

800 Pts - Crusaders - Crociati

| Name | # | Group | Size | Ldr | Move | Clash | Sustain | Short | Long | Morale | Stam | Option | Summary | Cost |
|--|---|-----------------|----------|-----|------|-------|---------|-------|------|--------|------|---------------------------------|---------|------|
| Squad (8⁺, 176 pts) | | | | | | | | | | | | | | |
| Crusaders Division | 1 | Division | | | | | | | | | | | | 176 |
| General | 1 | HQ | | 8 | 12" | +3 | +3 | | | | | | | [0] |
| Re-roll | | | | | | | | | | | | | | |
| Light Infantry | 1 | Light Infantry | Standard | | 6" | 4 | 4 | 3 | 3 | 6+ | 6 | Bow | | [21] |
| Bow | | | | | | | | | | | | | | |
| Light Infantry | 1 | Light Infantry | Standard | | 6" | 4 | 4 | 3 | 3 | 6+ | 6 | Bow | | [21] |
| Bow | | | | | | | | | | | | | | |
| Sergeants | 1 | Heavy Cavalry | Standard | | 9" | 9 | 6 | 3 | - | 4+ | 6 | Spear | | [30] |
| Spear | | | | | | | | | | | | | | |
| Crusader Knights | 1 | Heavy Cavalry | Standard | | 9" | 9 | 6 | 3/- | - | 4+ | 6 | Eager; Lance; Tough Fighters | | [34] |
| Spear | | | | | | | | | | | | | | |
| Sergeants | 1 | Heavy Cavalry | Standard | | 9" | 9 | 6 | 3 | - | 4+ | 6 | Spear | | [30] |
| Spear | | | | | | | | | | | | | | |
| Hospitaller Knights | 1 | Heavy Cavalry | Standard | | 9" | 9 | 6 | 3/- | - | 4+ | 6 | Fanatic; Frenzied Lance; WildF3 | | [40] |
| Fanatic; Frenzied Charge; Lance; Wild Fighters | | | | | | | | | | | | | | |
| Squad (9⁺, 191 pts) | | | | | | | | | | | | | | |
| Crusaders Division | 1 | Division | | | | | | | | | | | | 191 |
| Commander | 1 | HQ | | 8 | 12" | +1 | +1 | | | | | | | [0] |
| Sergeants | 1 | Medium Infantry | Standard | | 6" | 6 | 6 | 3 | - | 5+ | 6 | Spear | | [23] |
| Spear | | | | | | | | | | | | | | |
| Light Infantry | 1 | Light Infantry | Standard | | 6" | 4 | 4 | 3 | 3 | 6+ | 6 | Bow | | [21] |
| Bow | | | | | | | | | | | | | | |
| Heavy Infantry | 1 | Heavy Infantry | Standard | | 6" | 7 | 7 | 3 | - | 4+ | 6 | Spear; Stubborn | | [29] |
| Spear; Stubborn | | | | | | | | | | | | | | |
| Light Infantry | 1 | Light Infantry | Standard | | 6" | 4 | 4 | 3 | 3 | 6+ | 6 | Bow | | [21] |
| Bow | | | | | | | | | | | | | | |
| Heavy Infantry | 1 | Heavy Infantry | Standard | | 6" | 7 | 7 | 3 | - | 4+ | 6 | Spear; Stubborn | | [29] |
| Spear; Stubborn | | | | | | | | | | | | | | |
| Crusader Knights | 1 | Heavy Cavalry | Standard | | 9" | 9 | 6 | 3/- | - | 4+ | 6 | Eager; Lance; Tough Fighters | | [34] |
| Eager; Lance; Tough Fighters | | | | | | | | | | | | | | |
| Crusader Knights | 1 | Heavy Cavalry | Standard | | 9" | 9 | 6 | 3/- | - | 4+ | 6 | Eager; Lance; Tough Fighters | | [34] |
| Eager; Lance; Tough Fighters | | | | | | | | | | | | | | |

| Name | # | Group | Size | Ldr | Move | Clash | Sustain | Short | Long | Morale | Stam | Option Summary | Cost |
|--|---|--------------------------------------|----------|-----|-------|-------|---------|-------|------|--------|------|---------------------------|------------|
| Squad (101, 209 pts) | | | | | | | | | | | | | |
| Crusaders Division | 1 | Division | | | | | | | | | | | 209 |
| Commander | 1 | HQ | | 8 | 12" | +1 | +1 | | | | | | [0] |
| Heavy Infantry | 1 | Heavy Infantry | Standard | | 6" | 7 | 7 | 3 | - | 4+ | 6 | Spear Stubborn | [29] |
| | | Spear; Stubborn | | | | | | | | | | | |
| Light Infantry | 1 | Light Infantry | Standard | | 6" | 4 | 4 | 3 | 3 | 6+ | 6 | Bow | [21] |
| | | Bow | | | | | | | | | | | |
| Heavy Infantry | 1 | Heavy Infantry | Standard | | 6" | 7 | 7 | 3 | - | 4+ | 6 | Spear Stubborn | [29] |
| | | Spear; Stubborn | | | | | | | | | | | |
| Light Infantry | 1 | Light Infantry | Standard | | 6" | 4 | 4 | 3 | 3 | 6+ | 6 | Bow | [21] |
| | | Bow | | | | | | | | | | | |
| Turcopole | 1 | Light Cavalry | Small | | 9/12" | 5 | 3 | 2 | 2 | 6+ | 4 | Bow Feigned Spear | [21] |
| | | Bow; Feigned Flight; Spear | | | | | | | | | | | |
| Holy Order Knights | 1 | Heavy Cavalry | Standard | | 9" | 9 | 6 | 3/- | - | 4+ | 6 | Eager Lance Steady ToughF | [37] |
| | | Eager; Lance; Steady; Tough Fighters | | | | | | | | | | | |
| Turcopole | 1 | Light Cavalry | Small | | 9/12" | 5 | 3 | 2 | 2 | 6+ | 4 | Bow Feigned Spear | [21] |
| | | Bow; Feigned Flight; Spear | | | | | | | | | | | |
| Sergeants | 1 | Heavy Cavalry | Standard | | 9" | 9 | 6 | 3 | - | 4+ | 6 | Spear | [30] |
| | | Spear | | | | | | | | | | | |
| | | | | | | | | | | | | Total Cost: | 576 |

Option Footnotes

| Special Rules | |
|-----------------|---|
| Eager | <ul style="list-style-type: none"> • If given Charge order then always make one move even if fail order • If a Blunder then always a 6 • If part of a Division then only Eager units gain this move (p99 rulebook) |
| Fanatic | <ul style="list-style-type: none"> • Morale save +1 until Shaken (p100 rulebook) |
| Feigned Flight | <ul style="list-style-type: none"> • Can be ordered to move or use Initiative if in hand-to-hand (p100 rulebook) |
| Frenzied Charge | <ul style="list-style-type: none"> • If enemy visible then must Charge • Must charge with 3 Moves allowed if pass Order test • If fail Order test then move once • If Shaken/Disordered then does not apply (p100 rulebook) |
| Re-roll | <ul style="list-style-type: none"> • Once per game may reroll one Order test even if blundered (p80 rulebook) |
| Steady | <ul style="list-style-type: none"> • Ignore first '6' from Ranged attacks for Break test each turn (p104 rulebook) |
| Stubborn | <ul style="list-style-type: none"> • Re-roll failed Morale save each turn (once in Shooting, once in Hand-to-hand) (p104 rulebook) |
| Tough Fighters | <ul style="list-style-type: none"> • Re-roll one missed Hand-to-hand attack each round (p106 rulebook) |
| Wild Fighters | <ul style="list-style-type: none"> • Re-roll three missed combat attacks in the first round of the game (p107 rulebook) |

| | |
|--------------|--|
| Upgrade | |
| Make General | |
| Weapons | |
| Bow | R: 18" |
| Lance | <ul style="list-style-type: none"> • Enemy suffers -1 Morale when charged/countercharged in first round of Combat • If both sides are armed with Lances this applies to both sides (p101 rulebook) |
| Spear | R: 6" |

| Group | Min | Max | Used |
|------------|-----|-----|-------------|
| Infantry | 6 | 0 | 11 (Min: 6) |
| Skirmisher | 0 | 0 | 0 |
| Cavalry | 6 | 0 | 10 (Min: 6) |