

Scenario Caravanserai 4

Fight Under The Vine

Background

Syria, 1140 : Unur, leader of the Damascus government, made an alliance with King Fulk to free Paneas, that has been taken by the troops of the Atabeg Zinki. This top-level agreement doesn't please all of the followers. Several Crusaders, that have recently landed in Outremer, joined the King for the expedition but stay away from the Syrians. One evening during a rest, these Crusaders are sitting under the vine of the inn when Hassan from Damascus seems to joke about their rude manners. It doesn't take long for the fight to begin. During the melee, Hassan escapes through the narrow street of the caravanserai with the help of a few siblings. The Crusaders are committed to chase him and cut his throat!










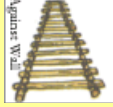



Map Layout & Starting Positions



- > 3 knights are placed on the terrace of the inn, under the vine. Other men-at-arms are located in the main bailey.
- > Hassan is placed in the small courtyard up the caravanserai. Other Syrians are placed on the left half of the map except 4 of them that have protected Hassan's escape and that must be installed on the inn terrace.
- > Install one ladder in each building with a roof access. Trapdoors are considered open.
- > The Crusader player places a carrying ladder (2 hexes) against a wall in the bailey.

The game lasts 12 turns. Crusaders begin to play.

The Sides

The Crusaders		The Syrians	
 Dismounted Knights	Raymond Sir Walter Sgt Baldwin Sgt Guy	 Shortbows	 Hashishins
 Spearmen	Stori Bryn Gareth Arnold Hayden	 Billmen	 Slingers
 Halberdiers	Fursa	 Crossbows	 Syrian Infantry
 Ladders	6 ladders		 Dismounted Heavy Syrians
			 Seljuk Infantry
			 Osewl Jellal

Special Rules

- > Use the rules related to terraces and the ability to climb them up or down.
- > Hassan cannot leave the Caravanserai by jumping from a roof or window. Other unarmored characters can jump and return through the Alep Gate which remains open. Use the jump rules published in MONTJOIE (§ 1.2.4 : Jumping from a tree).
- > The ladders used to climb onto the roof can be removed and located elsewhere. This action takes one full turn for one character.

Victory Conditions

Crusaders must capture or kill Hassan to win. Any other result is a Syrian victory.