

Northern crusade
Pietrasanta (MC), January 29 A.D. 2006

Armies	List	Composition	Ally	Agg	Terrain compulsory	Terrain optional
Mongol	IV35	1x3Kn o CV (Gen), 2x3CV, 8x2Lh, 1x2Lh o 1xArt	Mongol	4	Light Hill	Broken Ground, Marsh (ice/no), River (ice/no)
Teutonic Order	IV30	1x3Kn (Gen), 3x3Kn, 1x3CV, 2x2Lh, 2x4Cb, 1x4Sp, (1x3Ax + 1x2Ps) o 2x7Hd	Danish	3	Light Hill	Wood, Broken Hill, Marsh (ice/no)
Denmark / Sweden	III40d	1x3Kn (Com), 8x4Bd o 3Ax, 2x2Ps o 3Bw, 1x4Sp o 7Hd.	Teutonic	2	Coast	2 Woods, Light Hill
Russia	III78	1x3Cv (Com), 4x3Cv, 2x2LH, 2x4Sp, 2x2Ps, 1x7Hd o 3Ax o 3/6Kn	Mongol	2	Wood	Light Hill, River (ice/no), Marsh (ice/no)
Hungary	III67b	1x3Kn (Com), 1x3Kn, 1x3Cv, 3x2LH, 3x4Sp, 2x3Ax o 3Bw, 1x2Ps	Teutonic	1	Light Hill	Light Hill, Coast (Danube), Marsh
Poland	III62b	1x3Kn (Com), 2x3Kn, 1x2LH, 3x4Sp, 1x4Bd, 3x3Bw, 1x2Ps	Teutonic	1	Wood	2 Light Hill, Marsh
Estonia	IV27	1x4Wb (Com), 9x3Wb, 2x2Ps.	Russian	[0]	Coast	2 Woods, Light Hill, Marsh (ice)
Lithuania / Latvia	IV18	1x3Cv o 2LH (Com), 1x3Cv o 2LH, 6x2LH, 2x3Ax, 2x2Ps	Russian	[0]	Coast	2 Woods, Light Hill, Marsh (ice)
Prussia	IV28	1x3Cv (Com), 1x3Cv, 4x3Wb, 4x3Wb o 3Ax, 2x2Ps	Russian	[1]	Broken Ground	2 Woods, Light hill, Difficult hill

Army composition

The army is composed by 18 stands, 12 of the principal army and 6 of the allied army. Every army has his general with standard command radio and standard bonus/malus. The allied army is composed by 6 stands chosen between the ones of the allied army list, but with the standard general and standard options (i.e. one army can't have more Ps than those allowed in its army list).

Playing against a principal army of it's own list or with an ally army that is equal for the two players, the player has to use its own army list as the ally army list (i.e. if a polish army meets the Teuonic order, it has to take a polish ally army). The elements of the principal and ally army can support each other normally.

Movement

Every general has to use a dice of different colour for determine PIPs. The ally will have the number of PIP reduced in this ratio:

- dice result 1 or 2 = 1 PIP
- dice result 3 or 4 = 2 PIPs
- dice result 5 or 6 = 3 PIPs

Routing of an ally army

The ally army is routed when its losses are equal or superior to 1/3 of the elements of the army (2 stand on 6 available) or its general is destroyed. The remnant elements can't move to the enemy's entry edge and cannot contact voluntarily the enemy elements. They can fight in melee with enemies only if they are already in contact with them at the beginning of the turn, if they get in contact for compulsory movement following a melee result or if they are attacked. They can give overlaps and shoots. Fighting and shooting is determined through normal rules. If the allied army is routed its PIPs are reduced in this way: result of dice 1/2/3 = 1 PIP; result of dice 4/5/6 = 2 PIPs.

Defender / attacker

To determine who is going to play the attacker and the defender it has to be used the aggressivity indicated in the table. The tabletop is a rectangle of 90x60cm. Firstly the defender choose and place its terrains and then the attacker choose the entering side. The defender

deploy its principal army, then the attacker deploy its principal and allied army and, finally, the defender deploy its allied army. It is not possible to exchange elements. The camp is not deployed on the tabletop.

Terrain

The player place 1 compulsory and 2 optional terrains. Estonian, Lithuanian, Latvian and Prussian can choose an extra terrain and they are always defenders.

The coast can be posed only on the short side of the table. The river, long as maximum as 60 cm, can be stretched through the two longest side, or the two closest sides.

The defender after having deployed the allied army determine through a dice if some terrain are frozen or not. A terrain that is frozen counts as good going, but troops on its edge get a +1 if they defend an external edge

Mongol army – Special rules

They split the army in two groups of any possible composition. The only limit is that an army can't be smaller than 6 elements and that it should comprised one general element. The Mongol player have to declare which of the two generals will get the highest PIP score before dicing.

Losses are counted as for standard DBA rules (i.e. every element count as 1 loss) and the allied army can't be routed.

If the Mongol player is the attacker, after having choose the entry edge, he could substitutes one terrain with another (but with different shape/dimension) chosen from enemy's eligibles or he can eliminates one coast or river.

Victory condition and scoring system

Victory conditions are the standard DBA ones: the losing player is who at the end of the game lost 4 or more elements of the enemy, or the principal army general and more elements than the enemy.

The routing element counts as one element lost. If the ally army lose other 4 stands after its routing, it count as an extra element lost for the scoring criteria.

Orthodoxy

The good crusader musts

To clarify the tournament rules we decided to write few notes to indicate the correct crusader behaviour to follow in tournament. Who will keep having doubts and follow the mistake, will be banned from the earth and accused of heresy, having to burn alive in the square!!!

The composition of the allied army has to start from the army list indicated general, that will be the general of the allied army, and then the player can choose the other 5 elements between the ones normally available (i.e. if there is an option between 1x2LH and 1x1Art, it is not possible to deploy both, or if there are 3x3CV available in the normal list it is impossible to deploy 4).

It is not possible to mix the principal and allied army and, of course, the composition of the army can be changed before the beginning of every game, with the respect of the aforementioned premises.

The Mongols are the only army list that follow different rules. This happens only if the Mongol army is the principal army, because if it is an allied army of the other armies it follow as a normal allied army.

The Mongol player has 2 army lists of mongols and he has to start choosing the 2 generals (CV or KN - they can be different), and then picks the elements of one army list (11 elements) and distribute it between the two armies. The remnants pieces of the second army list (5 elements), are distributed between the two armies.

Mongol armies are different from other armies also because they don't go in rout. The Mongol lose with the normal DBA criteria (i.e. when he lose 4 elements, that can belong indifferently to the principal or to the allied army). The Mongol player before throwing 2 dices to determine PIPs decides at which army (principal or ally) will be attributed the one with the highest dice score.

When a principal army general die (in the case of Mongol army this is true also for the allied army) the PIPs will be halved for that army, as it happens normally in DBA. So, if the dice score is 3, the halved PIPs will be 1,5 and, correcting this result, will make a final result of 1 PIP.

Probably it did happen to you to have lost the general and be very piss-off by the low number of PIPs, so there shouldn't be problems to apply this rule.

As regarding the result of the game, if you lose the general of your principal army, this means 2 points, as normally applies in the other tournaments. The general of the allied army do not give any particular extra point.

If an ally army is routing, its elements couldn't enter voluntarily in contact with enemies, apart the case of ending in contact by a forced movement. It is the same rule normally applied to war wagon and artillery. Elements of a routed army can't move toward the enemy edge, meaning that they can move laterally or backwardly, but not that they can move back to a position where they were in the precedent move.

With the army rout, all its PIPs are halved in the following way (with the usual exception of the Mongol army); if you score 1/2/3 you have 1 PIP, if you score 4/5/6 you have 2 PIPs.

The ally army is routed if its general die or if 2 of its elements are destroyed. This is equal to 1 point for the final score, but if the enemy destroys other 4 elements other than that ones, then he get another point (i.e. 2 over 4 he needs to win the game).

The rationales of this rule are to give a minor importance to the allied army, because the losses of an allied weren't historically so important for the commander in chief of an army. In a game the real enemy to defeat is the enemy's main army, more motivated and tough. With the routing of the allied, he stops to take the initiative and remains on a defensive position. So, player, focusing only on the extermination of an allied army can be very dangerous for your army. The Mongols, with their light troops, are weaker and more mobile than other armies, but are more fragile, especially in difficult terrain, and can accumulate less total losses.

The river can be long as maximum as 60 cm, so you can either connect the longest side of the table top, or connect one long and one short side of the table. The coastal hedge can be placed on the short side of the table. The lake can be either frozen or not, and this is decided at the end of the deployment phase with a dice scoring.

The Mongol player can substitute and/or change shape and size of a piece of terrain that the enemy has placed on the table if he plays as attacker. The terrain that the Mongol player can choose are the ones available for the enemy. The terrain should be placed in the area where the precedent terrain lays.

Good tournament and good conversions!!!