



Salāḍīn

Rules & Scenarios



Welcome to the series *En Ordre de Bataille*

History for all!

Each title in this series will feature a legendary medieval leader and two battles highlighting them.

Saladin, first game in the series, recreates the famous battles of Hattin and Arsuf where Saladin was opposed by the Crusader hosts of Guy de Lusignan and then those of Richard the Lionheart.

In *Saladin*, each player commands one of the armies that were engaged. Order your horsemen to harass the Crusader ranks or launch a devastating charge with your heavily armored knights. *Saladin* is an epic game designed for history and strategy fans.

Will you be able to lead your men to victory?

Saladin is a historical wargame for 2 players. Having chosen one of the two battle scenarios and set up the game, each player, in turn, will order one of their Banners. The aim is to disorganise enemy Banners. For this it will be necessary to spend Order tokens, the number of which will decrease at the beginning of each turn.

The player who manages to preserve the cohesion of their troops by retaining the precious Order tokens will be declared the winner.

For parents and teachers

This game is designed to act as a fun and highly instructive working model of historical events.

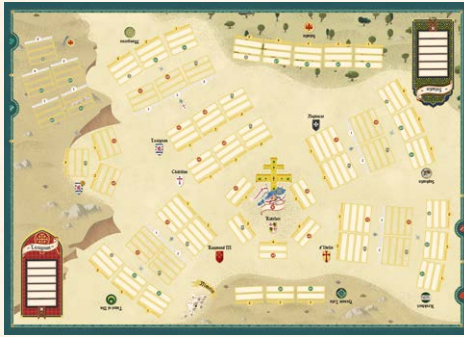
Engaging with the game will encourage any child to understand why certain important events occurred, as well as what may have happened if different decisions had been made.

Easy rules and attractive components will help the younger player ease into the educational and sociable pastime of historical gaming.

Enjoy the game!

• Game contents •

- 1 double-sided game board in A3 format.



Hattin side



Arsuf side

- 28 Banner cards—14 for the Ayyubids (8 for the Hattin scenario and 6 for the Arsuf scenario), 14 for the Crusaders (8 for Hattin and 6 for Arsuf).



- 4 Leader cards—2 Saladin cards, 1 for the Hattin scenario, 1 for the Arsuf scenario, 1 Richard the Lionheart card, 1 Guy de Lusignan card.



- 115 wooden bars representing Lances—59 for the Ayyubids , 56 for the Crusaders .
- 26 wooden Order tokens—13 for the Ayyubids , 13 for the Crusaders .
- 1 Shield wall marker for the Crusaders .
- 1 Fire marker for the Ayyubids , used in the Hattin scenario.
- 6 Combat dice—3 for the Ayyubids , 3 for the Crusaders .
- 1 rulebook.

1 Place the game board between you then select the scenario you want to play. One of you takes the role of the Ayyubids under command of Saladin, the other one the role of the Crusaders. Read carefully the Special rules of the scenario before starting. The Arsuf scenario is the easiest to play for a first game.

Ayyubids Banners

2 Set up the Banner cards of your side as specified by the scenario: they represent troops with their leader.



Hattin scenario



Arsuf scenario

Crusaders Leader.

This is the commander-in-chief of the army.

Available Orders

Ayyubids Available Orders Pool

Spent Orders

Ayyubids Spent Orders Pool

Crusaders Losses Track

3 To win at Saladin, you must be the last player still having Order tokens. These tokens are first available in your Available Orders Pool. When you use them during the turn, move them to the Spent Orders Pool. They will be available again the next turn. You will lose permanently Orders at the beginning of each turn depending on the Banners you have lost previously. You will also lose Orders permanently by losing a certain number of Lances.

• Setup •

Ayyubids Leader

Ayyubids Losses
Track to place
eliminated Lances

Spent Orders

Crusaders Spent Orders Pool

Available Orders

Crusaders Available
Orders Pool

Crusaders Banners

4 Lances represent the troops associated with the Banners. They are set up on the game board following the instructions of the scenario.

 Rout

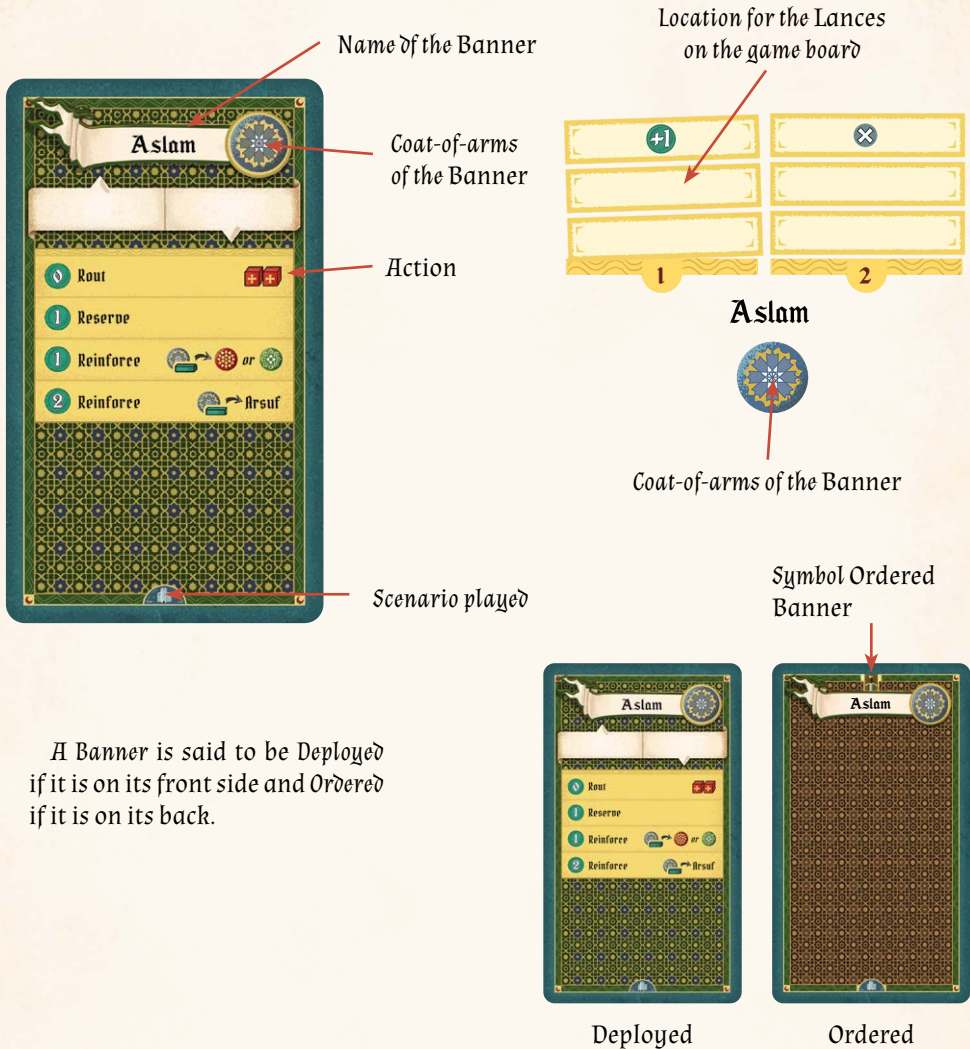
On the Banners cards are listed the Actions that the player can perform during the battle. Each Action lists a number of Orders to spend in order to perform the Action and resolve its effects.

• Key Game Terms •

To fully understand the fundamentals of the game, it is important to remember the definitions of the following terms that are used in these rules:

Banner

A Banner represents a set of troops—horsemen, bowmen, pikemen, crossbowmen—gathered under the same command. A Banner is symbolized by a card and is associated with one or more locations on the game board.



A Banner is said to be *Deployed* if it is on its front side and *Ordered* if it is on its back.

• Key Game Terms •

Leader

The commander-in-chief of each army is represented by a *Leader* card.

Like a Banner, a *Leader* card is said to be *Deployed* on its front side and *Ordered* on its back.



Name of the Leader

Action

Scenario played

Order

An *Order* is a token of the color of its side. These tokens represent the command capability of armies.



An *Order* is said to be **Available** when it is situated in the player's *Available Orders Pool*. A player uses their available *Orders* to perform an *Action* with an activated Banner.



An *Order* is said to be **Spent** when it has been used previously and is situated in the player's *Spent Orders Pool*. At the beginning of a new turn the *Orders* in the *Spent Orders Pool* become available again and are moved back into the *Available Orders Pool*.

An *Order* can be permanently lost, it is then placed back in the game box and can never be returned to play. When a player must place an *Order* in the game box, he must first remove it from the *Available Orders Pool* and then from the *Spent Orders Pool* if the *Available Orders Pool* is empty. **The first player to place back their last *Order* in the game box loses immediately.**

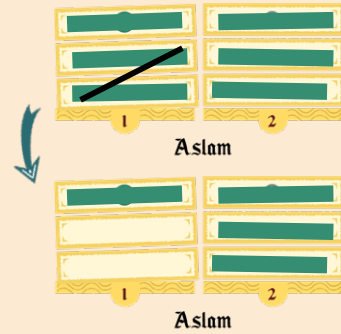
• Key Game Terms •

Lance

A Lance is represented by a wooden bar of the color of its camp. These bars represent the troops associated with the various Banners on the battlefield.

On the game board the eliminated Lances are removed from bottom to top and from left to right, by following the numbering (1, 2...).

The Ayyubids player must eliminate 2 Lances from Aslam Banner.



An eliminated Lance is placed on the player's Losses Track located on the game board.



A player must immediately place back in the box 1 Order **when they lose their 6th Lance**. The 6 Lances are then also placed back in the game box and can in no case return to play. If other Lances are subsequently eliminated they are placed again on the Losses Track. In the event that a player has to replace 1 eliminated Lance, they must take it from the Losses Track, never from the game box. If there is no Lance available on the Losses Track, they cannot replace a Lance.

A Banner that no longer has Lances on the game board is eliminated and the corresponding card is given to their opponent. An eliminated Banner can never come back into play. During the Chaos phase, a player loses an additional 1 Order for each of their Banners in possession of their opponent.

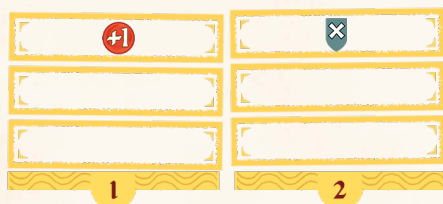
• Key Game Terms •

Status

A Banner can have either *Uncommitted* or *Committed* status. The *Uncommitted* status indicates that the Banner fights its opponent at a distance—shots from archers, cross-bowmen—or remains in reserve. The *Committed* status means that the Banners fight in melee.

The status of a Banner affects the game in different ways:

- On the game board, a Banner can have two locations to place its Lances depending on its status. A color code is used to determine the status of the Banner. A Banner can have only one location on the game board but may be *Committed* due to an enemy Banner.

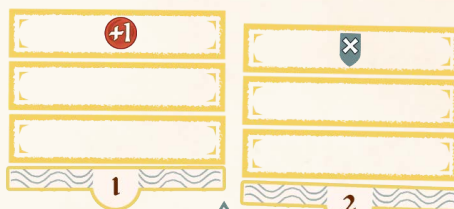


Bourgoigne

Lances location,
Banner Uncommitted.



Sand color



Lances location,
Banner Committed.



White color

- On the cards, some *Actions* are dependent on the status of the Banner, and can only be chosen if the Banner is in the corresponding status. A color code allows you to determine the possible *Actions* according to the status of the Banner:



Uncommitted



Sand color



Committed



White color

• Key Game Terms •

Combat dice

Each player has at their disposal a set of *Combat dice*. *Combat dice* are rolled to determine the outcome of an *Action*.



Nothing
2 sides



Eliminate
1 Lance
2 sides



Eliminate
2 Lances
1 side



Spend
1 Order
1 side



Action/Reaction

A *Banner* can perform an *Action*, or sometimes a specific kind of *Action* called *Reaction*. Most of the time, the player has to choose an enemy *Banner* as the target of the *Action* or *Reaction*. The enemy *Banners* that a *Banner* can target are shown on its card. Conversely, the card shows the opposing *Banners* that can target it.

Banner of Ala al Din



Ala al Din can target or

Ala al Din can be targeted by or

Next to each coat of arms a symbol specifies the status needed for the *Action* to be performed or if a *Reaction* can be carried out.



Reaction



Committed



Uncommitted

Banner of Richard



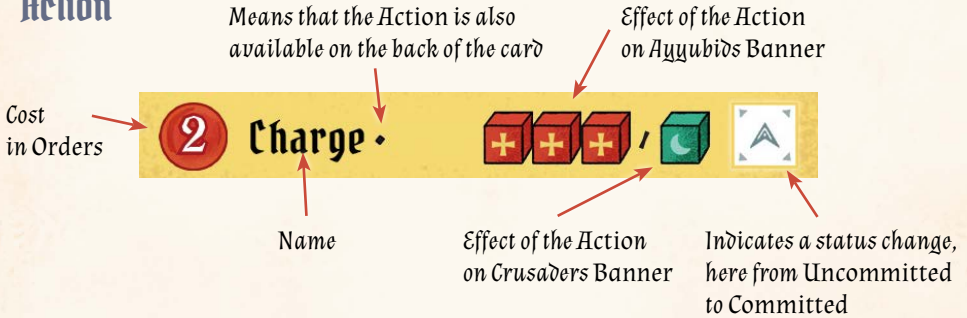
Can target if its status is Committed or Uncommitted.

Can be targeted by in Reaction and by in Reaction or if Committed.

• Key Game Terms •

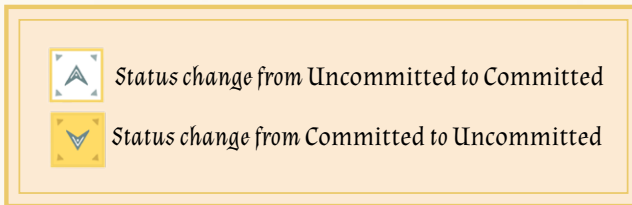
Each Banner has a number of different Actions or Reactions available.

Action



Each Action lists the following information from left to right:

- The cost in Order(s),
- The name of the Action (without effect on the game).
- If this Action is also available when the Banner is Ordered.
- The effects of the Action. Results on Red dice are applied to the Ayyubids Banner and effects on Green dice are applied to the Crusaders Banner. In general, you need to roll 1 or more Combat dice to determine the outcome of an Action.
- The possible status change of the Banner.



Reaction



A Reaction is used to counter an adverse Action. If the condition of use is valid, it interrupts the Action. Its effects are resolved immediately. The Action of the enemy Banner is canceled, but the Order(s) expense remains effective, and the enemy Banner card is turned to its Ordered side if necessary. **The Banner that has just carried out the Reaction remains on its Deployed side.**

• Sequence of play •

A turn is divided into four phases:

- Chaos
- Initiative
- Activation
- Redeployment

One phase must be completed entirely before moving on to the next.

Chaos

Starting the second turn of the game, each player places back in the box one Order **plus** one additional Order per Banner given to their opponent.

Initiative

The player with the **fewest** Orders in their *Available Orders Pool* has the initiative. In case of a tie, the scenario specifies which player has the initiative. The player with the initiative is the one who will choose whether or not to start the *Activation phase*. A *Leader* may have an *Action* to seize the initiative and use it during the *Initiative phase*. In this case, he is turned on its *Ordered* side.

Chaos and Initiative

Example – Battle of Arsuf

This is the beginning of a new turn, the Crusaders player gave the Banners of *Naplouse* and *Sablé* to their Ayyubids opponent in previous turns. So they must return 3 Orders to the box.

Naplouse



Sablé



beginning
of the turn



The Crusaders player has 5 Orders left, and the Ayyubids player has 7. It is the Crusaders player who has the initiative, unless the Ayyubids player decides to activate their *Leader*. This is what the latter does. So it is the Ayyubids player who wins the initiative for this turn. The Ayyubids *Leader* card is turned over on its *Ordered* side.

Activation

Starting with the player designated during the Initiative phase, players will alternate activations or pass. A player can pass only if all their Banners and Leader cards are on their Ordered side. A player who has passed can no longer choose activation; their opponent, however, can continue to perform activations until they also pass. Upon activation, the player activates a Banner or their Leader.

Activating a banner

By activating a Banner the player must, in order:

1. Choose an Action on their selected Banner card.
2. Spend the necessary Orders.
3. Choose a valid target for this Action.
4. Ask if the targeted Banner performs a Reaction, if possible. In this case solve the effects of the Reaction and proceed to step 7. A Banner that performs a Reaction remains on its Deployed side.
5. Simultaneously apply the effects of the Action to the targeted Banner and the acting Banner by rolling the indicated Combat dice if needed.
6. Move the Lances on the game board if the Banner moves from Uncommitted to Committed or vice versa.
7. Turn the Banner card to its Ordered side if it was on its Deployed side. Leave the card on its Ordered side if it was already on that side.

Activating a Leader

By activating a Leader the player must, in order:

1. Choose on their Leader card one of the available Actions.
2. Apply the effects of the Action.
3. Turn the Leader card on its Ordered side.

Banner and Leader activation – Battle of Arsuf

It is the turn of the Crusaders player to perform an activation. They decide to activate the Banner of Henry II. They choose the *Loose Action*, targeting the Ayyubids Banner of Ala Afdal.

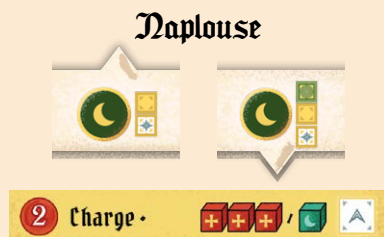


They therefore spend 1 Order from their *Available Orders Pool* and move it to their *Spent Orders Pool*. They throw 1 *Combat die* that eliminates 1 *Lance* from the *Ala Afdal Banner*. The lost *Lance* is placed on the *Ayyubids Losses Track*. The Crusaders player turns the *Banner of Henry II* to its *Ordered* side.

It is the turn of the Ayyubids player to perform 1 activation. They choose to activate their *Leader* and select as *Action*, recover 1 spent Order. They move 1 spent Order from the *Spent Orders Pool* to their *Available Orders Pool* and then turn their *Leader* to their *Ordered* side.

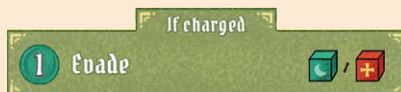
Reaction example – Battle of Arsuf

It's the Crusaders player's turn to activate a Banner. They decide to activate *Naplouse* and choose the *Charge Action*. They therefore spend 2 Orders and target *Sulaymân*, the only Banner that can be targeted.



The Ayyubids player decides to perform their *Reaction*, *Evaðe*, with *Sulaymân*—which is possible because *Sulaymân* can target *Naplouse* in *Reaction*, is on its *Deployed* side and *Naplouse* performs a *Charge*.

Sulaymân



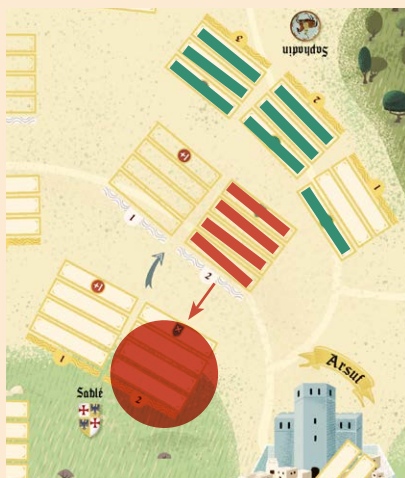
Both players roll 1 *Combat die* and apply the results. *Naplouse* becomes *Ordered* but *Sulaymân* remains *Deployed*. Both Banners remain *Uncommitted* as the *Naplouse Action* is canceled.

Special cases and consequences of activation.

- A Banner on its Ordered side can still be activated to perform an Action.
- If a player's Available Orders Pool is empty and one of their Banners is still on their Ordered side, they **must** activate it using the Action with a cost of 0. **Important note:** a player always has the option to choose an Action with a cost of 0 even if their Available Orders Pool is not empty.
- The cost in Orders to activate a Banner is increased depending on the Lances lost previously. According to the symbol **+1**, **+2**... unveiled on the game board, the cost of activating the Banner is increased by 1.2... **Exception:** there is no additional costs to an Action with a cost of 0.
- A Banner can change its status from Uncommitted to Committed or vice versa according to the indications of the Action performed. In this case, you must move the Lances of the Banner concerned to the appropriate location on the game board. This change therefore involves changing the status of the enemy Banner.

Game example – Battle of Arsuf

The Crusaders player activates Sablé using the Regroup Action. The player spends 2 Orders because of previously lost Lances. There is no dice to roll to resolve this Action. Sablé becomes Uncommitted. Its Lances are moved to the Uncommitted locations on the game board. Therefore, the status of the Banner of Saphadin changes from Committed to Uncommitted. In Arsuf, the Ayyubids Banners changing status always remain on the same location.



• Sequence of play •

- A Combat result that requires to lose 1 Order has no effect if the target player's Available Orders Pool is empty.
- A Banner that no longer has Banners to target because they have lost all their Lances is removed from the game and placed back in the game box. Since this Banner was not given to their opponent, the player will not lose an additional Order in the Chaos phase of the next turn and it will no longer be necessary to activate it.

Game example – Battle of Arsuf

Saladin



The Banners of Richard and Bourgoigne have lost all their Lances. The Ayubids player eliminated them. Saladin's Banner no longer has a target and is therefore removed from the game.

Redeployment

All cards of Banners and Leaders still in play are returned to their Deployed side. Orders located in the Spent Orders Pool are moved to the Available Orders Pool and become available again for the next turn. The turn is over.

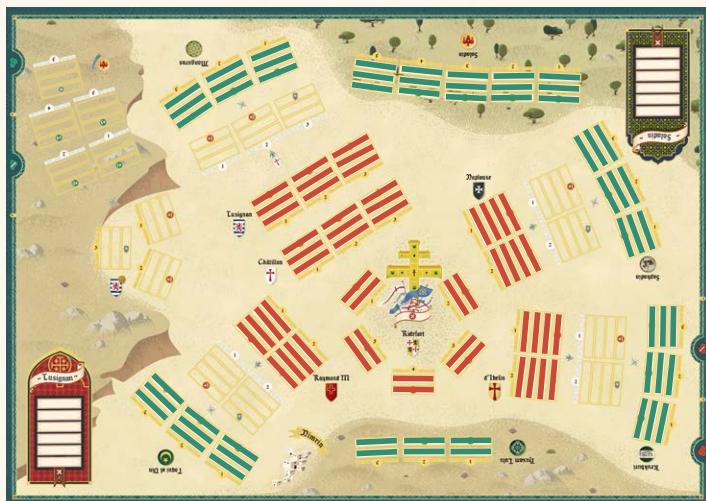
Victory Conditions

The game ends immediately when one of the players puts their last Order in the box. Their opponent is declared the winner. In the event that both players put their last Order in the game box simultaneously, the winner is the one who had the most Orders by totaling those of in their Available Orders Pool and Spent Orders Pool just before the end of the game. In case of a tie, count the remaining Lances on the board—even those of the Banners that were set aside because they no longer had a target. The player with the highest number of Lances remaining is declared the winner. In the event of another tie, the game is a draw.

• The Battle of Hattin – 1187 •

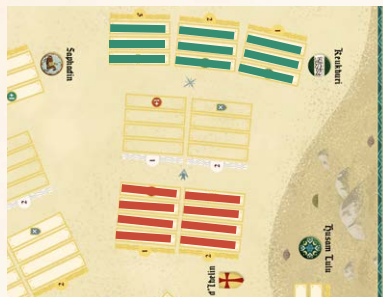
In the early summer of 1187, the king of Jerusalem, Guy de Lusignan, was in a delicate situation. The truce with Saladin was broken, mainly due to raids led by Renaud de Châtillon. Saladin laid siege to Tiberias hoping to lure the Frankish army to a favorable battlefield. The Latin Lords, overconfident, fall into the trap. The Franks are surrounded not far from an elevation called the Horns of Hattin. Saladin's troops set fire to the brush thus exacerbating his opponents' already dire thirst. The Knights of Raymond III charge to break the encirclement. Ayyubid foot soldiers move aside to let them pass and flee. Harassed from all sides, Lusignan takes refuge on the heights of the Horns before being crushed and forced to surrender. The Frankish army is dispersed or destroyed. After this great victory, Saladin retakes Jerusalem.

Setup

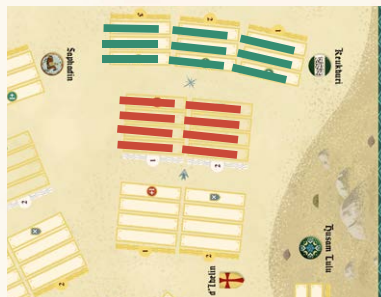


Special rules

- **Crusaders** – pieces  and Banner cards  12 available Orders
- **Ayyubids** – pieces  and Banner cards  12 available Orders
- **Initiative in case of a tie** – Ayyubids.
- **Statuses** – The Banners of Ridefort and Husam Lulu can never be Committed. Those of D'Ibelin, Naplouse, Châtillon, Raymond III and Saladin have two locations differentiated by a color code on the game board, Uncommitted and Committed. These Banners change locations on the game board if their status is modified. The Banners of Keukburi, Saphadin, Manguras and Taqui al Din have only one location on the game board and their status is the same as the one of the Crusaders Banner that targets them.



D'Ibelin and Keukburi Uncommitted

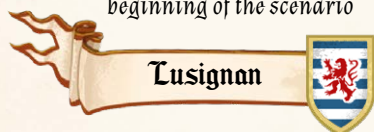


D'Ibelin and Keukburi Committed

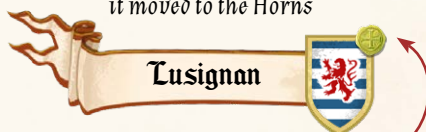
The Lusignan Banner has two locations on the game board. On the one it occupies at the beginning of the scenario, Lusignan is always Uncommitted. If the Banner is moved to the Horns of Hattin it will have the same status as the Banner of Saladin which is the only one that can target it.

- **Cards** – the Banners of Lusignan, Châtillon, Saladin and Manguras each have two cards. The cards available at the beginning of the scenario are those that do not have the symbol (the Horns symbol ). They are replaced when Lusignan moves to the Horns of Hattin.

Lusignan Banner at the beginning of the scenario



Lusignan Banner after it moved to the Horns



Symbol of the cards to use when Lusignan moves to the Horns

- **Hasam Lulu** – Hasam Lulu's Banner is not given to the Crusaders player when it looses its last Lance. It is simply placed back in the box.

Scenario-specific Actions

Lusignan

- Only one time per game -

Move  to the Horns



Once per game, the Crusaders player can activate their leader Lusignan to move all the Lances of the Lusignan Banner to the locations of the Horns of Hattin on the game board. The Crusaders player recovers 1 Order placed back in the game box and adds it to their *Available Orders Pool*. **This Action becomes mandatory as soon as the sum of the Orders in the Available Orders Pool and the Spent Orders Pool of the Crusaders player is strictly less than 5.** In this case, if the Lusignan Leader card is on its *Deployed* side, the Action will have to be the next Crusaders player Action. If the Lusignan card is on its *Ordered* side, the Action will have to be the first one performed by the Crusaders player during the next turn.

As Lusignan's Lances are moved to the Horns, the Banner cards of Lusignan, Châtillon, Saladin and Manguras are replaced. The new cards are placed on their front or back side depending on whether they were *Deployed* or *Ordered* before they were replaced.

Saladin

- Only one time per game -

If  or at the Horns AND 
then take the True Cross 

Once per game, if the Lusignan's Banner has moved to the Horns of Hattin or is eliminated and if Châtillon's Banner is also eliminated, the Crusaders player must immediately place 1 Order back in the box.

• The Battle of Hattin – 1187 •

Saladin



Ridefort



The Banner of Saladin or Ridefort places 1 of its Lances on the location of the last lost Lance of the Banner of Saphadin or Manguras for Saladin and Lusignan for Ridefort.

Husam Lulu



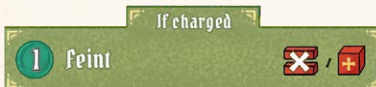
Husam Lulu's Banner places the Fire marker  on the game board in front of the locations of Husam Lulu's Lances. The Crusaders player must move 1 Order immediately to their Spent Orders Pool.

Husam Lulu



To perform this Action, the Fire marker must be on the game board. The Crusaders player must move 1 Order immediately to their Spent Orders Pool. If at the end of the turn, the Fire marker  is still on the board and Husam Lulu's Banner has not performed the Feed Fire Action, the marker is removed.

Taqui al Din



In the event of a Charge or Uncontrolled Charge by the Banner of Raymond III, the Banner of Taqui al Din undergoes the effects of 1 Combat die. The Banner of Raymond III must remove 2 Lances that are placed back directly in the game box, not on the Losses Track.

Lusignan



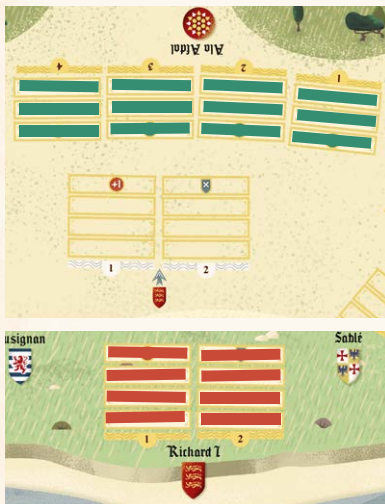
The Crusaders player places on the game board the Shield wall marker  in front of the locations of Lusignan's Lances. All Ayyubids Actions against the Banner of Lusignan will use 1 less Combat dice. The marker is removed during the Redeployment phase of the turn.

• Battle of Arsuf – 1191 •

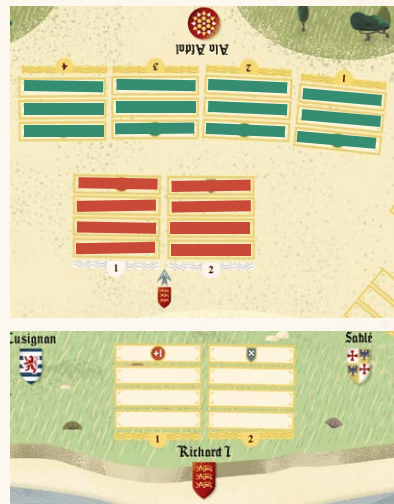
En route to Jerusalem, Richard the Lionheart's crusader army is attacked by Saladin's army near Arsuf. Mastering the impetuosity of his knights in the face of Ayyubids' harassment, Richard manages to retain control of his troops under a hail of arrows. Crusader resistance exhausts Saladin's horsemen. Richard, his hand possibly forced by a Hospitaller charge from out his army's rear guard, launches a powerful charge of his own. Disorganized and surprised, the Ayyubid army falls apart. This great victory deters Saladin from ever facing Richard again in open battle. Yet the crusaders would fail to liberate Jerusalem, and the Crusade fails in front of its main goal, the gates of the Holy City.

Special rules

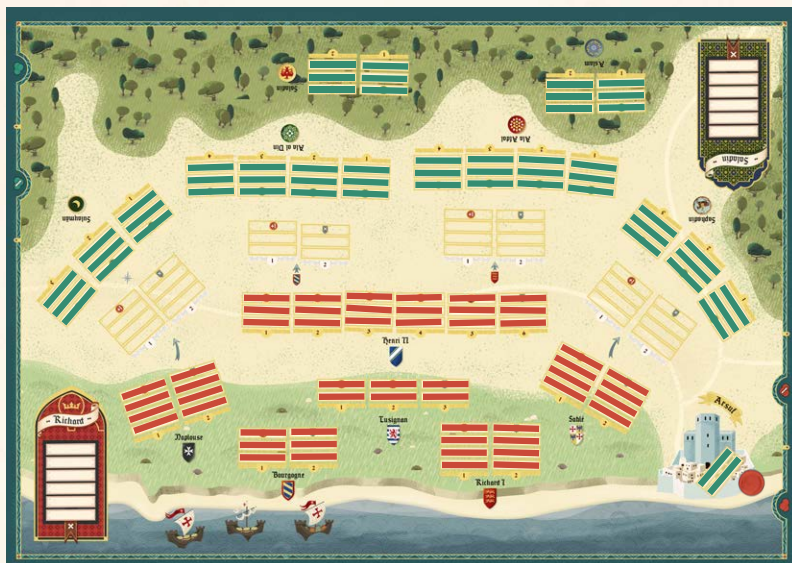
- **Crusaders** – pieces  and Banner cards  11 available Orders + 1 in Arsuf
- **Ayyubids** – pieces  and Banner cards  12 available Orders
- **Initiative in case of a tie** – Crusaders.
- **Orders** – the Crusaders player recovers a twelfth Order as soon as the two Ayyubids Lances in Arsuf are eliminated. This Order is made available and placed directly in their Available Orders Pool.
- **Statuses** – the Banners of Lusignan, Henry II, Aslam and Saladin can never be Committed. Those of Sablé, Bourgoigne, Richard and Naplouse have two locations on the game board differentiated by a color code, Uncommitted and Committed. These Banners change locations on the game board if their status is modified. The Banners of Saphadin, Ala Afdal, Ala al Din and Soulaymân have only one location on the game board and their status is the same as that of the Crusaders Banner that targets them.



Richard and Ala Afdal Uncommitted



Richard and Ala Afdal Committed



Scenario-specific Actions

Aslam

1 Reinforce   or 

The Banner of *Aslam* places 1 of its Lances on the location of the last lost Lance of the *Ala Afḍal* or *Ala al Din* Banners.

Aslam

2 Reinforce   *Arsuf*

The Banner of *Aslam* places 1 of its Lances on the location of the last lost Lance in *Arsuf*.

Saladin

0 Sacrifice   

The Crusaders player must place 1 Order in the *Spent Orders Pool*, then *Saladin's Banner* suffers the adverse effects of 2 Combat dice.

Henry II

1 Shield wall -1 

The Crusaders player places on the game board the *Shield wall* marker  in front of the locations of *Henry II's* Lances. All *Ayyubids Actions* against the Banner of *Henry II* will use 1 less Combat dice. The marker is removed during the *Redeployment* phase of the turn.

Tusignan

1 *Arsuf*  

The target of this action are the 2 *Ayyubids Lances* located in front of *Arsuf*. If these 2 Lances are eliminated, the Crusaders player recovers 1 Order which is immediately placed in the player's *Available Orders Pool*.

CREDITS

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• Players Aid •

Symbols used on the game board



Available Orders Pool
Ayyubids/Crusaders



Spent Orders Pool
Ayyubids/Crusaders



Uncommitted

Status of the Banner



Committed



Cost of the Action
increased by 1



Give the Banner
to your opponent



Place the
6 Lances
and 1 Order
in the box

Symbols used on the cards

Scenario cards



Hattin



Arsuf



Banner on its
Ordered side



Card used if
Lusignan is
at the Horns



Reaction



Committed



Uncommitted



Status change from
Uncommitted to Committed



Status change from
Committed to Uncommitted



Cost in Orders
of the action



Number of
Combat dice to roll

Charge •

Specifies if the Action is
available on the back of the card



Spend 1 Crusaders
Order



Place 1 Crusaders
Order back in the box



Place 2 Crusaders
Lances back in the box