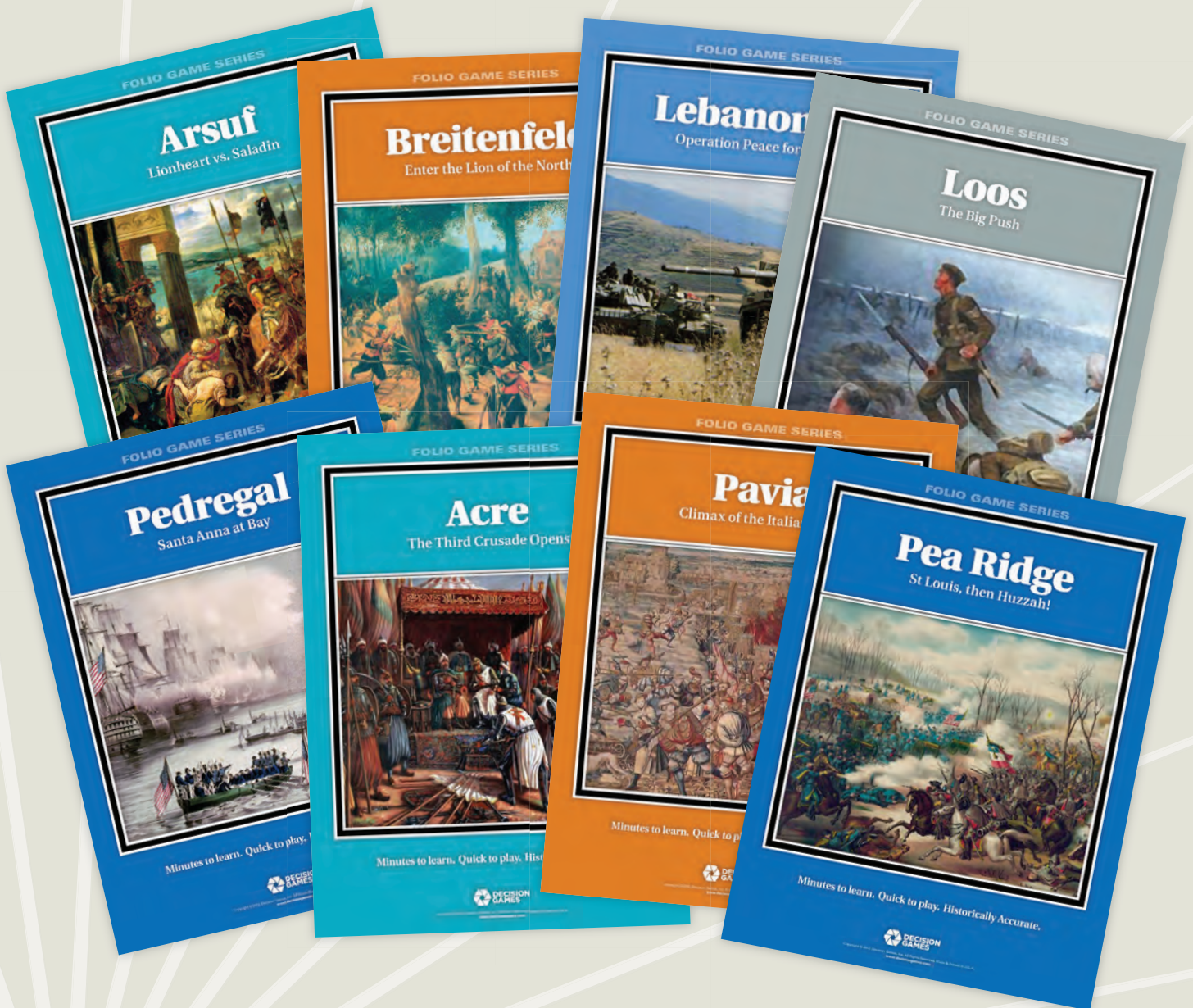


# THE DECISION GAMES **FOLIO GAME SERIES**

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# Medieval Battles: Arsuf

## Target Market

- Crusades history buffs

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- Chris Perello design
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## Release Date

- TBD

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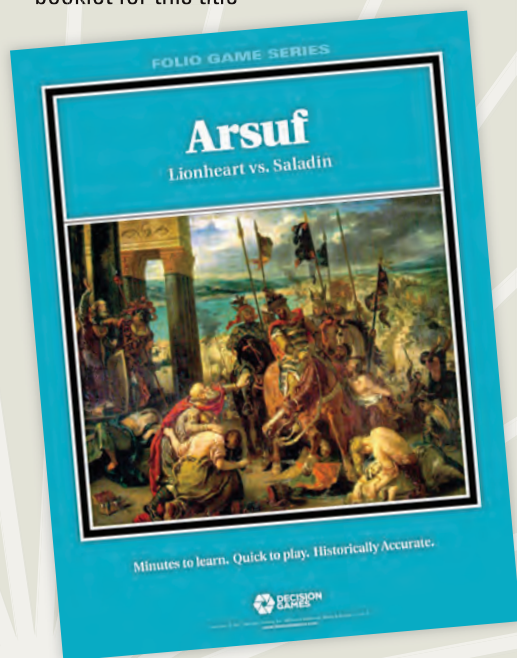
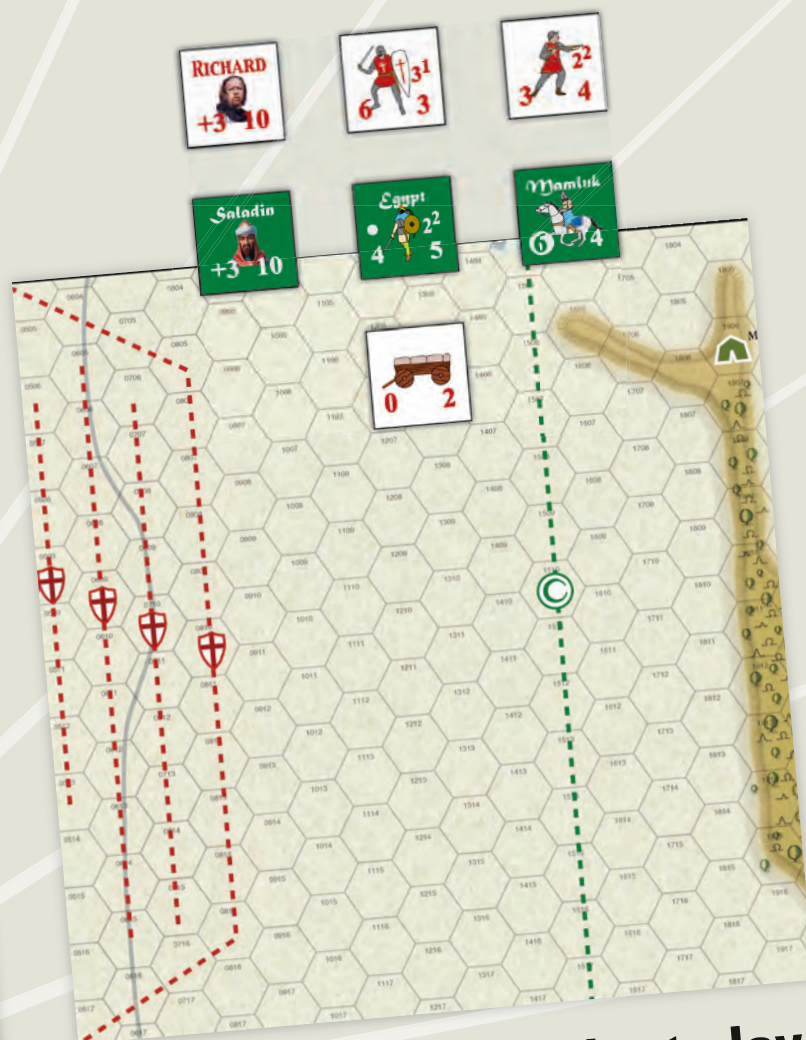
- One 17x22 inch terrain map
- 100 die-cut counters
- One Standard rules booklet for this series
- One Exclusive rules booklet for this title

## Lionheart vs. Saladin

As the Third Crusade drags on, the Crusaders can make no headway to reach the Levantine interior against Saladin's highly mobile Arab army; but Saladin cannot generate enough power to break the Crusaders and recapture coastal cities. In the summer of 1191, Richard the Lionheart leads a Crusader army south along the coast, intending eventually to turn east toward Jerusalem. Saladin, hoping to catch the Crusaders strung out on the march — as he had done four years earlier at Hattin — prepares to launch a strike near the ruined city of Jaffa. But, Richard, anticipating the attack, musters his army in a tight formation but continues to march nonetheless. On the morning of 7 September, Saladin strikes.

*Arsuf* uses the new *Battles of the Medieval World* system, a variation on the venerable *Battles of the Ancient World* system. The battle is dominated by masses of heavy cavalry and disciplined lines of heavily-armed and armored men-at-arms. Swirling around these forces are masses of foot- and horse-archers, whose purpose is to disrupt the heavy formations to make them easy prey for their counterparts. Using the classic Combat Results Table, the fighting is close and bloody until the morale of one side weakens. Once a line breaks, the victor must pursue ruthlessly to prevent a rally. Leaders enhance combat power and restore broken formations.

*Arsuf* is a contest of nimble Arab archers against stout Crusader men-at-arms, backed by the cream of European chivalry. Victory will go to the player who deploys to best utilize his strengths and take advantage of enemy weaknesses.



**Place your order today!**

# Medieval Battles: Acre

## Target Market

- Crusades history buffs

## Up-Sells & Cross-Sells

- 1066: End of the Dark Ages (S&T #240)
- Black Prince: Great Medieval Battles (S&T #260)
- Empire of the Middle Ages (DG)

## Selling Points

- Battles of the Medieval World system
- Chris Perello design
- Great Value at \$19.95

## Stock no

- 1619

## Release Date

- TBD

## MSRP

- \$19.95

## UPC Code

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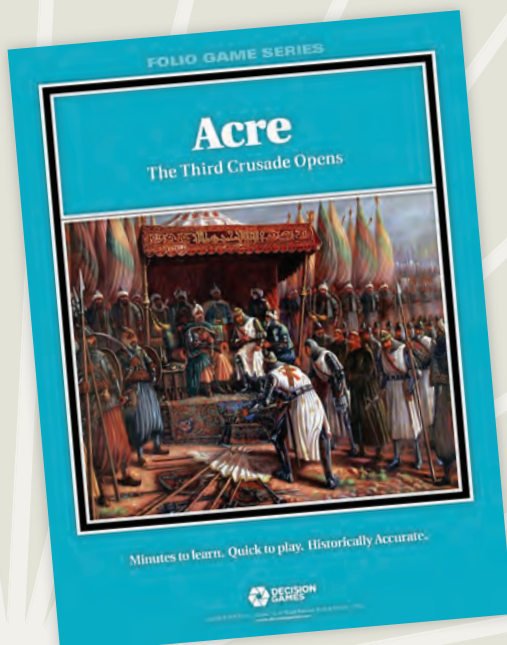
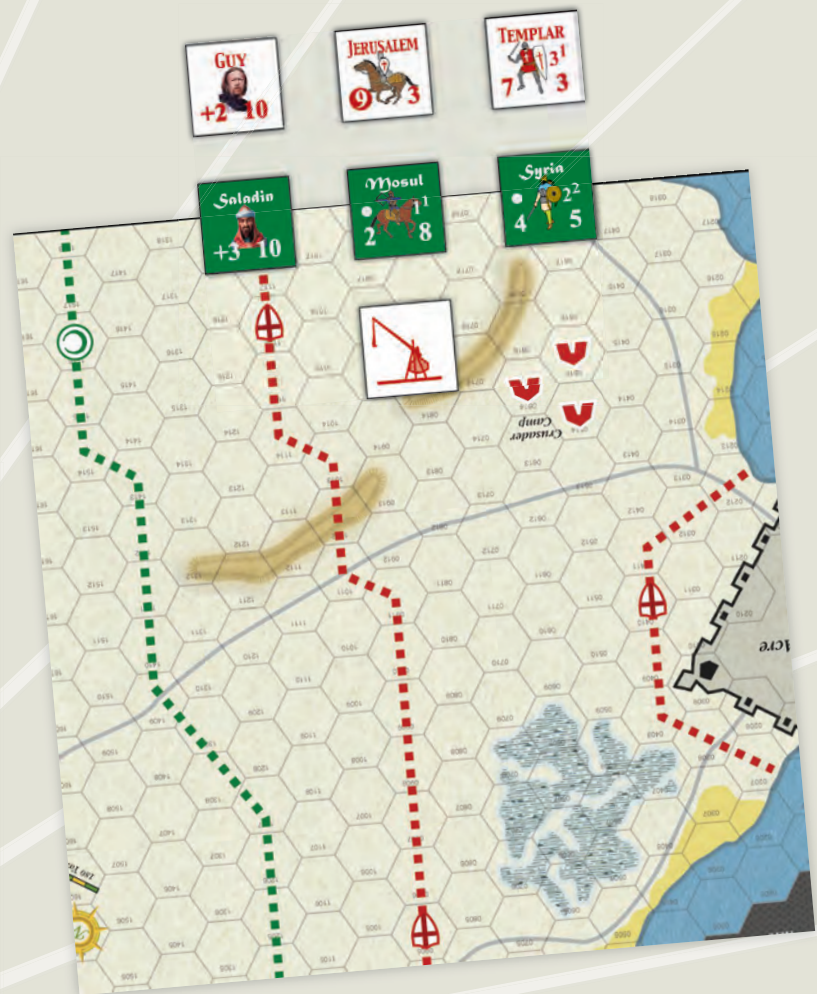
- One 17x22 inch terrain map
- 100 die-cut counters
- One Standard rules booklet for this series
- One Exclusive rules booklet for this title

## The Third Crusade Opens

It was the destruction of the Crusader army by Saladin at Hattin in 1187 that had led to the collapse of the Crusader kingdoms in the Levant, including the loss of Jerusalem. Guy of Lusignan, the erstwhile ruler of the city, appealed to the Europeans for aid, which soon arrived. But without waiting for the three main Crusader armies — led by King Philip of France, Emperor Frederick Barbarossa, and Richard I of England — Guy set out to capture Acre on the Levantine coast. His first assault was repulsed and Guy settled in for a siege. Meanwhile, Saladin gathered a portion of his army and rode in to lift the siege. After preliminary skirmishing, the opposing armies met east of the city on 4 October.

*Acre* uses the new *Battles of the Medieval World* system, a variation on the venerable *Battles of the Ancient World* system. The battle is dominated by masses of heavy cavalry and disciplined lines of heavily-armed and armored men-at-arms. Swirling around these forces are masses of foot- and horse-archers, whose purpose is to disrupt the heavy formations and make them easy prey for their counterparts. Using the classic Combat Results Table, the fighting is close and bloody until the morale of one side weakens. Once a line breaks, the victor must pursue ruthlessly to prevent a rally. Leaders enhance combat power and restore broken formations.

At *Acre*, the Crusaders have more combat power, but must maintain a long line to protect their siege works. The Arabs are quick but light, and must find a way to isolate portions of the Crusader army and defeat it in detail. Victory will go to the player who deploys his army to best utilize his strengths and take advantage of enemy weaknesses.



**Place your order today!**