

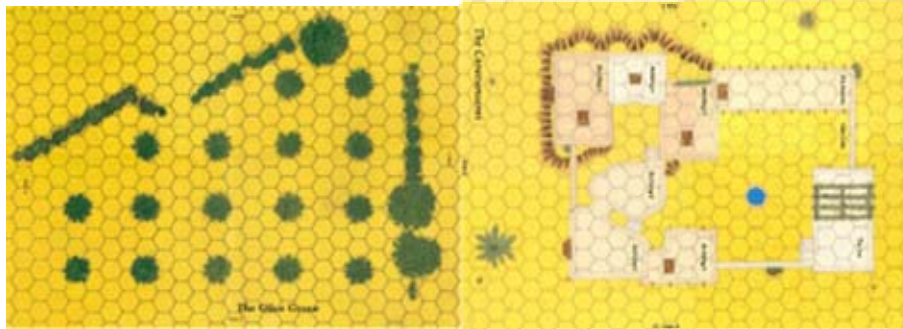
Scenario Caravanserai 2

Bedouins Are No Better than Chatillon

Background

1182: Reynard of Chatillon, lord of the Crac de Moab is a constant threat to caravans roaming the vast land across the Jordan river. A small caravan on its way to Egypt is moving cautiously, checking for any sign that would reveal the presence of Frankish horsemen. The team rejoices when it sees the adobe walls of Al-Sabra caravanserai. Just an olive grove to cross and they will be able to rest in a safe place. Alas, Ismail and his Bedouins want to remind them that robbery was not invented by Reynard of Chatillon!










Map Layout And Starting Positions



The caravan enters through the upper left corner of the Olive Grove map (5 hex radius from the corner).

The Bedouins enter through the bottom left corner of the same map as soon as the Caravan enters the grove (hex J6). People in the Caravanserai are installed anywhere within the Caravanserai. The Alep gate is opened.

Counters

The Caravan		The Caravanserai		The Bedouins	
 Pack Camels	3 each	 Sudan Bows	Osewel Sadik Jellal Mustafa	 Bedouins	Ismail Kitbuqa Thatoul Al-Ashraf Rukn Mehmet
		 Seljuk Inf.	Farhad Mohammed Ageel Shammin		 Light Mameluk
 Syrian Inf.	Baysan Ali Husseyin Abdul Mesuf	 Camel Riders	Khafr Ramak Yasser Malik Ibn Al Athir Abdelraman	 Horse Archers	Rashid Qutuz Fakr Imad Mongka Ayub Usamah
 Slinger	Mustaq Jalil Omar				

Victory Conditions

The Bedouins must capture all 3 pack camels and leave through the bottom of the Olive Grove map to win. Capture of only 1 or 2 camels would only be a partial victory.

The caravan wins if all 3 pack camels are brought safely to the caravanserai through the Alep gate. As soon as Bedouins enter the map, people in the Caravanserai may try to rescue their friends and help bring pack camels back into the shelter.