Saladin

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!

• 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 beween 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

Available Orders

Ayyubids Available Orders Pool

Spent Orders

Ayyubids Spent Orders Pool

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 Losses Track

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

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*.

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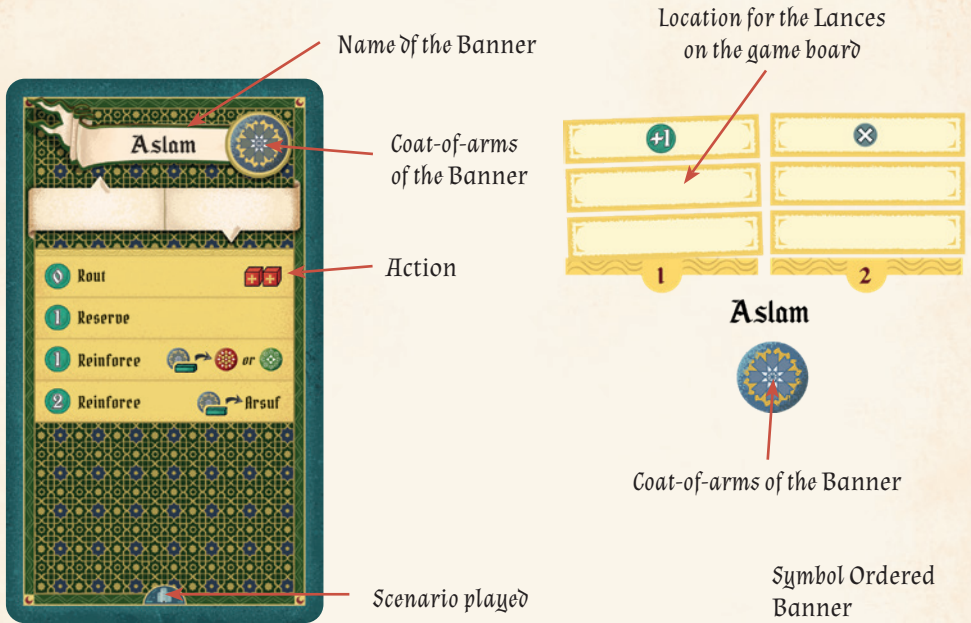
On the *Banners* cards are listed the *Actions* that the player can perform during the battle. Each *Action* lists a number of *Orders* to spend in order to perform the *Action* and resolve its effects.

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.

Name of the Banner

Location for the Lances on the game board

Coat-of-arms of the Banner

Action

Aslam

Coat-of-arms of the Banner

Scenario played

Symbol Ordered Banner

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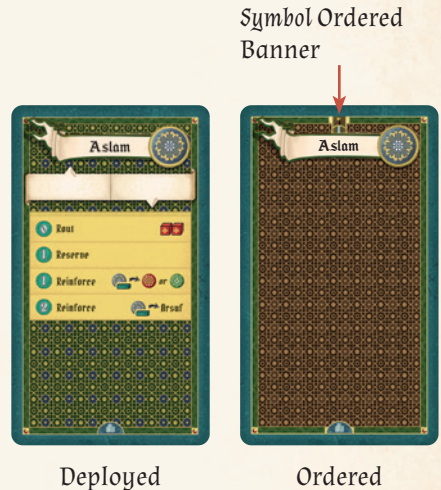
Deployed

Ordered

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

Saladin

Recover 1 spent

Seize initiative

Replace 1 lost
- Except in Arsuf -

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.**

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.

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*.

Lances location,
Banner Uncommitted.
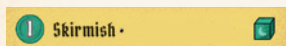
Sand color

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

Committed

Skirmish ·

Push ·

Sand color

White color

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	Eliminate	Eliminate	Spend
2 sides	1 Lance	2 Lances	1 Order
	2 sides	1 side	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.

Bannier 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.

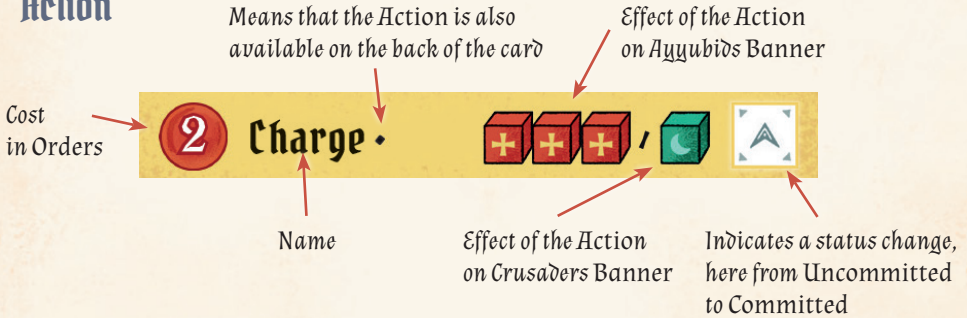⬜ Reaction   ⬜ Committed   ⬜ Uncommitted

Banner of Richard

Can target 🔴 *if its status is* Committed *or* Uncommitted.

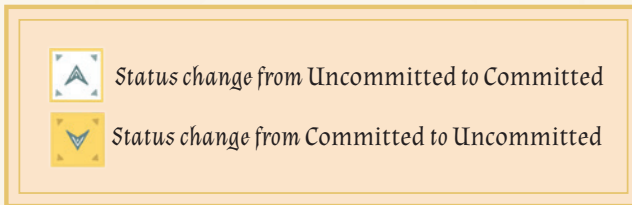*Can be targeted by* 🔴 *in Reaction and by* 🔴 *in Reaction or if* Committed.

· Key Game Terms ·

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

Action

Means that the Action is also available on the back of the card

Effect of the Action on *Ayyubids* Banner

Cost in Orders

② Charge ·

Name

Effect of the Action on *Crusaders* Banner

Indicates a status change, here from Uncommitted to Committed

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*.

> ⌃ Status change from Uncommitted to Committed
>
> ⌄ Status change from Committed to Uncommitted

Reaction

Condition of use of the Reaction

If charged

① Evade

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.**

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*.

Henri II

Targeted Banner Ala Ajdal

- Forbidden if the target is engaged -

1 Loose ·

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.
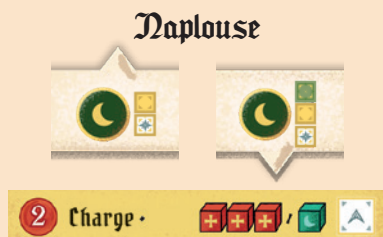
Naplouse

2 Charge ·

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

Sulaymân

If charged

1 Evade

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 Deployed 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.
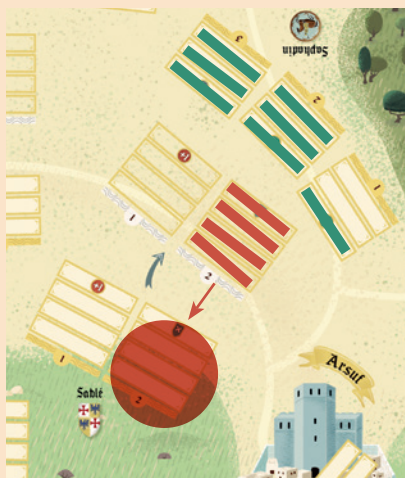
- A *Combat* result that requires to lose 1 *Order* has no effect if the target player's *Available Orders Pool* is empty.

- 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 Bourgogne have lost all their Lances. The Ayyubids 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
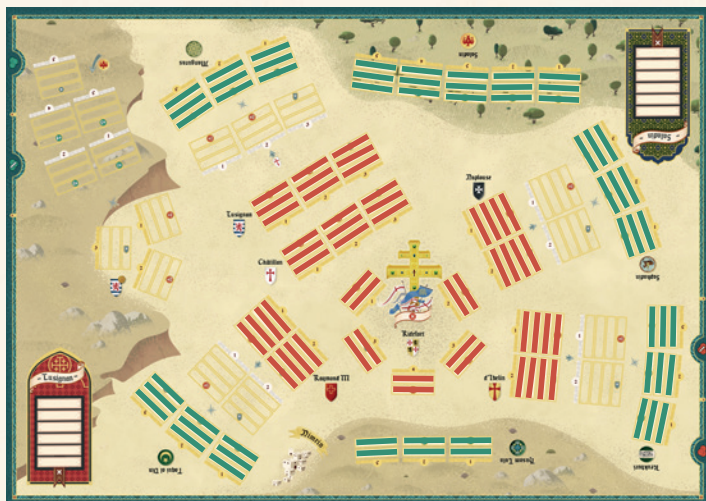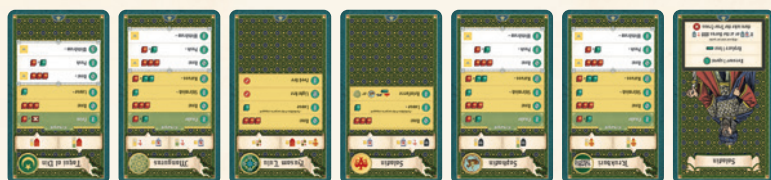
Special rules

- **Crusaders** – pieces [image] and Banner cards [image] 12 available Orders
- **Ayyubids** – pieces [image] and Banner cards [image] 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.
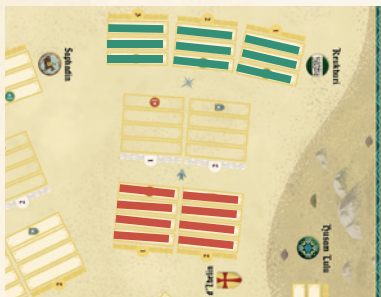
D'Ibelin *and* Keukburi Uncommitted
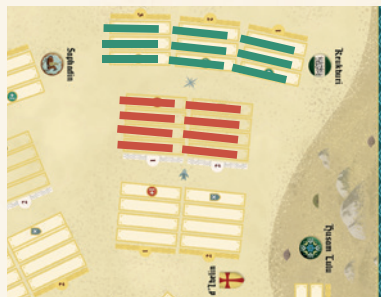
D'Ibelin *and* Keukburi Committed

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 [image]). They are replaced when Lusignan moves to the Horns of Hattin.

Lusignan Banner at the beginning of the scenario
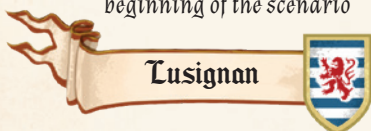
Lusignan

Lusignan Banner after it moved to the Horns
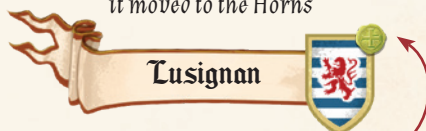
Lusignan

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

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.

Lusignan

- Only one time per game -
Move 🛡 to the Horns

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

1 Reinforce

Ridefort

1 Reinforce

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

2 Light fire

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

1 Feed fire

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

If charged

1 Feint

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

1 Shield wall   -1

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.
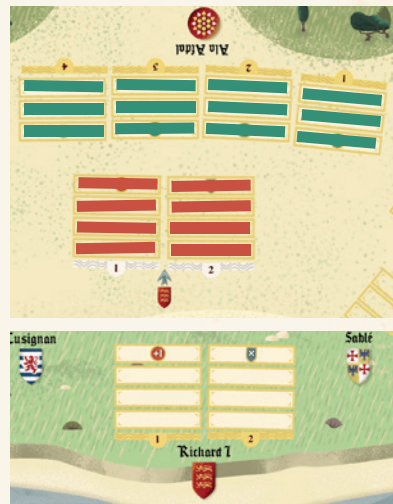
· Battle of Arsuf – 1191 ·

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 fells 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, Bourgogne, 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.
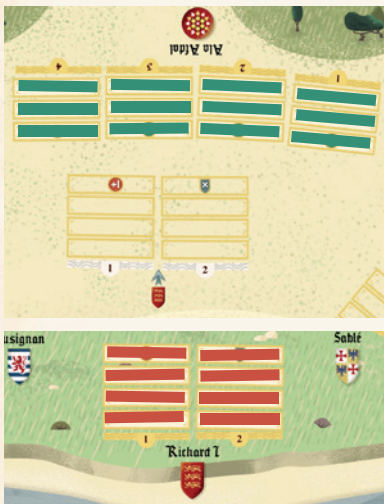
Richard *and* Ala Afdal Uncommitted

Richard *and* Ala Afdal Committed

Setup

Scenario-specific Actions

Aslam

1 Reinforce

The Banner of Aslam places 1 of its Lances on the location of the last lost Lance of the *Ala Afdal* 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* if possible, then *Saladin's* Banner suffers the adverse effects of 2 *Combat dice*.

Henri 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.

Lusignan

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*.

· Players Aid ·

Symbols used on the game board

Available Orders Pool
Ayyubids/Crusaders

Spent Orders Pool
Ayyubids/Crusaders

Status of the Banner

1
Uncommitted

1
Committed

+1 +1 *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

1 1 *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