Sagrajas 1086
Quick Reference Sheet & Tables

COUNTERS

Units

Muslim infantry

Christian infantry

Muslim cavalry

Christian cavalry

A. Quality
B. Combat Factor
C. Nationality / Taifa
D. Type of Unit
E. Special Ability

A. Calidad
B. Factor de combate
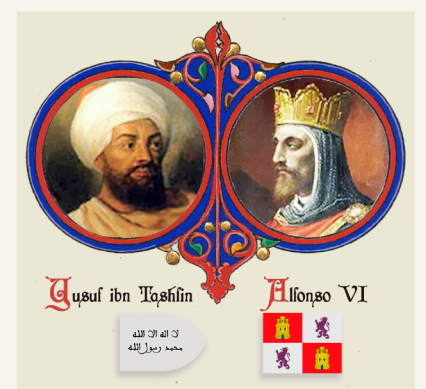C. Nacionalidad / Taifa
D. Tipo de unidad
F. Unidad desorganizada

Taifa unit nationalities

Almoravid   Badajoz   Granada   Seville

A. Quality
B. Combat Factor
C. Nationality / Taifa
D. Type of Unit

Special abilities of units

Javelin   Tornafuye   Archers   Charge

A. King / Emir
B. Historical name
C. Nationality / Taifa
D. Type of Unit

Alfonso VI   Alfonso VI

Leaders

Muslim   Christian

Yusuf ibn Tasufin   Alfonso VI

al-Mutawakkil   Álvar Fáñez

A. Leader / Emir
B. Historical name
C. Nationality / Taifa
D. Type of Unit

al-Mu'tamid   al-Mu'tamid

MARKERS

Javelins   Routing

Muslim Morale

Infantry   Cavalry

Cavalry and infantry

Christian Morale   Turn

Infantry   Cavalry

SHOOTING TABLE (1D6 to disorganise)

Type of unit	Against cavalry	Against infantry	Range
Cavalry	≥ 5	≥ 5	2
Infantry	6	≥ 5	2
Javelin	≥ 5	≥ 4	1

1D6

RALLY TABLE

1 Roll per unit

1D8

Die result ≥ 7

Disorganised Units	Routing Units
Disorganised units may roll except for : 1. Those units with Archer ability 2. If they are in one of the two frontal hexes of an enemy unit.	Routed units may roll except for : 1. If they are in one of the two frontal hexes of an enemy unit.

Bonuses
Leaders who are adjacent to or stacked with the unit give a bonus of +1 to the die roll.

Effects
Disorganised units recover their normal state.
Routed units become disorganised and can change their facing.
They cannot roll again until their next turn.

TERRAIN EFFECTS TABLE

Terrain Type	Movement cost	Attack
Plain / Camp	1 MP	-
Slope	+ 1 MP	- 1 attacking an upward slope The cavalry cannot attack
Swamp	Total movement	The unit gets disorganized. The cavalry cannot charge.
River	No permitted	
Fortification	Impassable	- 2 attacking from outside the fortification
Weak fortification	+1 MP	- 1 attacking from outside the weak fortification
Forest	1 MP but it stops movement	- 1 attacking a unit in a forest hex.

TORNAFUYE TABLE(1D6 to disorganise)

Die result	Effects	
1	Attacker disorganised	Attacker stops movement
2	Attacker disorganised	Attacker continues movement
3	No effect	Attacker continues movement
4	No effect	Attacker continues movement
5	Defender disorganised	Attacker continues movement
6	Defender disorganised Advance one hex towards the enemy	Attacker returns to his initial position

1D6

MELEE COMBAT TABLE

Die results	Effects
≤ 0	Attacker eliminated
1	Attacker routed
2	Attacker disorganised
3	No effect
4	Atacker & defender disorganised
5	No effect
6	Defender disorganised
7	Defender routed
≥ 8	Defender eliminated

1D8

MODIFIERS TABLE

Troop Quality				Other modifiers	
Defender	Attacker			- 1	Going up slope
	A	B	C	+ 1 / - 1	Unit with Leader
A	-	-	-1	+ 2	Cavalry Charge
B	+1	-	-	+ 1	Attack on Flank
C	+2	+1	-	+ 2	Attack on Rear

SEQUENCE OF PLAY

Both players, the Christian player starts

1. Movement
1.1 Special cavalry attack
2. Defensive shot
3. Attacking shot
4. Combat
5. Rally

When the Muslim player finishes his rally phase the turn counter is advanced one position.

MORALE TABLE

Type / Nationality	Initial Morale
Christian cavalry	12
Christian infantry	9
Almoravid cavalry	10
Almoravid infantry	9
Taifa of Seville	8
Taifa of Badajoz	8
Taifa of Granada	7

SCENARIO MORALE TABLE

Type / Nationality	Initial Morale
Christian Cavalry	10
Christian Infantry	8
Almoravide Cavalry	11

Claves de terreno
Terrain key

Llano / Plain

Llano altura 1
Clear level 1

Llano altura 2
Clear level 2

Pendiente / *Slope*

Río / *River*
Cenagal / *Swamp*

Bosque / *Forest*

Fortificación / *Fortification*

Fortificación débil
Weak fortification

Campamento
Encampment / Camp

Front   Front

Flank   Flank

Back   Back

Unit facing

MOVEMENT POINTS (MP)

Type of Unit	MP
Infantry, cavalry, leaders	3
Cavalry Charging	4
Routing unit	4