

Claymore 1 – Scenario 2 for Croisades/Outremer

The Ford

Background

In 1119, Ibn Badi, head of the Aleppo militia and the sworn enemy of the Ismailis was expelled from Aleppo. The Assassins lie in wait for him at a ford...

Map Layout & Starting Positions



The Ismaili player enters onto the Temple map through that part of side 3 behind the river, then the Seljuk player enters through side 1.

The Sides

Ibn Badi & his escort					
	Saladin (Ibn Badi)		Ashok Mohammad		Arghun Ruzzik Bar
The Assassins					
	Hassan Talat		Husseyin Baysan Mesut Abdul Ali Tossaun		Thatoul Mehmet

Special Rules

The "bridge" hexes are considered to be "ford" hexes. Crossing the river at the ford is possible for all characters, and costs 3 movement points. The influence of the ford on combat and missile-fire is identical to that of water hexes. It is impossible to pick up the weapons of a character that died in the ford. A character stunned on a "ford" hex is killed. A dead character on a "ford" hex remains on the spot (unlike the rule in "Samourai") and could therefore possibly obstruct movement.

All the men of the Assassin side have throwing daggers.

Victory Conditions

The Seljuk player must make Saladin leave through that part of map-edge 3 located behind the river. If he succeeds, that player wins. If he is unsuccessful [Saladin is killed], the Assassin player wins even if all his men are killed.

In the situation that the heavy cavalryman has insufficient movement points to cross the ford [i.e. the assassins and all the horses have been killed, but Saladin is dismounted and wounded, or only Saladin survives but the ford is blocked], then it is a draw.

Sources

B. Lewis, Les assassins, Paris 1982, page 146