The Player who suffered losses can, at his option, attempt to reduce the number of Strength Points he loses if he has a leader present. The Player announces the number of Strength Point losses he will attempt to ignore. One die is rolled. If the number is equal to or less than twice the number of Strength Points being ignored, the attempt has failed and the leader is wounded. The leader piece is flipped to its wounded side. If the leader is already wounded, he has been killed and is removed from play. If the die roll is greater than twice the losses being ignored, the attempt has been successful and the specified Strength Points are not lost. (NOTE: If a force is totally destroyed in combat, any leader stacked with that force is killed, unless this procedure is used to save at least 1 Strength Point. If the die roll is not sufficient to save 1 Strength Point, the leader is killed.)

Units can't advance after combat, except that units that have captured a fort or fortress can advance into and occupy it.

Each time a Player causes Enemy forces to take losses without suffering any losses himself, he earns 1 I.Q. Point (if he is the Wersgorix Player) or 1 Equipment Point (if he is the Crusader Player). The proper marker is moved up on its track to note this.

If an occupied Fort or Fortress is captured by storm, the capturing Player automatically gains 1 I.Q. or Equipment Point.

If a Player captures an Enemy leader, the Enemy leader may Defect during a later Game Turn. See Step 5 of the REINFORCEMENT AND RANDOM EVENT PHASE. Captured leaders can never be executed.

Any leaders alone in a hex that is attacked by an enemy force are automatically captured. No combat is conducted.

## D. FORTS AND FORTRESSES

All forts and fortresses marked with a Castle Marker are controlled by the Crusader Player. All forts and fortresses occupied by a Wersgorix unit are controlled by the Wersgorix Player. Forts and

fortresses without Castle Markers or Wersgorix units in them are uncontrolled.

An occupied fort or fortress can be used to attack Enemy fleets during the Enemy MOVEMENT PHASE. If the fort or fortress is occupied and not under siege, it can attack any Enemy fleet that attempts to leave any hex of the planet and travel into space. Fleets can move from one hex of a planet to another on the same planet without being attacked. An attack is resolved using the Strength Points of the fort (4) or fortress (6) and is calculated as a normal attack. However, the WERSGORIX COMBAT TABLE is always used to find the outcome, even if the attacker is the Crusader Player. If the combat result indicates a loss to the attacker, the result is ignored. A fort or fortress can attack any number of times during a turn, but can only attack each enemy fleet once. (This rule is an exception to section A. WHO CAN FIGHT.)

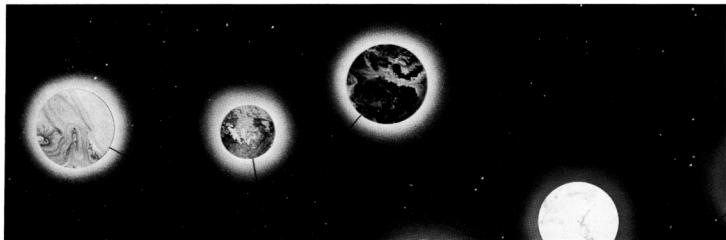
When Army Strength Points are defending in an hex containing a fort or fortress, the defending Player can choose to be outside or inside the fort or fortress. This is declared before the combat is resolved. If the Player chooses to be outside, the fort or fortress has no effect on combat. If the Player chooses to be inside, the combat strength of the fort or fortress is added to the defender's total. The combat strength of a fort is 4 points and the combat strength of a fortress is 6 points. An Inside Marker is placed on top of all units in the fort or fortress. The attacker now has the option to place the defender under siege. Siege is noted by moving the attacking units into the hex on top of the besieged force. The besieged pieces cannot be moved or receive reinforcements until the siege is ended.

A siege is ended when:

- The fort or fortress falls by siege or by storming attempt.
- The besieging force chooses to leave.
- The Strength Points of the besieging force are less than the combat strength of the fort or fortress alone. This combat strength does not include the Strength Points of any units in the fort or fortress.

A force under siege can still attack normally, but does not add the combat value of the fort or fortress to its Strength Point total when attacking.

The besieging Player can storm a fort or fortress during his COMBAT PHASE. A normal attack is executed. However, the combat value of the fort is added to



the defender's total.

A besieged fort or fortress can fall to siege at the end of besieged Player's COMBAT PHASE. One die is rolled. Crusader forts and fortresses will fall on a die roll of 1. Wersgorix forts and fortresses will fall on a 1-3. All Strength Points in a fort or fortress that falls are lost. All leaders are captured. One Equipment Point or I.Q. Point is immediately gained by the victorious Player.

A fort or fortress can be captured in the following ways:

- It falls by siege or storming attempt.
- All defending units are eliminated.
- As a result of the Treachery random event. If a treacherous leader takes command of a Crusader-controlled fort or fortress, the Wersgorix Player may freely move Wersgorix units into the fort or fortress. If Wersgorix units enter, all Crusader-controlled and treacherous leaders in the fort or fortress are captured at the end of the WERSGORIX COMBAT PHASE, and all treacherous combat units in the fort or fortress are eliminated at the end of the WERSGORIX COMBAT PHASE.
- The fort or fortress is unoccupied, in which case it can be freely entered by either side.

The Crusader Player marks captured forts and fortresses by placing a Castle Marker on them. The Wersgorix Player removes the Castle Marker when his forces capture the fort or fortress.

The victorious player can immediately occupy a captured fort or fortress with any units that took part in the attack. This is the only time units can advance after combat.

A **fortress** can never be destroyed, only captured. A **fort** can only be destroyed by Nuclear Attack.

## E. NUCLEAR ATTACK

The Crusader Player can make a special Nuclear Attack once per turn. The Crusader Player announces which army or Garrison Marker is making a Nuclear Attack. This is a special form of ground combat. A unit that makes a Nuclear Attack cannot make a normal attack in the same Game Turn. A unit subjected to Nuclear Attack cannot also be attacked normally in the same Game Turn.

The Crusader Player rolls one die and compares the number to his current Equipment Point total. If the die roll is equal to or less than this total, the Nuclear

Attack has succeeded. The Wersgorix forces in the hex lose a number of Strength Points equal to the roll of two dice. The Crusader Player then lowers his Equipment Point total by 1, regardless of whether the Nuclear Attack was successful or not. Equipment Points are never collected for a successful Nuclear Attack.

The Wersgorix Player can remove the Strength Points from any army or Garrison Markers in the hex or can choose to destroy a fort if a fort is in the attacked hex. If a fort is destroyed, it satisfies all losses called for by the Nuclear Attack. Fortresses and Strength Points in them can never be affected by Nuclear Attack.

## PART

# 8



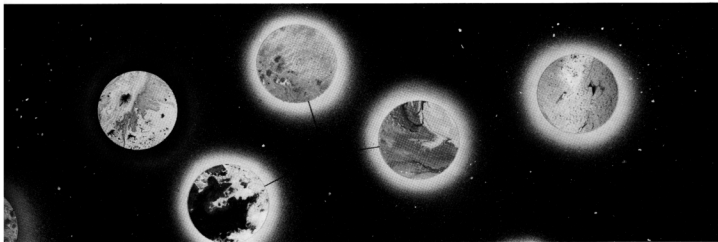
## CONVERSION AND FIEFS

During the CRUSADER CONVERSION PHASE, the Crusader Player can attempt to Convert Thrall Races, causing them to join the Crusade against the Wersgorix Empire. The conversion attempt can require the Crusader Player to build churches or castles and always costs Equipment Points. After Converting Thrall Races, the Crusader Player must assign them to Crusader leaders as fiefs. Once a fief is assigned, the Crusader Player will gain Army Strength Points and possibly extra fleets and armies.

## A. CONVERSION RESTRICTIONS

Thrall Races with a Crusader leader on the planet can be converted during the CRUSADER CONVERSION PHASE with the following restrictions:

- Thrall Races can be Converted only by Crusader leaders. Crusader Ally leaders cannot Convert Thrall Races.
- A Crusader leader must be on the surface of the planet. Only one conversion attempt can be made on any planet each turn, regardless of the number of Crusader leaders present on the planet at the time of the attempt.
- Brother Parvus can only attempt to Convert Thrall Races whose Attitude is Spiritual (S). If Brother Parvus is on a planet with an unknown Thrall Race, the Crusader Player can examine the piece. However, a conversion attempt can only be made if the Thrall Race is Spiritual or if there is another Crusader leader present.
- The hex occupied by the Crusader leader contains no Wersgorix fleets, armies, Garrison Markers, forts, fortresses, or leaders.



● The Crusader leader attempting the conversion cannot be at his Fief Limit for his current Title.

● The Crusader Player must have at least one Equipment Point for every Thrall Race he attempts to Convert (2 if the Thrall Race is Warlike).

The Attitude of the Thrall Race can create certain conditions which must be met for the conversion attempt to succeed. The Attitudes affect conversion as follows:

● Agrarian (A): No special conditions must be met to Convert the Thrall Race.

● Spiritual (S): Before the Thrall Race can be converted, the Crusader must build a church or cathedral on the planet.

● Warlike (W): A castle must be built on the planet before the Thrall Race can be converted. This condition will be satisfied if the Crusader forces capture an existing fort or fortress on the planet.

To build a church on a planet, the Crusader Player must have at least one fleet, army, or Garrison Marker unit, or Brother Parvus on the planet for an entire Game Turn. This piece cannot move or take part in any combats. A Church Marker is placed under the Thrall Race Marker to note that a church is under construction. At the beginning of the next CRUSADE CONVERSION PHASE, the Church Marker can be placed in any Crusader-occupied hex on the planet.

The procedure used to build a cathedral is the same as that for a church, except for the length of time. At the end of the first turn of construction, the Church Marker is flipped over to the side marked Cathedral. The construction process is repeated and at the end of the second turn, the Cathedral Marker is placed on the planet, as explained above.

To build a castle on a planet, the Crusader Player must have a Fleet, army, or Garri-

son Marker on the planet. Other than this, the procedure is identical to that of building a church.

## B. HOW TO CONVERT

After the Crusader Player has determined which Thrall Races are eligible for conversion, he announces all conversion attempts he wishes to make. The Crusader Player can attempt to Convert none, some, or possibly all eligible Thrall Races, provided he has enough Equipment Points as explained above.

The Crusader Player rolls one die for each conversion attempt and modifies it by any of the following that apply:

### ADD

● 2 If the Wersgorix Player has any pieces on the same planet.

● 1 If there are any Heresy Markers on the map.

### SUBTRACT

● 1 If the Attitude of the Thrall Race is not Spiritual and the Crusader has built a cathedral on that planet.

● 1 For every Equipment Point over 1 spent (over 2 if race is Warlike).

● 2 If the Crusader currently has alliances with all three Independent Races.

If the modified die roll is greater than the Conversion Number of the Thrall Race, the attempt has failed. The piece is turned face down. If the modified die roll is equal to or less than the Conversion Number of the Thrall Race, the attempt has succeeded. The Thrall Race Marker is left face up. The Crusader Player must then immediately subtract 1 Equipment Point if the Converted race's Attitude is Agrarian or Spiritual. If the Attitude is Warlike, 2 Equipment Points must be subtracted. This subtraction is in addition to any Equipment Points spent to modify the die roll. The Equipment Points are spent

regardless of the outcome of the attempt.

## C. ASSIGNING FIEFS

All Thrall Races Converted by the Crusader Player must be immediately assigned to a Crusader leader. This is done by placing the proper Fief Marker in the Thrall Race Box of the planet.

Every Crusader leader, except Brother Parvus, has a Fief Limit, as determined by his current Title (see E. below). No Crusader leader can ever have more fiefs than are permitted for his current Fief Limit.

If the planet is Converted by any leader other than Sir Roger, that leader's Fief Marker is placed in the Thrall Race Box.

If the planet is Converted by Sir Roger, the Fief Marker of any Crusader leader can be placed, at the Crusader Player's option. (Exception: Sir Roger's Fief Marker must be placed on the planet if a leader other than Sir Roger has been made King.)

If the planet is Converted by the King, the Crusader Player can place a Fief Marker of his choice on the planet.

As soon as a fief is assigned to a leader, the combat strength of the Thrall Race is immediately added to that leader's Army Strength on the STRENGTH TRACK. If the leader is not present when the fief is assigned, a Garrison Marker is placed underneath the Fief Marker. These points can be collected by the leader any time he lands on the planet.

Brother Parvus does not have Fief Markers, cannot lead Armies, and does not collect Army Strength Points. Each fief assigned to him is assumed to be part of the church property. All Army Strength Points gained from fiefs for Brother Parvus are lost. Brother Parvus has no Fief Limit; the Crusader Player can grant him

as many fiefs as desired.

Crusader Ally and Thrall Race leaders have no Fief Markers and cannot hold Fiefs.

If a converted Thrall Race Marker has an asterisk on its front, the Crusader Player has gained a fleet and army. The appropriate Thrall fleet, army, and leader pieces are placed on the map. To determine the strength of both the fleet and army, one Strength Marker is randomly drawn from the cup. This strength is noted on the STRENGTH TRACK. The marker is placed to the side and is not used for the rest of the game. No more than two Thrall Race fleets and 2 Thrall Race armies can be in play at any time. If the Crusader Converts another asterisked Thrall Race after all Thrall Race fleets and armies are in play, the Crusader Player does not gain anything for the newly Converted Thrall Race.

## D. RECONQUEST

During the WERSGORIX COMBAT PHASE, the Wersgorix Player can attempt to regain control of any Converted Thrall Race. To regain control, the Wersgorix Player must have a Wersgorix leader on the planet. The Wersgorix Player rolls one die. This die roll is modified as follows:

### ADD

- The combat rating of the Thrall Race.
- The number of Crusader or Crusader Ally Strength Points on the planet.
- 1 If the Thrall Race is Warlike.
- 3 If the Thrall Race has a fleet and army.

### SUBTRACT

- 1 point for each I.Q. Point spent to modify the die roll.

If the die roll is less than or equal to the Wersgorix leader's Political Rating, the Thrall Race has been reconquered. The Thrall Race Marker is turned face down. The Crusader Player no longer controls the Thrall Race.

A Thrall Race can be Converted and reconquered any number of times. The Crusader gains Strength Points (for an army and fleet, if applicable) only the first time a Thrall Race is Converted. The Crusader Player does not gain additional Strength Points if the Thrall Race is Reconquered after being reconquered by the Wersgorix.

If a Converted Thrall Race is reconquered by the Wersgorix, the Fief Marker remains on the planet and the conquered

planet counts against the leader's fief limit. If the planet is reconquered by Crusader forces, the Crusader Player can reassign the fief to a different leader if he chooses.

## E. TITLES

Crusader leaders can be granted Titles. Titles are of three kinds: Noble (Knight, Baron, Duke), Ecclesiastical (Archbishop, New Pope), and Royal (King). A Crusader leader can hold one Noble and one Ecclesiastical Title at the same time. A leader who holds the Royal Title cannot hold any other title. A leader's title determines how many Thrall Races the leader can hold as fiefs. A Crusader leader can hold a fief only if he has a Noble or Royal Title. (Exception: Brother Parvus does not need a Noble Title to hold fiefs). The number of fiefs that can be held by each title is listed below. The names in parentheses are the leaders who hold Noble Titles when the game begins:

Title	Fief Limit
King	Any number of fiefs
Duke	8 fiefs
Baron (Sir Roger)	3 fiefs
Knight (Sir Owain, Sir Fitz-William)	1 fief

Ecclesiastical Titles have no effect on a leader's Fief Limit.

Titles can be given if certain conditions are met. The conditions vary with the title given and are listed below:

**Knight:** The King (or Sir Roger if there is no King) can make any leader a Knight. Both leaders must be in the same area as a church during Step 2 of the FIEF ASSIGNMENT AND CRUSADER TITLE PHASE. A Knight Marker is placed in the CRUSADER LEADER TITLE BOX with the leader's name.

**Baron:** The King (or Sir Roger if there is no King) can invest any Knight with the title Baron. Both leaders must be in the same area as a church during Step 2 of the FIEF ASSIGNMENT AND CRUSADER TITLE PHASE. A Baron Marker is placed in the CRUSADER LEADER TITLE BOX with the leader's name.

**Duke:** The King can invest any Baron with the title Duke. Both leaders must be in the same hex as a cathedral during Step 2 of the FIEF ASSIGNMENT AND CRUSADER TITLE PHASE. The Duke Marker is placed in the CRUSADER LEADER TITLE BOX with the leader's name.

**King:** The New Pope can crown any titled Crusader leader King. All Crusader leaders must be in the same hex as a cathedral during Step 2 of the FIEF ASSIGNMENT AND CRUSADER TITLE PHASE. The Crown Marker is placed in the CRUSADER LEADER TITLE BOX with the leader's name.

**Archbishop:** The New Pope (or Brother Parvus if there is no New Pope) can proclaim another leader Archbishop. Both pieces must be in the same area as a cathedral during Step 2 of the FIEF ASSIGNMENT AND CRUSADER TITLE PHASE. The Archbishop Marker is placed in the CRUSADER LEADER TITLE BOX with the leader's name.

**New Pope:** An Archbishop can proclaim another Archbishop (or Brother Parvus) the New Pope. Brother Parvus does not have to be an Archbishop to receive the title of New Pope. Both leaders must be in the same area as a cathedral, during Step 2 of the FIEF ASSIGNMENT AND CRUSADER TITLE PHASE. The New Pope Marker is placed in the CRUSADER TITLE BOX with the leader's name.

A leader cannot grant more than one title per Turn, nor can he receive more than one title per Turn. A leader cannot grant any title in the same Turn that he receives any title.

Sir Roger loses the ability to grant titles if some other Crusader leader becomes King.

Brother Parvus loses the ability to grant titles if some other Crusader leader is given the title of New Pope.

Crusader Ally and Thrall Race leaders can never receive or grant titles or hold fiefs.

## PART

# 9



## ALLIANCES

During the CRUSADER ALLIANCE PHASE, the Crusader Player can try to make an alliance with an Independent Race. Such an alliance provides additional forces to be used against the Empire. During the ALLIANCE DISRUPTION PHASE, the Wersgorix Player attempts to break



existing crusader alliances. At the beginning of the game, all Independent Races are Neutral. No alliances are in force.

To form or break an alliance, the Player must have a leader on the home planet of the race the alliance attempt will be made with. Note that the Jair Race has two home planets.

During his ALLIANCE PHASE, the Phasing Player announces which leader on an Independent Race home planet will be used to make (if Crusader) or break (if Wersgorix) an alliance. One die is rolled and the leader's Political Rating is added to the die roll. If there is an Enemy leader on the planet when the attempt is made, the Political Rating of one Enemy leader is subtracted from the die roll. If the modi-

fied die roll is greater than or equal to the Alliance Range (printed on the map), the attempt is successful.

Brother Parvus cannot be used to form an alliance. However, if he is present with a leader attempting to form an alliance, Brother Parvus can add his Political Rating to the attempt, due to his translation ability.

If the Wersgorix Player makes an attack on an Independent Race home planet or attacks a Independent piece, that Race is permanently allied to the Crusaders. Such an alliance can never be broken.

If an alliance is made, the race is now a Crusader Ally. The Crusader Player can immediately place Crusader Ally pieces

on the Ally's home planet (or planets).

The number of Strength Points that can be placed is equal to the result of one die roll. placed on the map. Each turn the alliance is in effect, the Crusader Player can enter one die's roll worth of reinforcements during the Reinforcement Step. Crusader Ally pieces are controlled by the Crusader Player and can be used normally. The Crusader Ally leader is placed with any Crusader Ally piece.

If an alliance is broken, the Ally immediately becomes Neutral. No piece belonging to that Independent Race can be moved or take part in combat. The Crusader Player can attempt to reform an alliance with that Race.

## PART

# 10



## SCENARIOS

Regardless of the scenario chosen, the set-up instructions and game play are the same. The only differences between the scenarios are the Victory Conditions.

### A. BASIC SCENARIO

The game lasts 15 turns. The units of both players are set up as given in PART 3. Victory conditions are checked at the end of Game Turn 15 to see who has won the game.

The Crusader Player wins by capturing the planet Wersgorix, or by capturing four of the other six capitals, or by converting nine Thrall Races. In order to win by converting Thrall Races, the Crusaders must have a King at the end of the game.

The Wersgorix Player wins by preventing the Crusader Player from achieving his victory conditions, or by eliminating all Crusader units and leaders.

### B. CAMPAIGN SCENARIO

The game lasts 30 turns. Both players' forces are set up as given in PART 3. The victory conditions are checked at the end of Game Turn 30 to see who has won the game.

The Crusader Player wins by controlling

all capitals on the map or by converting 14 Thrall Races. In order to win by converting Thrall Races, the Crusaders must have a King at the end of the game.

The Wersgorix Player wins by preventing the Crusader Player from fulfilling his victory conditions, or by eliminating all Crusader units and leaders.

## PART

# 11



## RANDOM EVENT EXPLANATIONS

At the beginning of each Game Turn both Players determine what their random event (if any) for the Turn will be. The results of a random event dice roll can never be voluntarily ignored by either Player.

### A. CRUSADER RANDOM EVENTS

**Leader Falls Ill:** One Crusader leader has become ill. To determine the leader, immediately roll one die and find the result:

- 1 — Sir Roger
- 2 — Sir Owain
- 3 — Sir Brian
- 4 — Brother Parvus
- 5 — Red John
- 6 — Roll again

The piece is flipped over to show the leader's wounded side. If on the wounded side already, the leader has died and is removed from play. Note: Wounded leaders have lower combat and political ratings.

**Earth:** The Crusaders have learned the general location of Earth. One Crusader (not Crusader ally) leader must be removed from play during the CRUSADER MOVEMENT PHASE, along with at least one Fleet Strength Point. The leader is placed on the GAME TURN/EQUIPMENT TRACK. Beginning with the next turn, the Crusader Player can roll one die at the start of the CRUSADER MOVEMENT PHASE. If a 5 or 6 is rolled, the leader (without any Strength Points) is returned to play at Thraxian. Each turn after this, the Crusader Player will lose 1 Fleet Strength Point at the beginning of each CRUSADER MOVEMENT PHASE. This random event can occur only once. All subsequent rolls of this event are treated as No Event.

**Reinforcements:** The Crusader Player immediately rolls one die and enters the number rolled as Strength Point reinforcements. These reinforcements represent captured ships, converts, allies, and mercenaries. The reinforcements can be used as either fleet or army Strength Points. They enter using the same method as normal reinforcements.

**Ally Becomes Neutral:** One Crusader Ally immediately leaves the Crusader alliance. If there are no Crusader Allies, this is treated as No Event. If there is more than one Crusader Ally, the Crusader Player has his choice of what ally will leave the alliance. The units of that race cannot be moved until the alliance



is reformed. No more Strength Points are gained as reinforcements from that race until the alliance is reformed. An alliance is reformed by following the same procedures as those for forming an alliance as given in PART 9.

**Grail:** The Crusaders have heard rumors of the Holy Grail. The Wersgorix Player immediately places the Grail piece on any planet not occupied by Wersgorix- or Crusader-controlled pieces. The Grail piece can be taken and carried by any army or fleet. The Grail piece can be transferred from one unit to another if both units end the Turn in the same hex. When a Crusader leader reaches the Grail piece, the Crusader Player rolls one die; if the result is 1 or 2, the Grail is real; any other number indicates the Grail was a false rumor. If the Grail is only a rumor, the Grail piece is immediately removed from play. The True Grail will give a 1 column shift (for both fleet and army combat) to all combats fought by the Crusader-controlled force possessing the Grail. The True Grail can be captured from the enemy in the same manner as a leader. The True Grail can never be destroyed. Once the Grail piece has been placed on the map, treat all further rolls of this event as No Event.

**Crusading Fervor:** The Crusaders, intent on crushing the Wersgorix, work themselves into a religious fury. During the CRUSADER COMBAT PHASE, all attacks are shifted 1 column to the right. Brother Parvus cannot be used to give a column shift when Crusading Fervor is in effect. Crusading Fervor lasts one turn.

**Ionic Storm:** An ionic storm enters the map. One die is rolled to find the entry point. An Ionic Storm Marker is placed on the Ionic Storm Entry Hex matching the number rolled. One die is rolled for the direction of the storm and is compared to the direction indicator on the map. The storm will move in that direction a number of hexes equal to one die roll. If the storm leaves the map it is removed from play. In Step 6 of the REINFORCEMENT AND RANDOM EVENTS PHASE the direction and distance is determined again.

An ionic storm affects the hex it is in and all hexes it is adjacent to. No fleet can enter an area affected by an ionic storm. Fleets in an ionic storm's area of effect cannot be moved.

**Heresy:** A Converted Thrall race, chosen by the Wersgorix Player, has an outbreak of religious heresy. A Heresy Marker is placed immediately on the planet. At the beginning of each REINFORCEMENT AND RANDOM EVENTS PHASE, a check is made to see if the heresy spreads. All other conversion attempts suffer a -1 penalty to the die roll as long as any Heresy Marker is in play. A Heresy Marker can be removed by building a cathedral on the heretical planet or by attacking the Thrall Race on the planet (if a cathedral is already built). Any attack resulting in a Defender loss will remove the Heresy. A heretical planet remains under Crusader control, but does not satisfy any Scenario Victory Conditions. If the Wersgorix Player attacks forces on a heretical planet, the Heresy Marker is removed and the planet returns to Converted status before the combat is resolved. If there are currently no converted Thrall Races, treat this as No Event.

**Treachery:** One Crusader leader (other than Sir Rogor and Brother Parvus), or a Crusader Ally leader goes over to the Wersgorix side for one turn. The leader is chosen by the Crusader Player during the REINFORCEMENT AND RANDOM EVENT PHASE. The treacherous leader is controlled by the Wersgorix Player that Turn. The treacherous leader moves and fights as if it were a Wersgorix leader. If the treacherous leader is stacked with any Crusader combat units or moves through a hex containing only Crusader combat units, it can move those units normally. If there is another Crusader or Ally leader in the hex, a Command Dispute results. If there is a Command Dispute, the Wersgorix Player rolls one die. If the roll is less than the treacherous leader's Political Rating, the treacherous leader has assumed command of all combat units in the hex. If the roll is equal to or higher than the Political Rating, the loyal Crusader leader has assumed command. If the treacherous leader takes command, the Wersgorix Player can use the treacherous leader and troops just as if they were his own units. Regardless of who wins a Command Dispute, the losing leader moves and functions normally for the side that controls it.

**Ambassador:** A diplomat from a neutral Independent Race arrives at Sir Rog-

er's camp. During the CRUSADER ALLIANCE PHASE, the Crusader Player can attempt to form an alliance with the Independent Race, using the procedure given in PART 9. The Crusader Player has the choice of which Independent Race the diplomat is from. If the Crusaders currently have alliances with all Independent Races on the map, treat this as No Event.

## B. WERSGORIX RANDOM EVENTS

**Withdrawal:** The Wersgorix Player must immediately remove from play a number of Strength Points equal to the roll of one die. The points can be removed from any fleets, armies, or Garrison Markers on the map. The appropriate adjustments are made on the STRENGTH TRACK. If points are removed from an Garrison Marker, the marker is replaced by a new one to reflect the new strength. If any unit is reduced to a strength of 0, that unit is eliminated.

**Reinforcements:** Wersgorix forces have received Strength Points from other parts of the Empire. One die is rolled. This is the number of Strength Points the Wersgorix Player receives. All reinforcements enter immediately at the planet Wersgorix. The Wersgorix Player can add these points to existing fleets or armies that are on Wersgorix, create new fleets or armies, or place a Garrison Marker on the planet. If necessary, fleet strength can be taken as Uncollected Strength Points.

**Rebellion:** One Thrall Race of the Crusader Player's choice Converts. The Thrall Race piece is flipped to its Converted side during the REINFORCEMENT AND RANDOM EVENTS PHASE. No Fief Marker is placed. When a Crusader leader lands on the planet, his Fief Marker is placed on the planet and the Strength Points of the Thrall Race are added to his army. This random event does not require the Crusader Player to expend Equipment Points or to build a castle or church, regardless of the Attitude of the chosen Thrall Race.

**Lies:** The Wersgorix have learned some new information about the Crusaders. They are all genetically superior aliens who breed for ferocity in battle and have mental control over their bodies. Because of this misinformation, the Wersgorix Player loses 31.Q. Points. These points are subtracted immediately.

**Initiative:** The Emperor realizes the Crusaders might be a threat to the ultimate survival of the Empire. During the

**WERSGORIX ALERT PHASE**, the Wersgorix Player can play one extra Alert Marker. If all planets are already alerted when this event is rolled, treat this as No Event.

**Earth:** The Empire has learned the location of Earth. During the **WERSGORIX MOVEMENT PHASE**, the Wersgorix Player gains 1 I.Q. Point for every 5 Fleet Strength Points he removes from play. This can be done only during the **WERSGORIX MOVEMENT PHASE** immediately following the **REINFORCEMENT AND RANDOM EVENTS PHASE** in which this result was rolled. This event can occur only once; if it is rolled again, treat it as No Event.

## PART

# 12



## CRUSADE COMBAT RESULT EXPLANATIONS

Results listed in the **CRUSADE COMBAT TABLE** are in pairs. The result to the left of the slash (the number) applies to fleet combat, and to the right of the slash (the letter) to ground combat.

### FLEET COMBAT

**1.** Your fleet gets lost due to bad navigation and never finds the enemy. Roll one die and move your fleet(s) in the direction shown on the **IONIC STORM MOVEMENT INDICATOR** that corresponds to the roll. The fleet(s) end their move when they reach a hex on a different planet. If the direction rolled would take the fleet(s) off the map without reaching any planet, the fleet(s) do not move. No combat takes place.

**2.** Your navigators are poorly trained and you came into the combat area too fast. You lose 2 Strength Points and the enemy loses 1.

**3.** The battle area is a maze of asteroids and chunks of rock. Roll one die to see which side had worse navigators (1-3 Wersgorix; 4-6 Crusader). The unfortunate Player rolls one die and adds 2 to the result. The final total is the number of Strength Points destroyed.

**4.** You outfit your crews and knights in

spacesuits and send them into space. In a surprising move, they blow open the enemy hulls with bombs and board the enemy to fight hand-to-hand. The Wersgorix, unprepared, suffer badly. Roll two dice to find the number of Enemy Strength Points lost.

**5.** The battle is an inconclusive standoff. Each Player loses 1 Strength Point. However, during the delay someone managed to affect the nearest Alert Satellite. If the satellite is Off, it is immediately turned On. If it is On, it is immediately turned Off. Planets in a Defense Zone whose Alert Satellite was turned On become alerted, if they are not alerted already. All planets in a Defense Zone whose Alert Satellite was turned Off become unalerted.

**6.** You take a gamble and try a tactic you heard was used by galleys — ramming. Each Player rolls one die to find the number of Strength Points he loses.

**7.** The battle was a trap. Roll one die to see if you escaped the trap in time (1-3 No; 4-6 Yes). If you were trapped, you lose Strength Points equal to the roll of two dice. If you escaped, the enemy loses Strength Points equal to the roll of one die.

**8.** Your fleet(s) arrived scattered and at different times. Roll one die to find the number of Strength Points you lose.

**9.** Inexperienced in the hazards of space, you arrive just as an ionic storm appears. Place an Ionic Storm Marker in the hex you are in. No combat can occur.

**10.** By parleying over the farspeaker, you manage to convince the Wersgorix that you are really a super-race and have a death weapon. Disheartened, they fight feebly and with no spirit. Roll two dice to find the number of Enemy Strength Points lost.

### GROUND COMBAT

**A.** The priests rouse your men into a fighting fury by preaching about the perils of damnation if the godless Wersgorix are not defeated. The Wersgorix lose one Strength Point for every 2 Strength Points you are attacking with.

**B.** You try a strange enemy bomb. A huge fireball is the result. Roll one die to see if it explodes in your camp or his (1-3 Crusader; 4-6 Wersgorix). Roll two dice to find the number of Strength Points eliminated.

**C.** Your newly-captured weapons run out

of power. The Wersgorix launch an immediate counter-attack. You lose 1 Strength Point for every 3 defending Wersgorix Strength Points.

**D.** The leaders of each side hold a parley. Through bravado and guile, you manage to arrange a truce. No combat occurs.

**E.** Your archers fill the sky with arrows. Although the arrows are not very accurate, the Wersgorix have no armor to protect themselves. Roll one die to find the number of Wersgorix Strength Points lost.

**F.** The Wersgorix troops have set up a camp gleaming with strange equipment and powerful-looking engines. During the night your men become afraid. The attack the next morning is half-hearted and weak. You lose a number of Strength Points equal to the roll of one die.

**G.** You order your men to make a show of brazen courage and strength before the battle. Dressed in the best clothes, prancing your horses, and shouting fierce battle cries, you terrify the Wersgorix troops with your blood-thirstiness. When the attack comes, they panic and run. Your knights gallop out and ride them down, taking many prisoners. The Wersgorix Player loses 1 Strength Point for every 3 Strength Points you attack with.

**H.** During the night, you prepare covered pits, ramparts, chevaux-de-frise, and barricades. In the morning, you goad the Wersgorix into attacking you. They advance and fall into your traps. Roll one die and add 3 to find the total number of Enemy Strength Points lost.

**I.** Your knights, bored by inaction, decide they can deal with these paynim. They recklessly charge the enemy. As they charge, the enemy line wavers. Roll one die to see if the knights are successful (1-3 No; 4-6 Yes). If successful, the enemy loses a number of Strength Points equal to the roll of one die. If unsuccessful, you lose a number of Strength Points equal to the roll of one die.

**J.** In an attempt to force the enemy to surrender, you order your men to drive a wedge through their lines and capture their leader. You lose 3 Strength Points doing so. The enemy loses a number of Strength Points equal to the roll of one die. If the enemy's losses are greater than yours, you have wounded the enemy leader. If there is no enemy leader present, you were tricked into thinking there was one. No Friendly leaders are hurt.

THE HIGH CRUSADE™ Game Counter Setups (200 piece front and  
quantity of sections of this sheet are type to game: 1. Total  
quantity of sections left to print in game: 1.

SIR B ROGER	SIR K OWAIN	SIR K FTZ WLM	NEO JOHN	BROTHER PARVUS	12 FLEET A	8 FLEET B	8 FLEET C	8 FLEET D	8 FLEET E
2 3	2 3	2 3	1 0	1 0	1 0	1 0	1 0	1 0	1 0
8 FLEET F	8 FLEET G	8 FLEET H	8 FLEET I	EQUIP PTS	FLEET STR A	FLEET STR B	FLEET STR C	FLEET STR D	FLEET STR E

FLEET STR F	FLEET STR G	FLEET STR H	FLEET STR I	ROGER	ROGER	ROGER	ROGER	ROGER	ROGER
1 0	1 0	1 0	1 0	1 0	1 0	1 0	1 0	1 0	1 0
ROGER	ROGER	OWAIN	OWAIN	OWAIN	OWAIN	OWAIN	OWAIN	OWAIN	OWAIN

CHURCH	CHURCH	CHURCH	CHURCH	CHURCH	CHURCH	KNIGHT	KNIGHT	BARON	KING
1 0	1 0	1 0	1 0	1 0	1 0	1 0	1 0	1 0	1 0
NEW POPE	ARCH BISHOP	ARCH BISHOP	CASTLE	CASTLE	CASTLE	CASTLE	CASTLE	CASTLE	CASTLE

CASTLE	CASTLE	3	5	6	7	8	9	1	3
1 0	1 0	1 0	1 0	1 0	1 0	1 0	1 0	1 0	1 0
ALERT	ALERT	ALERT	ALERT	ALERT	ALERT	ALERT	ALERT	HOLY GRAIL	GAME TURN

ALERT	ALERT	ALERT	ALERT	ALERT	8 SOR VAN	ETHEL- BERT	8 P-THING FLEET A	8 P-THING FLEET B	THIRALL LEADER
1 0	1 0	1 0	1 0	1 0	1 0	1 0	1 0	1 0	1 0
8 JAIR FLEET A	8 JAIR FLEET B	8 JAIR FLEET C	8 JAIR FLEET D	8 JAIR FLEET E	8 JAIR FLEET F	8 JAIR FLEET G	8 JAIR FLEET H	8 JAIR FLEET I	8 JAIR FLEET J

G	G	G	G	G	G	G	G	G	G
7	5	5	3	3	3	2	2	1	1
WERSG UNC PTS	ALERT SAT	ALERT SAT	ALERT SAT	ALERT SAT	ALERT SAT	ALERT SAT	ALERT SAT	1.0 POINTS	WERSG LEADER

WERSG. LEADER	WERSG. LEADER	WERSG. LEADER	WERSG. LEADER	WERSG. LEADER	WERSG. LEADER	WERSG. LEADER	WERSG. LEADER	WERSG. LEADER	WERSG. LEADER
0 1	0 1	0 1	0 1	0 1	0 1	0 1	0 1	0 1	0 1
8 FLEET A	8 FLEET B	8 FLEET C	8 FLEET D	8 FLEET E	8 FLEET F	8 FLEET G	8 FLEET H	8 FLEET I	8 FLEET J

FLEET STR A	FLEET STR B	FLEET STR C	FLEET STR D	FLEET STR E	FLEET STR F	FLEET STR G	FLEET STR H	FLEET STR I	FLEET STR J
1 0	1 0	1 0	1 0	1 0	1 0	1 0	1 0	1 0	1 0
FLEET STR K	FLEET STR L	FLEET STR M	FLEET STR N	FLEET STR O	FLEET STR P	FLEET STR Q	FLEET STR R	FLEET STR S	FLEET STR T

FLEET STR A	FLEET STR B	FLEET STR C	FLEET STR D	FLEET STR E	FLEET STR F	FLEET STR G	FLEET STR H	FLEET STR I	FLEET STR J
1 0	1 0	1 0	1 0	1 0	1 0	1 0	1 0	1 0	1 0
FLEET STR K	FLEET STR L	FLEET STR M	FLEET STR N	FLEET STR O	FLEET STR P	FLEET STR Q	FLEET STR R	FLEET STR S	FLEET STR T

2	4	5	5	5	5	5	5	5	5
1 0	1 0	1 0	1 0	1 0	1 0	1 0	1 0	1 0	1 0
8 THIRALL FLEET A	8 THIRALL FLEET B	8 THIRALL FLEET C	8 THIRALL FLEET D	8 THIRALL FLEET E	8 THIRALL FLEET F	8 THIRALL FLEET G	8 THIRALL FLEET H	8 THIRALL FLEET I	8 THIRALL FLEET J

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THE HIGH CRUSADE™ Game Counter Setups (200 piece back)

G	G	G	G	G	G	G	G	G	G
1	1	2	2	3	3	3	5	5	7
WERSG. LEADER	ALERT SAT	ALERT SAT	ALERT SAT	ALERT SAT	ALERT SAT	ALERT SAT	ALERT SAT	ALERT SAT	ALERT SAT

ARMY STR A	ARMY STR B	ARMY STR C	ARMY STR D	ARMY STR E	ARMY STR F	ARMY STR G	ARMY STR H	ARMY STR I	ARMY STR J
1 0	1 0	1 0	1 0	1 0	1 0	1 0	1 0	1 0	1 0
ARMY STR K	ARMY STR L	ARMY STR M	ARMY STR N	ARMY STR O	ARMY STR P	ARMY STR Q	ARMY STR R	ARMY STR S	ARMY STR T

ARMY STR A	ARMY STR B	ARMY STR C	ARMY STR D	ARMY STR E	ARMY STR F	ARMY STR G	ARMY STR H	ARMY STR I	ARMY STR J
1 0	1 0	1 0	1 0	1 0	1 0	1 0	1 0	1 0	1 0
ARMY STR K	ARMY STR L	ARMY STR M	ARMY STR N	ARMY STR O	ARMY STR P	ARMY STR Q	ARMY STR R	ARMY STR S	ARMY STR T

THIRALL RACE	THIRALL RACE	THIRALL RACE	THIRALL RACE	THIRALL RACE	THIRALL RACE	THIRALL RACE	THIRALL RACE	THIRALL RACE	THIRALL RACE
1 0	1 0	1 0	1 0	1 0	1 0	1 0	1 0	1 0	1 0
THIRALL RACE	THIRALL RACE	THIRALL RACE	THIRALL RACE	THIRALL RACE	THIRALL RACE	THIRALL RACE	THIRALL RACE	THIRALL RACE	THIRALL RACE

ASHEWK ARMY STR A	ASHEWK ARMY STR B	ASHEWK ARMY STR C	ASHEWK ARMY STR D	ASHEWK ARMY STR E	ASHEWK ARMY STR F	ASHEWK ARMY STR G	ASHEWK ARMY STR H	ASHEWK ARMY STR I	ASHEWK ARMY STR J
1 0	1 0	1 0	1 0	1 0	1 0	1 0	1 0	1 0	1 0
ASHEWK ARMY STR K	ASHEWK ARMY STR L	ASHEWK ARMY STR M	ASHEWK ARMY STR N	ASHEWK ARMY STR O	ASHEWK ARMY STR P	ASHEWK ARMY STR Q	ASHEWK ARMY STR R	ASHEWK ARMY STR S	ASHEWK ARMY STR T

ARMY STR A	ARMY STR B	ARMY STR C	ARMY STR D	ARMY STR E	ARMY STR F	ARMY STR G	ARMY STR H	ARMY STR I	ARMY STR J
1 0	1 0	1 0	1 0	1 0	1 0	1 0	1 0	1 0	1 0
ARMY STR K	ARMY STR L	ARMY STR M	ARMY STR N	ARMY STR O	ARMY STR P	ARMY STR Q	ARMY STR R	ARMY STR S	ARMY STR T

JOHN	JOHN	JOHN	JOHN	JOHN	JOHN	JOHN	JOHN	JOHN	JOHN
1 0	1 0	1 0	1 0	1 0	1 0	1 0	1 0	1 0	1 0
JOHN	JOHN	JOHN	JOHN	JOHN	JOHN	JOHN	JOHN	JOHN	JOHN

DUKE	BARON	BARON	CATH.	CATH.	CATH.	CATH.	CATH.	CATH.	CATH.
1 0	1 0	1 0	1 0	1 0	1 0	1 0	1 0	1 0	1 0
DUKE	BARON	BARON	CATH.	CATH.	CATH.	CATH.	CATH.	CATH.	CATH.

?	?	?	?	?	?	?	?	?	?
1 0	1 0	1 0	1 0	1 0	1 0	1 0	1 0	1 0	1 0
?	?	?	?	?	?	?	?	?	?

THIRALL RACE	THIRALL RACE	THIRALL RACE	THIRALL RACE	THIRALL RACE	THIRALL RACE	THIRALL RACE	THIRALL RACE	THIRALL RACE	THIRALL RACE
1 0	1 0	1 0	1 0	1 0	1 0	1 0	1 0	1 0	1 0
THIRALL RACE	THIRALL RACE	THIRALL RACE	THIRALL RACE	THIRALL RACE	THIRALL RACE	THIRALL RACE	THIRALL RACE	THIRALL RACE	THIRALL RACE