

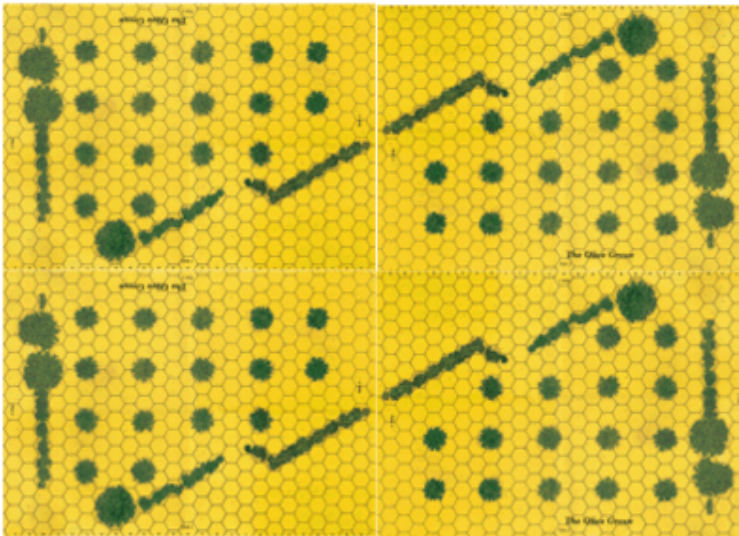
Claymore 1 – Scenario 4 for Croisades/Outremer

The Battle of Tell-Bacher (October 1108)

Background

In May 1104, Baudoin II, Count of Edessa, was captured by the Moslems at the battle of Harran. This capture profited Tancred of Antioch, who then seized Edessa. However, in 1107, Jawali, Emir of Mosul, freed Baudoin. Baudoin then later recaptured the town of Edessa and valley with an alliance with Jawali. This agreement at the time threatens Tancred of Antioch and Redwan, the Seljuk ruler of Aleppo, who have formed their own coalition. A meeting was held between the four armed camps at the beginning of October 1108, in a field of plum trees, close to Tell Bacher (in Northern Syria).

Map Layout & Starting Positions



The player that represents Baudoin II decides on the assembly of the maps and it is the Redwan/Tancred coalition who decide the first side it will be placed. Baudoin and Jawali place their troops first and have the initiative of movement.











The order of play is as follows:

- 1 Baudoin II
- 2 Jawali
- 3 Redwan
- 4 Tancrede

The Sides

Redwan – 600 points			Tancred – 700 points			
<p>15 ▲ ⑧ Suerjac 12</p> <p>Syrian heavy cavalry</p>	<p>9 ▲ 6 Ruzzik 15</p> <p>Seljuk cavalry</p>	<p>9 ▲ 5 Qunzar 15</p> <p>Horse archers</p>	<p>24 ▲ ⑪ Sir Peter 12</p> <p>Squires</p>	<p>Any cavalry from Cry Havoc</p>	<p>20 ▲ ⑧ Sgt. Bahdwin 12</p> <p>Sergeants</p>	<p>Any Frankish cavalry from Croisades</p>
			<p>11 ▲ ⑧ Sgt. a Wood 6</p> <p>Sergeants</p>	<p>Any foot soldiers from Cry Havoc</p>	<p>6 ▲ ⑦ Simon 6</p> <p>Short bows</p>	<p>Any Frankish foot soldier from Croisades</p>

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Jawali – 800 points			Baudouin II – 400 points			
 <p>Royal mamluks</p>	 <p>Light mamluks</p>	 <p>Bedouins</p>	 <p>Heavy cavalry Cry Havoc</p>	 <p>Heavy cavalry Siege</p>	 <p>Cavalry Croisades</p>	 <p>Templars Croisades</p>
 <p>Seljuk</p>	 <p>Crossbows</p>	 <p>Slings</p>				

Victory Conditions

Use the formula for tactical scenario # 2 in “Croisades”:

- Each knight or Royal Mamluk killed: 6 points
- Each heavy cavalryman killed: 4 points
- Each light cavalryman killed: 3 points
- Each armoured soldier killed: 2 points
- Each unarmoured soldier killed: 1 point.

The side which achieves the highest number of points is the victor. If the difference is less than 15 points, it is a narrow victory. From 15 to 30 points of difference it is an overall victory. Over 30 points of difference is a stunning victory.