Montgisard

HISTORY, RULES
& SCENARIOS

Table of Contents

The Norman Saga

Montgisard

Baldwin the Leper King and the Knights Templar versus Saladin in the 12th Century

Montgisard is the fifth and last installment in the 'Norman Saga' series started with Guiscard. It continues the story of Reynald de Châtillon, former regent of Antioch and husband of the grand-daughter of Bohemond after his captivity, covering the ten years between the battle of Montgisard and the Hattin disaster.

In Montgisard, I have set out to offer Templar counters, and complete the Hospitaller counter set provided in Ager Sanguinis; I also wanted to provide a map of the gigantic Crac des Chevaliers, to offer a more realistic alternative to the Templars'Castle expansion in the original Cry Havoc series, and finally provide counters to play such endearing historical figures as Baldwin IV, the Leper King or Balian of Ibelin, whom we all saw in the movie 'Kingdom of Heaven' a few years ago.

Montgisard is an extension for Ager Sanguinis, and not a complete game. So you won't find the detailed combat and shooting rules provided with Ager Sanguinis, or the siege rules from The Anarchy. However, these rules are available to download for free at www.cryhavocfan.org if you don't have them. Montgisard also includes scenarios for the campaign game, whose rules are similar to those of Ager Sanguinis.

A word of apology regarding Crac des Chevaliers: This castle played no role during the period under review and it is depicted as it would have appeared during the 13th century, which is of course completely anachronistic. There are several reasons for this: the large castle best suited to this game's theme would be Kerak, but its plan would not make for great gameplay; Crac des Chevaliers at the close of the 12th century was only a small castle with no distinctive features. So I preferred to offer an attractive double map, which can be used to represent the siege of Kerak, when the vaulted ramp is not used.

1. Historical Background

1.1 The Kingdom of Jerusalem in 1176

1176. Reynald de Châtillon, Prince Consort of Antioch [1], had languished in the jails of Gümüshtekin, governor of Aleppo for sixteen years. His wife Constance, who reigned over Antioch, died in 1163 and so he lost all his rights to the Principate. His daughter-in-law Marie married Basileus Manuel I Comnenus, and this is probably why the Emperor agreed to pay a huge ransom of 120,000 gold dinars for his release. Jocelyn III of Edessa, who was detained with him, was also released along with all other Christian prisoners. Reynald was now 55 years old. He was no longer a young man, but his prestige and his qualities as a leader of men made him a major player on the political scene of the Kingdom of Jerusalem.

Over the past sixteen years, the situation in the Middle East had changed. King Baldwin III died in 1162 and was replaced by his brother Amaury, who spent most of his eleven years as king campaigning in Egypt to counter the growing influence of the Fatimid Caliphate, led since 1169 by Shirkuh, a Kurdish mercenary in the pay of Nur al-Din, the Zengid atabeg who then controlled most of Syria. Shirkuh was helped in his enterprise by his nephew Saladin, who became his putative heir and saw in Egypt an excellent base for his ambitions. On the death of Shirkuh in 1171, Saladin declared himself a rebel against Nur al-Din's authority, and only the death of the latter in May 1174 prevented a punitive expedition to stop him. Two months later, it was Amaury's turn to die and leave his power to his thirteen-year-old son, Baldwin. Baldwin was the grandson of King Fulk, former Count of Anjou and father by his first marriage of Geoffroy Plantagenet [2]. He was therefore the first cousin of King Henry II of England, though 28 years younger.

In addition to his youth, Baldwin suffered from an even more serious handicap: he had contracted leprosy, and the whole court knew that his reign would be brief and that he could not father a heir, which would leave the door open to the ambitious. Two factions formed; on the one side was the party of the Queen Mother, Agnes of Courtenay, sister of Jocelyn III of Courtenay, the companion in misfortune of Reynald de Châtillon in the jails of Aleppo. The other party was led by Raymond III of Tripoli, who represented the barons born in the Holy Land, known as Poulains, who were more aware of Arab culture and the Arabic language than the newly arrived crusaders from the West. The powerful family of Ibelin was counted among them. Baldwin had a sister, Sybilla, who was the key to the succession, her husband being almost assured to become King of Jerusalem. In 1176 she married William of Montferrat, a close relative to King Louis VII of France and the German Emperor Frederick Barbarossa.

Once in Jerusalem, Reynald de Châtillon was sent to Constantinople to negotiate maritime support for the projected invasion of Egypt. As a reward, the king authorized him in 1177 to marry Stephanie of Milly, who was a widow and the heiress of Oultrejordain (Transjordan). This was a fertile region of strategic importance, because it was the eastern link between Muslim Egypt and Syria; many caravans en route to Mecca crossed it and had to pay tolls. Oultrejordain was defended by two fortresses, Kerak in the north and Montreal further south, in the direction of Petra. The region was assessed to provide sixty knights to the king, a measure of its importance and wealth. Reynald, thanks to his experience, was the ideal lord to govern this exposed county, even though his warlike temperament was to have disastrous consequences for the kingdom.

The regency was initially entrusted to Miles of Plancy, and then Raymond III of Tripoli for the two years until the king was fifteen, the age of majority at this time. Raymond was briefly replaced by William of Montferrat, but he died of illness in June 1177, leaving Sybilla pregnant with their son Baldwin. Reynald de Châtillon then became regent.

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1. See Ager Sanguinis Historical Background.
2. See The Anarchy Historical Background.

The situation among the Arabs was just as confusing. Nur al-Din had left his empire in the hands of three governors in Aleppo, Damascus and Mosul, who ruled on behalf of his sons. However, the quarrels between these three kings offered an opportunity to Saladin, who held Damascus, to act in the name of Al-Salih Malik. He moved north, took Homs and Hama in December 1174 and then camped before Aleppo, which resisted him. However, he was forced to lift the siege to rescue Homs, which had been besieged meanwhile by Raymond III of Tripoli. The conflict with the Zengids ended on the battlefield in April 1175 at Qurun Hama, where Saladin, descendant of Ayyub, defeated his opponents, became the sole master of Syria, and so founded the Ayyubid dynasty.

1.2 The Battle of Montgisard

Despite the truce Raymond negotiated with Saladin in 1175, Baldwin launched a series of raids around Damascus and on the plain of La Bocquée (Bekaa). In 1177, the King sent the bulk of his army north to lay siege to the city of Hama. Informed that the Kingdom of Jerusalem was virtually defenseless, Saladin launched an offensive against the lands of Baldwin from Egypt with an army of twenty-six thousand men. He skirted the fortress of Gaza, held by the Knights Templar, and advanced on Ascalon. At this news, Baldwin left Jerusalem with 375 knights and summoned the general levy, but this contingent was captured by Saladin before reaching Ascalon. The King was now besieged in the coastal city. Realizing the country was empty of defenders, the Sultan of Egypt lifted the siege to conquer the city of Rames (Ramla), while leaving his army free to plunder the countryside around. So as not to be slowed down by prisoners, he slew most of his captives.

In Ascalon, Baldwin IV decided to retaliate, despite his numerical inferiority. He summoned the Master of the Temple, Eudes of Saint-Amand, from Gaza with eighty Templars to join him. This contingent reinforced the few barons who are with him: Reynald de Châtillon, Lord of Transjordan and Regent of the Kingdom, Baldwin of Ibelin, Lord of Rames, his brother Balian of Ibelin, Lord of Mirabel, Reynald Grenier, Count of Sidon, and Jocelyn III of Courtenay, his uncle. The Frankish army had five hundred and eighty knights and about three thousand foot soldiers against the twenty-six thousand mounted troops of Saladin, including 8,000 heavy cavalrymen.

Baldwin left Ascalon and evaded Saladin's army to join him on November 25, 1177, in a place called Tell el-Jezer (Mons Gisardi), near Ramla. The sultan's troop, about one third of the total army, is preoccupied crossing an area covered with wadis and swamps, and encumbered with a multitude of wagons and pack animals carrying booty. The surprise is total. While Saladin believed the Frankish army was in the southwest, it appeared from the north. Baldwin brought along the True Cross of Jerusalem, and he led by example, haranguing his troops mounted on his horse. He held his sword in his left hand, as leprosy had already attacked his right arm and hand, which were covered with bandages. He is helped off his horse to prostrate himself before the True Cross, and the army, commanded by Reynald de Châtillon, was humbled by the courage and abnegation of this frail teenager. Inspired by the presence of the holy relic and disgusted by Saladin's massacre of prisoners, they developed a steely resolve to defeat the Saracens, who had been softened by the ease of the campaign thus far, and intoxicated by the spoils amassed. They were scattered across the countryside, their horses exhausted by the long march.

Saladin's army couldn't form up in time, some still running to the baggage train to retrieve their weapons. Taqi al-Din, the nephew of the Sultan, took charge of the army and tried to contain the

Battle of Montgisard (November 25, 1177)
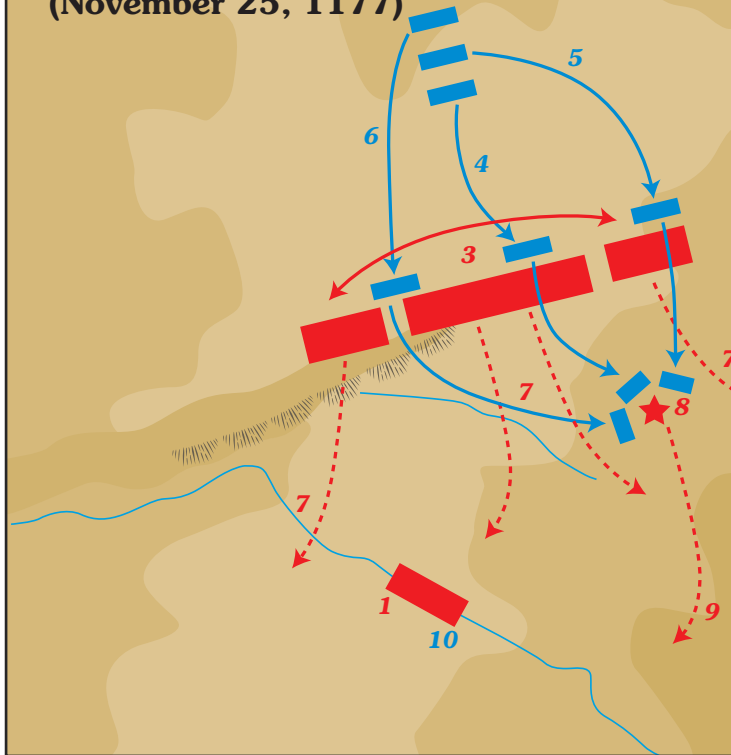
1/ The Muslim baggage train, with the prisoners taken before, is mired in the passage of a wadi.
2/ Saladin has arrived at the foot of the Tel Geser and sees the first detachments of the Frankish army. He sends messengers to assemble his army scattered here and there.
3/ Great confusion in the Muslim camp. Saladin reverses the wings of his setup, passing them from right to left in order to have the hill called the Land of Ramla on his back to have the support of steep terrain.
4/ The Franks charge at this time, led by Baldwin of Rames and his brother Balian of Ibelin. They choose the strongest enemy battle, commanded by the nephew of Taqi al-Din. It soon gives way and breaks down.
5/ Reynald de Châtillon, the Templars and Hospitallers lead the second charge.
6/ Baldwin IV leads the third charge, with Robert de Boves. The melee becomes messy and only individual exploits emerge.

7/ The Muslim army is in disarray.
8/ Soon, Saladin is the only one to face the Franks with his 1,000 mamluks who protect his escape, being killed until the last.
9/ Saladin fled on camel back.
10/ The burgesses of Jerusalem whom Saladin had taken prisoners rescue each other, slaughter their guards and seize the baggage of the Muslim army.

Frankish charge, but several emirs, including his own son Ahmad, were killed, and the rest finally gave way. Saladin tried to rally his Mamluk guard, a thousand men strong, but it was submerged in turn by the Frankish wave and decimated. In the baggage train, the surviving Frankish prisoners took advantage of the confusion to free themselves and attack their guards, contributing to the debacle. Saladin himself escaped capture only by fleeing on a camel during the night. His army disbanded and fled, harassed first by the victorious Franks, and then by the Bedouins while crossing Sinai. Ten days of torrential rain added to their misery, and Saladin made it back to Egypt with only one tenth of his original army.

1.3 Futile victory

The impact of the battle in Christendom was enormous, and the heroic courage of Baldwin was hailed by all. However, it would yield no tangible benefits. The following two years saw a series of setbacks for the Kingdom. In April 1179, Baldwin IV and his constable, Onfroy II of Toron, returned from a raid to capture cattle in the vicinity of Damascus, and crossed the forest of Paneas. There they were then attacked by Farrukh-Shah, a nephew of Saladin. The king's horse fell, but Baldwin still managed to escape, while his constable was killed covering his flight.

Two months later, Saladin once again tried to invade the kingdom from Damascus. He intended to raid villages and crops to fill the granaries of Syrian cities, which were suffering from drought, and so economically weaken the Frankish kingdom. To thwart his plans, Baldwin IV took charge of his army and made for Tabarie (Tiberias), on the shores of the Sea of Galilee. He passed by Safed and the castle of Toron, located about twenty kilometers east of Tyre. He was reinforced by a detachment of Templars led by their Master Eudes of Saint-Amand, and another of Count Raymond III of Tripoli.

Mounting the crest of a hill, the Franks saw the camp of Saladin near Marj Ayyun on June 10, 1179, and decided to attack it instead of looking for the Ayyubid army. During the descent to the plateau, the Franks made the mistake of separating their cavalry from their infantry. The six hundred horsemen soon met a group of thirty riders led by Farrukh-Shah who were returning from a raid, and beat them easily. But the raiders' captured herds

soon escaped and made for Saladin's camp, warning the Sultan of the imminent attack.

The Templars and the horsemen from Tripoli dispersed between Marj Ayyun and the Litani River in search of other bands of looters, as the infantry rested from its exhausting morning march. Saladin chose this moment to attack, and launched his cavalry first against the Frankish knights, who are easily beaten, and then against the Frankish infantry, which had already routed. Baldwin IV barely escaped capture owing to his infirmity; he was

The battlefields of Galilee

hoisted onto a horse behind a knight, because he could not ride on his own. The King and his guard managed to cross enemy lines, and sought refuge at Beaufort Castle, about eight kilometers south of the battlefield. The lord of the place, Reynald of Sidon, tried to come to the aid of the dispersed troops, but he was dissuaded by fugitives, when the mere sight of a relief column might have been enough to turn the Sultan back. The Master of the Temple, Eudes of Saint-Amand, who was responsible for the defeat, was taken prisoner and died in captivity in October 1179. Saladin was emboldened by his victory, and in August decided to besiege the castle of Jacob's Ford (also known as Chastelet). The construction of this fortress had begun only a few months before, and was intended to protect the ford on the Jordan, and thus Jerusalem, from Ayyubid raids. The decisive assault was launched on August 23, 1179; the castle was taken and demolished, while half of the Templar garrison was slaughtered. A truce was signed in May 1180 due to the drought that had emptied Damascus of its resources.

Sybilla, the king's sister, married Gui of Lusignan in the summer of 1180. Gui was a vassal to the cousin of King Henry II of England, who had made a vow of pilgrimage to the Holy Land to atone for the murder of Thomas Beckett, Archbishop of Canterbury. Such support could not come too soon for the Hierosolimitan monarchy, which badly needed the help of the Western powers.

1.4 The Lord of Oultrejordain

In 1181, Reynald de Châtillon attacked two caravans crossing his land, thus breaking the truce, just as Saladin was trying to retake Aleppo following the death of his Zengid emir in November 1181. Reynald then launched a raid towards Mecca; however, he was forced to return to Oultrejordain, which was under attack by Farrukh Shah, the nephew of Saladin. Reynald seized a caravan camped at the foot of his castle of Kerak, which led the Sultan to protest to the King, who asked Reynald to release his prisoners. Reynald's refusal lost him the influence he had in court, and allowed the party of Raymond III of Tripoli back into the game.

Reynald, still determined to strike Islam at his heart in Mecca, then launched an incredible expedition. He built five ships at Kerak, which were dismantled and transported by camel over 150 km to be floated in the Gulf of Aqaba in February 1183. He left a small part of his fleet to besiege the Egyptian fortress located on the island of Graye off Aqaba, then sailed south, crossing the Red Sea while boarding and looting many merchant ships, which did not expect to meet a Christian fleet. His flotilla sacked the port of Aidhab on the African shore of the Red Sea, and then made for the coast of Arabia. The presence of Christian ships on the outskirts of the holy places of Islam had a tremendous impact. The governor of Egypt sent a fleet to Aqaba to surprise and destroy the ships blockading the island of Graye, and then the Egyptians set off in pursuit of Reynald's fleet. Reynald's men had landed at Al-Harrah, less than 100 km from Mecca, and were marching on the holy city at full speed when the Egyptian fleet entered the port of Al-Harrah, and took on their galleys at anchor. The guards were quickly overwhelmed and the ships sunk, leaving the Christians unable to withdraw. The Egyptians pursued the Franks, whom they caught in a gorge where they killed the greater number of them, keeping only 170 prisoners. Some were brought to Mecca to be slaughtered at the end of the pilgrimage, while the others were taken to Alexandria to suffer the same fate. Reynald de Châtillon, the sponsor of this disaster, had probably remained at Kerak, as he was listed in the army the king raised in the summer of 1183 to protect Galilee from an incursion.
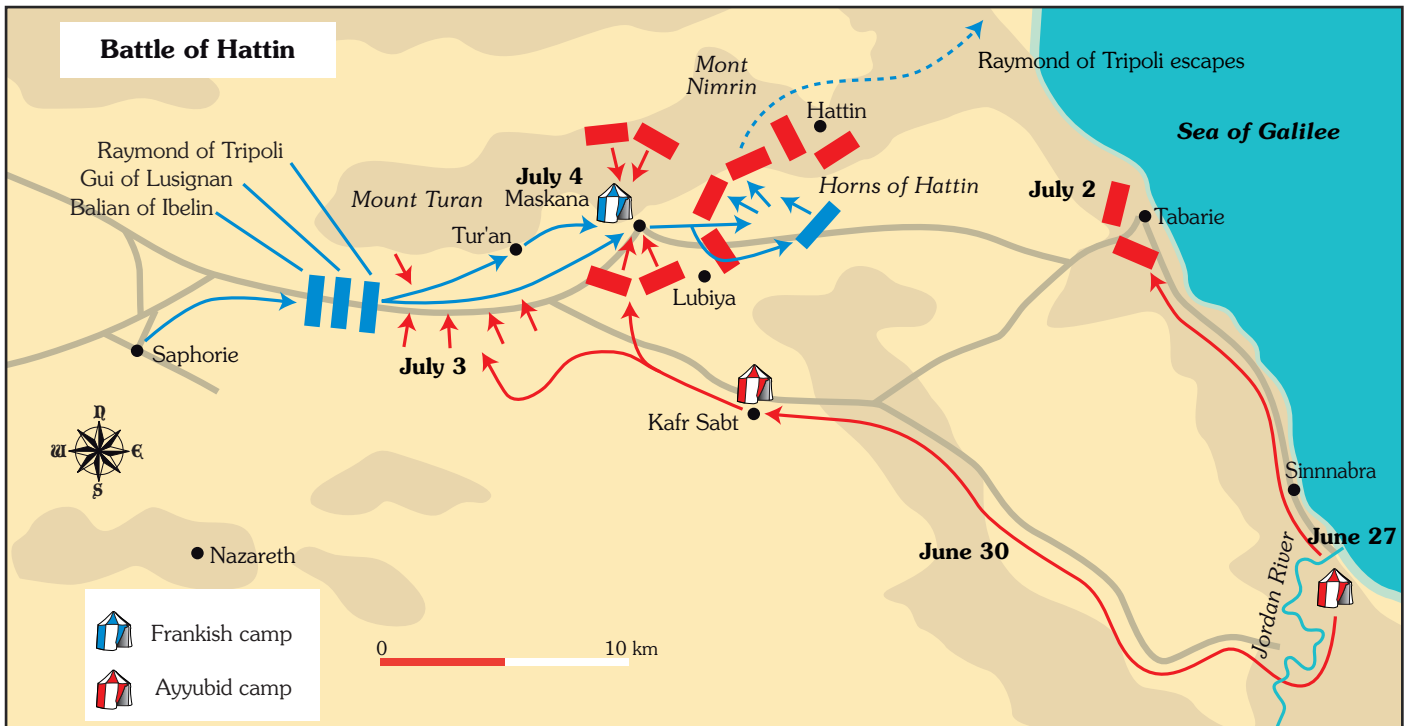
1.5 Gui of Lusignan, Regent of the Kingdom

Aleppo finally surrendered to Saladin in June 1183, and all Syria and Egypt were now united against the Kingdom of Jerusalem. Anticipating the Sultan's next move, Baldwin IV gathered his army at the Spring of Sephoria in Galilee. This was where his illness suddenly worsened, making him unable to lead the army. He named Gui of Lusignan Regent of the Kingdom, despite the disapproval of some of the barons, led by Raymond of Tripoli, who felt he did not have the necessary experience. The Regent, who had achieved nothing to date, lacked authority at a time when Saladin was gathering an immense army south of Tabarie (Tiberias). In September, he easily destroyed the city of Le Bessan, then rampaged across the plain of Esdrelon, ravaging everything in his path. The royal army set off and confronted the Ayyubid army between La Fève and the springs of Tubania. Despite their numerical inferiority, the Franks succeeded in forcing the passage and rested at the foot of Mount Guelboé, amidst springs and rich pastures, and entrenched their camp. After seven days of blockade, the sultan lifted the siege of the camp, and while the Franks could have pursued the retiring Saracens, arguments erupted relating to the personality of Gui of Lusignan. Some accused him of cowardice and indecision, while others didn't want a possible victory attributed to him, in case it increased his prestige. The inaction of the Count of Jaffa was reported to the king, who rescinded the regency to give it to Raymond of Tripoli while adopting Baldwin, the son of Sybilla and her first husband William of Montferrat, as his heir.

Expeditions in the Red Sea (End 1182 – Beginning 1183)

1.6 The Siege of Kerak

Reynald de Châtillon had arranged a prestigious marriage for his son-in-law Humfrey IV de Toron, grandson of the great constable who had died in 1179. He was to marry Isabella of Jerusalem, the half-sister of the king. The wedding was set to occur at Kerak at the end of November 1183; however, it was at this moment Saladin decided to strike the one who had endangered the holy sites of Islam. His army from Egypt and Syria, with many siege engines, laid siege to the fortress, which was poorly supplied and still played host to all the wedding guests. Reynald refused the inhabitants of the borough the protection of the fortress, and they were massacred by the Mamluks when they invaded the lower town. The Sultan brought forward eight mangonels, which he set up in the suburbs and began to bombard the fortress. The mother of the groom, Stephanie de Milly, Lady of the Crac, had known Saladin in his youth when he had been held hostage at Kerak. She sent him leavings from the wedding feast, and asked him to

Battle of Hattin

Mont Nimrin

Raymond of Tripoli escapes

Hattin

Sea of Galilee

Raymond of Tripoli
Gui of Lusignan
Balian of Ibelin

Mount Turan

July 4
Maskana

Horns of Hattin

July 2

Tur'an

Tabarie

Lubiya

Saphorie

July 3

Kafr Sabt

Sinnnabra

Nazareth

June 30

June 27

Frankish camp

Ayyubid camp

0   10 km

Jordan River

spare the bride and groom, which the Sultan agreed to, forbidding his siege engines to aim at the tower in which they stayed.

Emissaries warned the King in Jerusalem, who immediately decided to lead his army to assist his vassal. Debilitated, blind and unable to walk, he took charge of his army on a stretcher. The army skirted the Dead Sea from the south, and the Sultan, fearing a diversion against Egypt, decided to lift the siege after twelve days of unsuccessful assaults.

Saladin resumed his campaign the following summer, and like the year before, the two armies from Egypt and Syria gathered under the walls of the fortress to besiege it at the end of August. This time, Reynald allowed the inhabitants of the town to seek shelter in the fortress; a relief army, led by Raymond of Tripoli, this time circled the Dead Sea to the north via Jericho. The Ayyubids tried to intercept it but failed, allowing the rescue army to enter Kerak, which was saved. Once again, Saladin was defeated. He launched his army towards the coastline, which lacked defenders, and ravaged Nablus before returning to Galilee, destroying everything in his path before making for Damascus.

1.7 The Final Act

Raymond of Tripoli had promised a fiefdom by marriage to Gerard de Ridefort, a knight from Flanders with an adventurous spirit. However, he changed his mind and gave the heiress to a Pisan merchant, who offered him a considerable dowry. Gerard de Ridefort vowed to take revenge on the Count of Tripoli, and joined the Order of the Temple, where he boldly rose through the hierarchy to become Grand Master in 1184.

Baldwin died at Acre on March 16, 1185. His nephew Baldwin V died of illness in the summer of 1186. In these troubled times, Raymond fully fulfilled his role of Regent, and even negotiated a truce of four years with the Sultan. But his efforts did not prevent a group of barons, including the Patriarch Heraclius, Jocelyn de Courteney, Reynald de Châtillon and the Grand Master of the Temple Gerard de Ridefort, removing him to crown Gui of Lusignan king on account of his claim via his wife Sibylla, sister of Baldwin IV. The Count of Tripoli and the local barons had been tricked. All, however, paid tribute to Gui with the exception of Raymond who, feeling threatened, did not hesitate to ask for the protection of Saladin himself!

But at the beginning of 1187, Reynald de Châtillon, yielding to his baser instincts, could not help attacking a large caravan passing near Kerak, thus ending the truce. Saladin called for Jihad, and assembled a large army at the end of April. A delegation of barons, including Roger des Moulins, Grand Master of the Hospital, and strangely the Grand Master of the Knights Templar, were sent to Tabarie to rally Raymond of Tripoli. On May 1, while a Muslim army was preparing to raid Galilee, Gerard de Ridefort called on the Templar garrison of Caco and the Royal Garrison of Nazareth to intercept them near Saphorie. The 150 knights were no match for 7,000 Mamluks and only three Templars, including the Grand Master, survived. Understanding his mistake, Raymond of Tripoli finally rallied to the king of Jerusalem.

In early July, the great army of the Sultan, with at least 12,000 horsemen, passed the Sea of Galilee (Lake of Tiberias) by the south, and besieged the town, which belonged to Eschiva, the wife of the Count of Tripoli. The Frankish army was encamped about thirty kilometers away, near the Spring of Saphorie. Raymond advocated waiting for Saladin there, as they had done a few years earlier, to let him suffer the long, exhausting march in the sun. But Reynald de Châtillon and Gerard de Ridefort were in a hurry to fight. Gerard burst into the King's tent at midnight to convince him, and the King, not wanting to be accused of weakness like four years before, decided to start the army the next day, Friday, July 3. When the first rays of the sun caught the Frankish coats of mail, they finally understood their mistake. Their only way out was to march towards the waters of the lake, but Saladin's army was in the way. The Saracens harassed them with arrows as they made camp near two small hills called the Horns of Hattin. Dying of thirst and choked by smoke from fire set by the Sultan's men, the Franks had no rest that night. In the morning, the Saracens' first assault shocked the Frankish army. The infantry were separated from the cavalry and cut to pieces. Raymond of Tripoli, Balian of Ibelin and some other barons managed to break out and escape; the remainder, clustered around the summit of the Horns of Hattin, could only surrender. While Gui of Lusignan was spared by Saladin, Reynald de Châtillon was beheaded by the Sultan himself, along with all Templars and Hospitallers. Hattin rang the death knell for the Kingdom of Jerusalem, less than a hundred years after its establishment. Westerners would remain for another hundred years in some coastal towns and fortresses such as the Crac des Chevaliers, before re-embarking at Acre in 1291.

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2 The Characters

2.1 The Ayyubids
2.1.1 Saladin (Salah ad-Din)
Many accounts of the great Muslim leader describe him wearing a yellow cap, white shawl, mail coif and mail-lined *kazaghand*. This civilian garment afforded him discreet protection from an Assassin's knife.

2.1.2 The Ghilman (Acg, Aig)
The Muslim ghulam (plural ghilman) forces were recruited from purchased slaves or prisoners of war and formed the standing army of any ruler. Many of them were of Greek origin following the battle of Myriokephalon, and their number reached as many as 10,000 by the end of the 12th century.

2.1.3 The Mamluks (Ack, Aik)
The Mamluks were the ghilman of Fatimid Egypt. These slave soldiers, mostly of Christian origin, were highly regarded, and Saladin used them as his personal guard. They wore either a tunic or belt of saffron color for recognition, and typically carried a bow, mace, lance or sword. A few of them were equipped with heavier armour for close combat, and their horses wore a barding of doubled felt for increased protection from arrows.

2.1.4 Anatolian Infantry (Aim)
These men from the Sultanate of Rum in modern day Turkey were far from home, but the Ayyubid army was very diverse. They wear a Byzantine mail shirt with an extension to protect their back, originally designed for horsemen. Their equipment included an Iranian-style, double-ended spear called a *zhupin*.

2.1.5 Light Fatimid Infantry (Aij)
The *Jarwajaraya* infantryman is a volunteer who wears civilian costume and carries only simple equipment, consisting of javelins designed to penetrate armour and a tall shield of the *januwariyah* type with a flat base. Such volunteers would not even carry swords.

2.1.6 Other Ayyubid Characters (Aim, Ail, Aia)
Medium infantry, light infantry and archers are similar to those presented in the *Ager Sanguinis* booklet.

2.2 The Templars
2.2.1 The Knights Templar (Ock)
Two French knights, Hugh de Payens and Godfrey de St Omer founded the order with seven other brethren in 1118 to protect pilgrims on the road between Jaffa and Jerusalem. King Baldwin II was impressed by their devotion, and granted them lodging in a section of his palace which was supposed to be the site of the Temple of Solomon, hence the order's name. By the late 12th Century, the Knights Templar had never attained large numbers: there were 120 in 1152, 80 of them were present at Montgisard in 1177 out of a total of 300, and probably the same number at Hattin 10 years later.

Their equipment consisted of a hauberk, a long-sleeved chain mail shirt with a hood or coif, over a padded jerkin or haubergeon as an additional layer of protection. The hauberk was covered with a white surcoat, displaying the red cross of the order, to prevent the sun from heating their chain mail. This monastic tunic did impede their movements, but allowed for easy identification on the battlefield. They wore a conical helmet and were armed with the same weapons as western knights of the period: a long broadsword, a 4-meter (13 feet) long lance made of ash, and a kite-shaped shield.

2.2.2 Dignitaries (Oin)
The military order's chain of command included several officers under the Grand Master: the Marshal; the Commander of the Knights, who led the army when the Marshal was absent; the Gonfanonier, who was the Order's standard-bearer; the Master Esquire, who was a brother sergeant responsible for all esquires and grooms; the Turcopolier, and others.

2.2.3 Sergeant-Brothers (Oim)
Sergeants existed as early as 1147 and were under the command of the Turcopolier on the battlefield, who also commanded the lightly armed turcopoles. They were distinguished from the knight-brothers by their descent, as only the son of a knight could become a Templar Knight. According to the Order's statutes, their armour was simpler than that of the knights, with a padded jerkin to wear under their armour and a kettle-hat rather than a full helm. They wore black surcoats, with a red cross front and back.

2.3 The Franks
2.3.1 King Baldwin IV of Jerusalem (Fcn)
Baldwin was the son of King Amalric of Jerusalem. He contracted leprosy in its most debilitating form at a young age, and quickly lost the use of his right arm; he learned to wield his sword with his left hand, but later became blind and was unable to ride a horse, being transported instead on a litter. He was crowned in 1174 at the age of 13, and died in Acre in spring 1185. His 11-year reign was surprisingly long, given his illness and the great deal of political turmoil between the two parties at the court to control his succession, and was even a period of grandeur which would quickly collapse on his death, and led to the disaster of Hattin and the fall of the kingdom of Jerusalem. Baldwin concealed his face with scarves; he never wore an iron mask.

2.3.2 Reynald de Châtillon (Fcn)
Reynald was regent of the kingdom at the time of the battle of Montgisard. He married Stephanie of Milly, lady of Oultrejordain, and Baldwin IV also granted him Hebron, making him one of the most powerful lords of the kingdom. His warlike nature and the position of his lands, at the crossroads of the caravan trails between Egypt, Syria and the Red Sea, made him into a fierce opponent to the rising power of Saladin. His naval expedition against Mecca and attacks upon caravans led Saladin to vow to kill him. He kept his promise, beheading Reynald himself after the Battle of Hattin.

2.3.3 Raymond of Tripoli (Fcn)

Raymond III was count of Tripoli from 1152 to 1187. He was captured at the Battle of Harim in 1164, and was imprisoned in Aleppo for almost ten years. He became prince of Galilee and one of the wealthiest lords in the Kingdom of Jerusalem through his marriage to Eschiva of Bures. He was elected regent of the kingdom from 1174 to 1176 during the minority of Baldwin IV, and then again in 1185 on the death of the Leper King. He commanded the vanguard of the kingdom's army in the Battle of Hattin, and managed to flee before the end of the battle to return to Tripoli, where he died of pleurisy later that year.

2.3.4 Balian of Ibelin (Fcn)

Balian was the son of a knight who served the count of Jaffa, and who was awarded the lordship of Ibelin, between Ascalon and Ramla (Rames). He was 35 at the time of the Battle of Montgisard, when he and his brother Baldwin of Rames led the first charge against Saladin's army. He later joined Raymond of Tripoli against the followers of Baldwin IV's mother Agnes de Courteney, and fought at the battle of Hattin, where he managed to escape the battlefield to put Jerusalem in a state of defense against the Saracens. He negotiated the surrender of the city with Saladin and returned to Tripoli. He commanded the rearguard of Richard the Lionheart's army at the battle of Jaffa, and died in 1193.

2.3.5 Sibylla (Fic)

Sibylla was the sister of King Baldwin IV, and became the prize all ambitious nobles aspired to win as it became obvious that whomever married her would soon become the next King of Jerusalem, following the death of the Leper King. She was first married in 1176 to William of Montferrat. He died the following year after Sibilla gave birth to a son, who would later become King Baldwin V. Five years later, Baldwin IV married her to a vassal of the King of France, Gui of Lusignan, to foster the hope of external military aid. When her son died in 1186, she became heiress to the throne and was crowned alone, as sole reigning Queen; however, she immediately announced that she chose Gui as her husband and consort, and crowned him King. Following the disaster of Hattin, she returned to Jerusalem, where she led the defense along with the Patriarch and Balian of Ibelin. Sibylla died in 1190 during the siege of Acre, during an epidemic which swept through the camp.

2.3.6 The True Cross (Fic)

The True Cross was encased in gold and adorned with pearls and precious stones, and was embedded with a small fragment of wood from the cross upon which Jesus was crucified. It was the most sacred relic in the Latin Kingdom of Jerusalem. It was housed in the Church of the Holy Sepulchre under the protection of the Latin Patriarch, who marched with it at the head of the army before every battle. The True Cross was captured by the Saracens during the battle of Hattin in 1187, and was lost forever.

2.3.7 The King's Guard (Fck / Fim)

The King had his own guard of mercenaries, like all other rulers of the time. The King's illness made their role even more important as he quickly became unable to even walk. There is no evidence that the guard wore the blue and yellow livery shown in *Kingdom of Heaven*.

2.3.8 The City Burgesses (Fim)

Due to the constant state of war in the kingdom, all men were potentially liable to reinforce the army, and they were summoned by Baldwin to join the army at Ascalon before the Battle of Montgisard. These wealthy merchants and upper class burgesses could afford more sophisticated equipment than the standard militia levies, with mail, helmet and kite-shape shield.

2.3.9 – The other Frankish characters (Fil, Fix, Fia, Fip)

The men-at-arms, crossbowmen, archers and peasants are similar to those presented in the 𝕬ger 𝕾anguinis booklet.

Note : The nomenclature for the various factions has changed from 𝕬ger 𝕾anguinis to 𝕸ontgisard. The Normans (N) have become the Franks (F) and the Turks (T) are now the Ayyubids (A), but their counters can be used interchangeably in the various scenarios.

3 Crac des Chevaliers

3.1 Historical background

Crac des Chevaliers, or Crac of the Hospital, was one of the largest fortresses in the Crusader States. Originally called Hisn al-Akrād (the Castle of the Kurds), the term 'Crac', which would be spelled 'Krak' from the 19th century, derives from the Syriac karak meaning 'fortress'. It is located in the west of Syria, on the last foothills of the Jebel Ansariya, and controls the Homs gap, a strategic point at the crossroads connecting Homs in the east, to the coastal city of Tortose (Tartus) in the west, Antioch in the north, and Tripoli and Beirut in the south.

Tancrede, the regent of Antioch [3], captured it in 1110 and installed a Frankish garrison there under the authority of Count Bertrand of Tripoli, the great grandfather of Raymond III of Tripoli. Count Raymond II ceded it to the Hospitallers in 1142, because he could no longer meet the maintenance costs of the castle. In 1157, a major earthquake reduced the castle to rubble, and Raymond du Puy, the Grand Master of the Hospitallers, had it restored and enlarged. In 1163, Nur al-Din attempted to seize Crac, but his army was routed at the very foot of the fortress by a surprise attack from the Frankish cavalry, which pursued and decimated the fugitives. A second siege also failed in 1167. Following a second devastating earthquake in 1170, the fortress was rebuilt and consolidated.

After Hattin, Saladin tried to take Crac without success. It was after his death and the meltdown of Muslim power that the castle developed most, with a total area of 2.5 hectares protected by two entirely independent concentric walls, when Crac housed a garrison of 2,000 men, and had food for five years. However, the garrison in the second half of the 13th century was reduced to less than 300 men, and Baybars, sultan of the Mamluks, laid siege to the fortress in 1271 and seized it by cunning.

3.2 Description of the map
3.2.1 The various levels

The double map accurately represents the fortress in its final stage during the second half of the 13th century, well after the events described in 𝕸ontgisard. The castle uses 7 different levels, which are differentiated by their color. Level indicators (a number with a vertical arrow next to it) make it

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3. See 𝕬ger 𝕾anguinis Historical Background.

easy to know what level each character is at, to calculate lines of sight.

3.2.2 The doors

Door indicators (an arrow between two half-open doors) show where the doors are for entering buildings, towers or walls, since the dotted lines cannot take everything into account.

The main gate, the vaulted ramp, the access door to the inner ward and the doors under the trapezoidal tower provide access to the stables and are accessible to riders. Horse riders only for the vaulted ramp. The others can only be used by characters on foot.

3.2.3 Indoor and outdoor hexes
The cement between the slabs is tan in color if it is outside and gray if it is inside (the stables along the wall at the bottom left, the chapel, the great room, and stairs). This enables better differentiation between the contiguous elements.

3.2.4 Lower level passages
Passages under the depicted levels are represented by dotted lines: under the central oblong tower, under the other tower to access the underground, under the trapezoidal tower to the left to access the stables, and the large open cistern (known as Grand Berquil).

3.2.5 The aqueduct

An aqueduct made it possible to carry water from an underground source to the open cistern. This water hole cannot be crossed. Impassable grills below the outer walls prevent passage through the aqueduct. The aqueduct is underground beyond the stones and slope.

3.2.6 The towers and staircases

Entering a tower allows access to all hexes at the same level, and the staircase is the means to move up or down several levels. Count 2MP per level, or 8MP to go from level 2 to level 6 of the same tower, for example. A character can move in any hex of each level of a tower even if only one level is represented on the map. The spiral staircases are used to cross one or two levels, like the staircase between the 2 towers of level 3 and 4 behind the vaulted ramp, which allows access from one tower to another.

NB: *For purists, I know that a staircase should be attached to a load-bearing wall, but it was not possible given the location of the arrow slits!*

3.2.7 The vaulted ramp

One of the hallmarks of Crac was its vaulted underground ramp, which allowed access to the upper ward from the outside. Many arrow slits along the route prevented an assailant from entering the castle too easily by this route.

This underground ramp is provided on a separate map. The outer ward on the dual map is occupied by flat terrain. This serves two purposes:

> to allow characters to move at the same time in the underground and in the open air above their heads without the need for stacked counters, which is always tedious;
> to be able to use the Crac map for other castles such as Kerak, while weakening the defenses a bit. It is now possible to enter the lower ward directly from the main gate.

To exit the vaulted ramp to the inner ward, a character must pass under the two-level tower and take the passage as shown in the illustration.

3.2.8 The Great Hall and its gallery
The Great Hall of the castle is 2 hexes wide and therefore extends under the rampart wall. It is preceded by a gallery with low walls topped with colonnades similar to those of the cloister on the priory map of 𝕿𝖍𝖊 𝕬𝖓𝖆𝖗𝖈𝖍𝖞.

3.2.9 Glacis
This steeply sloping wall strengthens the south and west sides of the fortress. It provides protection against earthquakes and houses a gallery pierced with arrow slits (not shown on the map). We invite you to look at pictures of the actual castle on the internet to see the appearance of this impressive feature. In the game, this glacis is impassable.

4 Rules

4.1 Morale
Montgisard is a battle where the Christians faced an enemy twenty times greater in number and still won thanks to their stellar morale, boosted by the presence of the Leper King and the True Cross, and their desire to avenge their dead from the day before; Saladin's troops, on the other hand, were motivated more by the prospect of easy loot than any great desire to fight. It was therefore necessary to create rules to counterbalance this great numerical discrepancy.
The morale rules given here are not absolutely necessary to play any of the other scenarios in the game. They do, however, add a certain realism to these tactical confrontations, and prevent manoeuvres that are too odd or suicidal . . . They also ascribe value to the human factor in the unfolding of a battle.

4.1.1 Morale table
The following characters from the 𝕬𝖌𝖊𝖗 𝕾𝖆𝖓𝖌𝖚𝖎𝖓𝖎𝖘, 𝕸𝖔𝖓𝖙𝖌𝖎𝖘𝖆𝖗𝖉 and 𝕲𝖚𝖎𝖘𝖈𝖆𝖗𝖉 games (for the Byzantines) belong to the following classes:
> King Baldwin, Sultan Saladin and the Basileus Isaac are considered supreme leaders.
> Raymond of Tripoli, Balian of Ibelin and Reynald de Châtillon are considered Barons.
> Qudamah, Hisham, Munqidh and Bakkar are considered Emirs.

Morale level	Western Europe	Byzantines & Eastern Christians	Saracens
15	Religious Orders*		
12	Barons King	Varangian Guard-Basileus	Emirs Sultan
10	Knights Sergeants Clergy & Dignitaries	Kataphractoi Koursôres Armenian heavy cavalry Pope	Mounted Mamluks Mounted Ghilman Assassins
6	Turcopoles Light cavalry Heavy infantry Medium infantry Light infantry Archers Crossbowmen	Hoplitoi Skutatoi Horse archers Trapezitoi Peltastoi Psiloi	Syrian & Turkish cavalry with armour Bedouins Horse archers Light cavalry Heavy infantry Medium infantry Light infantry Foot archers Crossbowmen Slingers Naphta throwers
2	Engineers Armed peasants Civilians	Engineers Armed peasants Civilians	Engineers Armed peasants Civilians

* Knights only.

4.1.2 Morale test

A character must test morale each time that he finds himself in one of the following circumstances:

> The character on foot is being charged and not being protected by a counter charge. The test is made after all movement has been carried out, but before the combat in question;

> A character of the same side and of higher morale level is killed within 3 hexes. The test is made immediately after the death of the character in question occurs;

> The Supreme Leader is killed on the battlefield;

> Units of equal or higher morale level routs within 3 hexes. The test is made before the routing character carries out his movement;

> The character is displaced to make room for a panicking or routing character. The test is made after the panicking or routing character has completed its movement. Only characters of equal or lower rank to the panicking or routing character test their morale.

> The character is without another character with a morale level of 10 or more within movement range at the end of the movement phase, while enemy is within 5 hexes.

Note: If several characters are required to check morale, the test is always made first for those with the highest unmodified morale levels (see table § 4.1.1).

A test may require the character's morale level be modified according to the table in the next column.

4.1.3 Effects of morale loss

If the character's morale level reaches zero or less after modification, the character routs automatically.

A 'ROUT' marker is immediately placed on the character concerned. The player representing that character must follow the rules explained § 4.3.
If the level of morale of a character after modification is above zero, the player concerned rolls 1D10. If the resulting number is lower than or equal to the morale level after modification, the character maintains his morale and continues to move and fight normally.

If the number obtained is higher than the modified level of morale, the character panics. A 'PANIC' marker is immediately placed on the character concerned. The player representing that character must follow the rules explained in Section § 4.2.

All these tests and their consequent effects must be resolved before carrying out of any unresolved missile-fire, movement or combat.

NB: A character's morale can only be checked once per phase (missile-fire, movement, or combat), whenever the situation arises (see § 4.1.2). If, during that same phase, other tests are required, they are ignored. However, a character may undergo a number of tests during different phases of the same turn.

Presence of the Supreme Leader on the battlefield	+2
Presence of the True Cross on the battlefield (for Westerners only)	+2
Character in (+) terrain	+2
Character with morale of 10 or more within 3 hexes	+2
Friendly character affected by panic or rout within 3 hexes	-2
Supreme leader killed in this battle	-2
Character wounded	-2
Character already affected by panic	-2
Loss of the True Cross (Westerners only)	-2

4.2 The effects of panic

A panicking character immediately retreats from the enemy a distance equal to half his movement allowance, rounding the number up if necessary, taking account of the limitations imposed by the nature of the terrain and ensuring if possible that each hex crossed increases the distance from the enemy. It is not possible to enter the same hex twice. Cavalry that panic start their retreat with a 180 degree turn on the spot if they are facing the enemy. The movement points required for that manoeuvre are deducted from the point total that they have to retreat.

The retreat can be made across hexes occupied by friendly characters. It is also possible to displace one or more friendly characters in order to permit the panicking character to reach the distance required from his starting point. But, in this situation, any displaced character or characters of equal or lesser morale than the one panicking must also test their own morale. The results of these new tests are applied immediately. It is thus possible to cause a realistic chain of panic that sweeps away several characters.

In case of a chain reaction, the first panicked character's retreat is handled fully before secondary affected characters resolve the effect of their checks.

To clear the retreat path, one may also displace animals, without subjecting them to a panic test.

If while retreating the panicking character has to pass through or stop on a hex adjacent to an enemy, it must check each time for the result on the Infiltration Table, adding +1 to the die roll. In addition, his panic is transformed into rout, and he must continue his retreat by now spending all his remaining movement points (see § 4.3).

During subsequent game-turns, a panicking character cannot enter into contact with enemy characters. If attacked, the attackers benefit from the following advantages in the combat: the force differential is shifted by one column to the right and any results that might affect the attackers are ignored.

A character remains panicked until one of the two following situations occurs at the end of a movement phase:

> A character with a morale at least two levels higher is in an adjacent hex, and is not in contact with an enemy.

> The character is at least 6 hexes away from the nearest enemy character.

Once one of these two situations occurs, the 'PANIC' marker is removed from the character, and it will recover its normal characteristics.

Note: Retreat due to panic does not affect the movement allowance of the character during the following turn.

4.3 Effects of rout

A routing character acts just like a panicking character, save that it must immediately retreat its full movement allowance, and repeat the same procedure in each subsequent movement phase. If while retreating it has to pass through or stop in a hex adjacent to an enemy, it must test on the Infiltration Table, adding +2 to the die roll.

A routing character continues to flee until a character with a morale at least 2 levels higher occupies an adjacent hex at the end of the movement phase (so long as the routing character is not in contact with an enemy). Once this situation occurs, the 'ROUT' marker is removed and the character recovers its normal characteristics.

Note: When a panicking character is affected by rout, it must complete its movement until the distance travelled (in both panic and rout) has made it expend its full movement allowance.

Characters in fortified castles or towns can panic, but cannot rout.

4.4 Enemy advance after panic or rout

During combat, if panic or rout affects a character in contact with the enemy, the enemy characters adjacent can advance up to half of their normal movement allowance. This advance does not affect their movement allowance in the following turn. This advance takes place after the panicking or routing characters retreat. In the event that the fleeing character causes panic or rout among other characters, the advance will not take place until all retreats have been carried out.

When the victim of a charge panics or routs away before the charge takes effect, the attacking cavalry unit may use any remaining MP in the movement phase and make a normal attack.

Characters that advance must take account of the rules on infiltration of enemy lines, except when it concerns a panicking or routing character.

4.5 Leaving the map as a result of panic or rout

The player whose character leaves the map in a state of panic or rout must roll 1D10 and consult the appropriate column of the Desertion Table (for the campaign game).

4.5.1 Desertion table

Note: If a character leaves the map other than in a way explicitly allowed by the scenario, this is treated as a rout.

	Panicking character	Routing character
The character deserts and is eliminated if:	1 - 3 with 1D10	1 - 6 with 1D10
The character joins a friendly group after the battle if:	4 - 10 with 1D10	7 - 10 with 1D10

4.6 Special situations

Panic, rout and infiltration of enemy lines: A panicking or routing character has no influence on the hexes around it. As a result, an enemy character that passes next to panicking or routing characters does not risk being wounded from the result of a die-roll on the Infiltration Table. This applies even if the enemy character itself in a state of panic or rout.

Panic and rout within a castle or fortified town: Characters fighting in the interior of a castle or fortified town, whether they are assailants or defenders, are subject to panic, but not to rout.

Surrounded characters: A panicking or routing character that cannot carry out the whole of its retreat because it is obliged to pass through a hex occupied by an enemy, is automatically wounded. If it is already wounded, it dies.

4.7 The True Cross

The relic always begins a scenario in the hands of Albert. If Albert is stunned or killed, the True Cross counter is placed on Albert's stunned or killed counter. It is possible to take the True Cross if a character remains a full turn in a hex adjacent to the True Cross without fighting.

5 The Campaign Game

The campaign scenarios use the same rules as Ager Sanguinis.

5.1 The maps

The game features two campaign maps:

> **Judaea**, from Gaza in the south to Jaffa (Tel Aviv today) in the north, and from Ascalon in the west to Kerak in the east via Jerusalem. It is in this part of the kingdom that the battlefield of Montgisard and the castle of Kerak, belonging to Reynald de Châtillon, are located.

Galilee, from the plain of Esdraelon in the south to Beirut in the north, and from Tyre in the west to Damascus in the east. It is in this part of the kingdom that the battlefields of Hattin and Marj Ayun are located.

The castles are divided into three categories: Standard castles, large castles (which are played with a double map like that of Crac des Chevaliers) and cave-fortresses. A future tactical map will be provided to play this type of fortification. When the castle belongs to a military order, a red (Templar) or black (Hospitaller) cross indicates who it belongs to.

Each hex represents about 3 km (2 miles) of land.

The maps are captioned in French. Below are the translations of the key locations:

Judaea map:	Galilee map:
Judée – Judaea Mer Méditerranée – Mediterranean Sea Mer Morte – Dead Sea Idumée – Edom Terre d'Oultre-Jourdain – Lordship of Oultrejordain	Galilée – Galilee Tabarie – Tiberias Mer de Galilée - Sea of Galilee (Lake Tiberias) Mer Méditerranée – Mediterranean Sea Chaîne du Liban – Lebanon Mountains Anti-Liban – Anti-Lebanon Mountains Plaine d'Esdrelon - Plain of Esdraelon Plaine de la Bocquée – Bekaa Valley Terre de Suète – Land of Sueth Gué de Jacob – Jacob's Ford Beyrouth – Beirut Sagette - Sidon Tyr – Tyre St Jean d'Acre – Acre Caiphas - Haifa Damas - Damascus Caves de Tyron – Caves of Tyron Cave de Suète – Cave of Sueth

5.2 The counters

These either represent siege markers, combat groups, supply convoys or group leaders (typically knights for the Franks, Crusaders or military orders, Mamluks or Ghilman for the Ayyubids). All group leaders are named nobles in this rulebook.

> The blue number in the bottom left is the movement allowance, the number of movement points that may be spent each game turn.

> The red number in the top left section is used to differentiate the various counters.

> The black letter to the right identifies the type (F for the Franks, O for the military orders, C for the Crusaders, A for the Ayyubids).

> The background color identifies the faction of the noble or group: Blue for the Franks, black for the Hospitallers, white for the Templars and green for the Ayyubids.

5.3 Tactical maps for the campaign map hexes

Campaign map hexes	Open Terrain	Forest	Hills	Swamp	River	Coast	Town/City	Castle
Maps published by Historic-One	The Plateau The Desert The Meadow The Crusader Trail The Wadi	The Woods	The Plateau The Ditch The Knoll The Hill The Sheepfold The Horn	The Lagoon The Ditch	The River The Woodbridge The Creek The Lagoon	The Beach The Cove	Village of Outremer The Caravanserai The Hamlet The Priory	The Crusader Castle The Norman Keep The Eagle Nest The Crac des Chevaliers
Original Cry Havoc maps	The Watering Hole The Crossroads The Open Field	The Olive Grove The Forest	-	-	The Watermill The Ford	The Watchtower The Abbey The Coast 1 The Coast 2	The Village The Fortified Medieval Town	The Castle (Siege) Templar's Castle

6 The Tactical Scenarios

These 15 scenarios of increasing difficulty use the game components of 𝕬𝖌𝖊𝖗 𝕾𝖆𝖓𝖌𝖚𝖎𝖓𝖎𝖘 and 𝕸𝖔𝖓𝖙𝖌𝖎𝖘𝖆𝖗𝖉. Most scenarios also use the commercially available maps The Desert, The Caravanserai, The Meadow, The Ditch (from 𝕯𝖎𝖊𝖝 𝕬𝖎̈𝖊), The Knoll and The Crusader Trail.

A few scenarios involve game components included in the boxed game 𝕿𝖍𝖊 𝕬𝖓𝖆𝖗𝖈𝖍𝖞.

Additional scenarios to simulate larger sieges such as those of Beirut, Crac des Chevaliers or Jerusalem will be offered later, with a double map that can be combined with the Fortified Saxon Port to represent the city of Jerusalem, and replace the legacy map of the Fortified Medieval Town.

The proposed purchase table at the end of this booklet lets you create your own scenarios using balanced forces. An Excel utility on www.cryhavocfan.org is freely available to help you set up your scenarios more easily.

Scenario 1: The spring of Cresson

Background

May 1st, 1187: Raymond of Tripoli has made an alliance with Saladin to protect himself from the actions of those around King Gui de Lusignan, who has granted right of passage to a Muslim army to cross Galilee. Learning this, the Grand Master of the Temple Gérard de Ridefort assembles a small troop of Templars and Hospitallers, reinforced by the Templar garrison of Caco, to intercept them near La Fève, at a place called the Spring of Cresson. They are 150 against about 7,000 Mamluks!

Map layout and starting positions

Use the maps The Desert and The Crusader Trail.
The Ayyubids are deployed on the Crusader Trail map, all within one hex of the dotted trail and face the side 4 of the map.
The Franks play first and enter through side 3 of the Desert map.
The game is played in 12 turns.
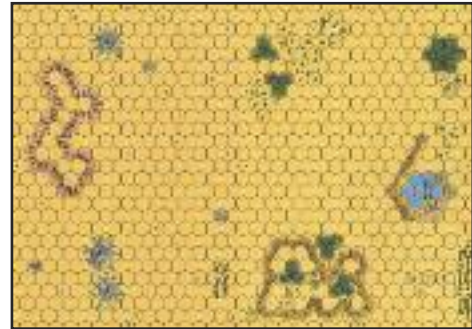
The sides

The Franks	
Hospitallers	Rémi Balian Benoît Ancelin Guérin Raymond
Templars	Roger Amédée Martin Amaury Raoul Eudes

The Ayyubids			
Mamluk Emir Qudamah, Hisham, Munqidh, Bakkar	**Mamluks** Umayyah, Jibril, Malik	**Ghilman** Shihab, Abbad, Marwan, Hamzah	**Ghilman** Askin, Sulayman, Mansur, Hamza, Ziyad, Razin
Faris Taqî al-Dîn, Al-Djahiz, Qizil, Zâhir	**Turkoman Cavalry** Aïtekin, Kütchük, Sandjar	**Horse Archers** Yusuf, Korham, Nasr, Tzakhas	**Syrian Cavalry** Ergun, Odul

Victory conditions

The Franks must kill as many Ayyubids as they can. The Ayyubids cannot leave the battlefield, and must therefore stay and fight. At the end of 12 turns, count the number of Ayyubids killed:

> 15 and over: Striking Frankish victory. The raid of the Ayyubids is stopped and Gérard de Ridefort has won his insane bet.

> From 10 to 14: Narrow Frankish victory. The Ayyubids have lost enough men so that the raid can no longer do much damage.

> From 5 to 9: Narrow Ayyubid victory. The Franks did not stop the raid and it is already heading for the next village to loot.

> 4 and under: Striking Ayyubid victory. The Franks are defeated and the loss of many knights of the two orders will be irreplaceable for the rest of the operations.

Epilogue

The attack was a disaster. Only three Templars, including Gérard de Ridefort, survived. His marshal predicted that he would flee without glory, while he himself fought to the end with extreme valor before succumbing. Roger des Moulins, Grand Master of the Hospitallers, had his head severed.

Sources

Aubé (Pierre), *Baudouin IV, le roi lépreux*, p. 467-468

Scenario 2: Hattin 1187 – The flight of Raymond of Tripoli

Background

July 4, 1187: The battle of Hattin has started. The Frankish army is thirsty and King Gui wants to attempt a desperate charge to cross enemy lines and reach Lake Tiberias. The King asked Raymond of Tripoli to lead the first battle as usual because the fight was going on on his land. Raymond faces the troops of Taki-ed-Din who move aside to let the charge pass and better close behind it.

Map layout and starting positions

The Frankish riders deploy on the half of the Meadow map next to Side 1.
The Ayyoubids are deployed on the Desert map.
The Franks play first.
The game is played in 8 turns.

The sides

The Franks

Nobles	Raymond	Knights	Miles Pons Josselin Aubry Eudon Foulque	Turcopoles	Hagop Avak Hovan

The Ayyubids

Mamluks	Uthman Dirar Karan Sawwar	Ghilman	Muzahim Bundar Zakaria Alqamah	Medium Infantry 1	Yacoub Nasser Farid Sadr	Medium Infantry 2	Iskander Hamid Murad Kutbeddin
Syrian Medium Infantry	Humayd Razin Safwan Bilal	Anatolian Medium Infantry	Dabbah Ammar Thabit Yazid	Fatimid Javelinmen	Fudayl Anas Khalaf Sandi	Archers	Farras Nusayr Talib Maymun

Victory conditions

The Franks must leave the playing field through the side 3 of the Desert map. The Ayyubids must prevent them.

At the end of the 12 turns, the victory is determined by the number of Franks who left the playing field, each Frank being worth one point. Raymond of Tripoli is worth 2 points if he manages to escape, but deduct a point from the Franks if he does not succeed:

> 8 and up – Striking Frankish victory. The breakthrough is successful and these men will not know the fate of their companions in misfortune stranded on the Horns of Hattin. But it is also a valuable group that could have changed the outcome of the battle if they had continued the fight!

> 6 or 7 - Narrow Frankish victory: The main body of the troop has escaped the trap.

> 4 or 5 - Narrow Ayyubid victory: Less than half of the Franks were able to escape.

> 3 or less - Striking Ayyubid victory: The Franks failed to break the Ayyubid lines and the survivors will face the same fate as the other infidels on the hill.

Epilogue

Rather than return to fight, Raymond of Tripoli preferred to leave the battlefield to head for Tyre, then Tripoli where he died of pleurisy two months later.

Sources

Paladilhe (Dominique), *Le Roi lépreux*, p. 264-265.

Scenario 3: Hattin 1187 – Save the True Cross!

Background

July 4, 1187. A group of crusaders wants to protect the True Cross but the Saracens surround them and there does not seem to be any possibility of escape. The True Cross is the most sacred relic of the Kingdom and it cannot fall into the hands of the infidels.

Map layout and starting positions

The Franks are deployed in the central sector limited by the slopes.
The Ayyubids enter in the first turn from all sides.
The game is played in 10 turns.
The Ayyubids play first.
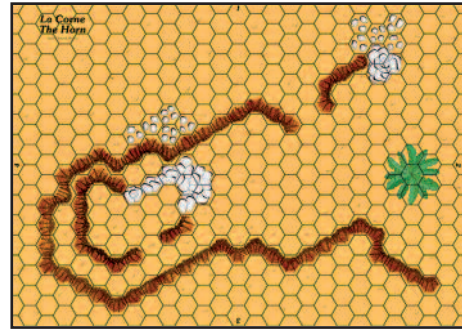
The sides

	The Franks						
Templars	Martin Dreux Raoul	Noble	Milon	King's Guard	Aubert Bertrand	Burgesses	Béranger Robin
Light Infantry	Rouard Guichard Justin Vincent	Crossbows	Grégoire Wadard Urbain	True Cross	Albert		
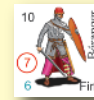
	The Ayyubids						
Mamluk Emir	Bakkar	Mamluks	Umayyah Ghassan Jibril	Ghilman	Shihab Abbad Marwan	Syrian Medium Infantry	Humayd Razin Safwan
Anatolian Medium Infantry	Dabbah Ammar Yazid	Fatimid Javelinmen	Fudayl Anas Khalaf	Fatimid Light Infantry	Salim Daffafah Wahb	Archers	Farras Bashar Talib
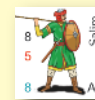
Special rules

Any character leaving the map voluntarily or not (retreat after combat) is eliminated.
Morale rules should be used in this scenario.

Victory conditions

The Franks must avoid at all costs that the True Cross falls into the hands of the Ayyubids, who must take it and shelter it.
If at the end of the 10 game turns, or earlier:

> The Ayyubids seize the True Cross and make it leave the playing field: A striking Ayyubid victory. The morale of the Franks is badly damaged and the collapse of their army is imminent.

> The Ayyubids have seized the True Cross but it is still on the playing field. Narrow Ayyubid victory. The Franks will try to take it back but their morale loss will make the task almost impossible.

> The Franks still hold the True Cross, but there are at least 12 Ayyubids on the map: Frankish narrow victory. The danger is averted in the short term, but a new wave of attackers could easily overtake the few survivors.

> The Franks still hold the True Cross, and there are less than 12 Saracens left on the map: Striking Frankish victory. When the army sees the holy relic waved above the battlefield, its courage will increase and it will be possible to loosen the Saracen grip.

Epilogue
The True Cross, which rose above the Horns of Hattin, was lost in the fray. At this sight, the Frankish knights lost courage and, exhausted and thirsty, dismounted and sat down, waiting to be taken prisoner. The cross was taken to Damascus where it will get lost.

Sources
Paladilhe (Dominique), *Le Roi lépreux*, p. 266.

Scenario 4: Hattin 1187 – The tent of Gui

Background
July 4, 1187: After Raymond of Tripoli's departure, Gui de Lusignan retreats to the Horns of Hattin and the knights descend from their mounts to continue the fight. He sets up his tent as a rallying point. Let it collapse and the fate of the battle will be played.

Map layout and starting positions
Use the following maps: The Horn, The Ditch (Diex Aïe), The Plateau (Ager Sanguinis) and The Meadow, as well as the red tent included in Ager Sanguinis. The maps and overlay are positioned as shown on the illustration.
The Franks are placed on the Horn map.
The Ayyubids are deployed on the three other maps. They play first.
The game is played in 12 turns.

The sides

The Franks

Hospitallers on Foot — Benoît Ernoul	**Hospitallers on Foot** — Pierre Adhémar	**Templars on Foot** — Roger Amédée Martin Raoul Michel Eudes	**Knights on Foot** — Pons Josselin
Sergeants Templars — Turold Osbern	**King's Guard** — Milon Foucher Aubert Jobert	**Medium Infantry** — Aymeri Ogier	**Burgesses** — Joce Robin
Light Infantry — Amelin Charles Raimbaud	**Crossbows** — Colomban Urbain	**Archers** — Tanguy Germain	

The Ayyubids

Mamluk Emirs — Hisham Bakkar	**Mamluks** — Malik Jibril	**Ghilman** — Sulayman Ziyad	**Ghilman** — Abbad Marwan

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17

Aïtekin
Sandjar

Turkoman Cavalry

Yusuf
Nasr

Horse Archers

Yagmur
Sunduk
Umar

Medium Infantry 1

Humayd
Safwan
Bilal

Fatimid Medium Infantry

Sabur
Ammar

Anatolian Medium Infantry

Abdulaziz
Muharrem
Dilman
Yazid

Light Infantry

Salim
Tawbah
Daffafah
Wahb

Fatimid Light Infantry

Fudayl
Anas
Khalaf
Sandi

Fatimid Javelinmen

Mansur
Borsok
Güksün

Archers

Farras
Bashar

Archers

Special rules

Taking the tent down: Two characters must be adjacent to the tent for a full turn without being involved in combat or moving to be able to take the tent down.

Victory conditions

The Ayyubids must take down the King's tent while the Franks must prevent them. The Ayyubids win a striking victory as soon as the tent is brought down. If at the end of the 12 turns the tent is still standing, the victory depends on the number of Franks remaining on the map. Count 2 points per knight and 1 point for the other characters:

> 30 and over - Striking Frankish victory: Despite the assaults, the Frankish defense has perfectly resisted and Saladin decides to call for retreat. Hattin's name won't go into history books!

> From 22 to 29 - Narrow Frankish victory: Despite many losses, the resistance of the Franks has shaken the morale of the Ayyubids. They decide to stop fighting for the day.

> From 15 to 21 - Narrow Ayyubid victory: The Franks suffered heavy losses and the next assault should be decisive.

> 14 and under - Striking Ayyubid victory: The Frankish army is destroyed and its men begin to surrender.

Sources

Aubé (Pierre), *Un croisé contre Saladin,* page 247.

Scenario 5: The King's messenger

Background

November 1177. King Baldwin, besieged in Ascalon, wants to leave the city with his army and cut the road to Saladin who marches towards Jerusalem. He needs the help of the Templar garrison in Gaza and sends Thibaud as a messenger to ask them to advance by forced marches to join the royal army. Saladin's troops crisscross the countryside and the Templars do not let anyone enter the castle, not even Christians for fear of spies and traitors. Thibaud leaves Ascalon after dark with a small escort. Arriving in Gaza, only a few guards are awake while the Grand Master is still discussing the recent events with his advisers in the great hall of the castle. The companions of Thibaud manage to open the door without making any noise, but it will still be necessary to go up the long vaulted ramp and fool the surveillance of the guards. Thibaud is a friend of the Grand Master Armand and he knows that he will trust him, providing he can reach him!

Map layout and starting positions

Place Armand and Burchard in the high tower.
The knights and turcopoles are positioned in the central castle.
The crossbowmen are in the shooting positions protecting the access to the vaulted ramp.
Thibaud and his troop start off-map. They come into play in the first turn through the main gate. Thibaud and Blanchot are the last to enter the castle. They play first.
The game is played in 10 turns.
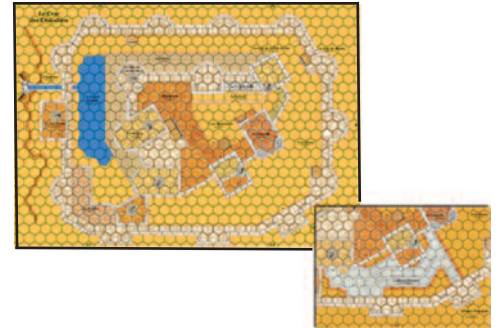
The sides

The Templars			
Dignitaries — Armand, Burchard	**Turcopoles on foot** — Hagop, Avak, Arshavir	**Crossbows** — Adrien, Gaspard, Wadard, Urbain	**Knights on foot** — Martin, Raoul

The troop of Thibaud			
Knight on foot — Thibaud	**Sergeant on foot** — Blanchot	**Knights on foot** — Pons, Aubry	**Medium Infantry 1** — Ogier, Augustin
Medium Infantry 2 — Milon, Daimbert	**Crossbows** — Evrard, Manassé		

Special rules

Once out of the vaulted ramp, Thibaud's men can negotiate with any character they meet during their movement phase by launching 1D10. The member of the garrison lets them go on a roll between 1 and 6 and no longer fights them later.
Armand cannot leave the high tower.

Victory conditions

Thibaud must reach the high tower and get in touch with Armand to deliver his message. The Templar garrison must try to prevent them. Thibaud wins if he succeeds before the end of the 10 turns.
If Thibaud is killed, his group can still achieve a narrow victory if another member manages to approach Armand and convince him after a successful negotiation roll.
The Templars win in all other cases - but it is a bitter victory because the king counted on them to strengthen his small army on the eve of Montgisard.

Note

This is a purely hypothetical scenario and not a very credible one, but it was the only way to play in the vaulted ramp. In reality, no one has ever tried to infiltrate the Crac des Chevaliers while passing by!

Scenario 6: Montgisard 1177 – The heroic charge

Background

November 25, 1177: King Baldwin's small troop faces the immense Ayyubid army near the butte of Montgisard. The emirs advise Saladin to reverse the wings of his setup, passing them from right to left but this creates great confusion in the Muslim camp as two Frankish battles prepare to charge, the first ordered by Baldwin of Rames and his brother Balian of Ibelin, the second by regent Reynald de Châtillon with the Military Orders while the King observed from a hill, with the True Cross at his side.

Map layout and starting positions

The Franks of the first battle (as were named combat groups in the Middle Ages) are deployed within 6 hexes of Side 3 of the Meadow map. They play first.

Reynald de Châtillon and the Military Orders are positioned within 8 hexes of Side 3 of the Desert map. They can only move from the third turn.

King Baldwin, his guard and the True Cross are deployed on the mound of the Desert map (including the slopes).

The mounted Ayyubids are positioned on the half of the Plateau map facing Side 1.

The baggage train is placed in the center of the Wadi map, on the sand hexes.

The Ayyubids on foot are positioned on the Wadi map. During the first two turns, they must move to the left in a straight line, using all of their MPs.
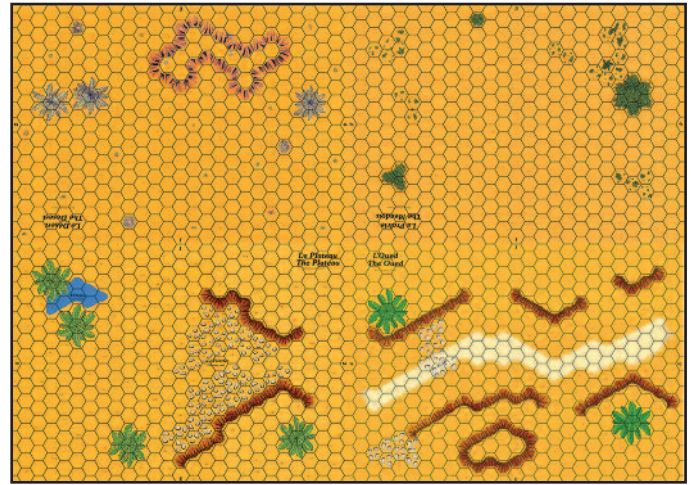
The sides

The first battle of the Franks

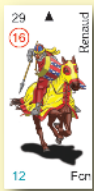|		
Baron — Balian of Ibelin	**Knights** — Miles, Pons, Josselin, Aubry, Foulque	

The second battle of the Franks

Baron — Reynald de Châtillon	**Knights Templars** — Amédée, Martin, Amaury, Eudes, Michel	**Knights Hospitallers** — Rémi, Benoît

The rear guard of the Franks

King — Baldwin IV	**True Cross** — Albert	**King's Guard** — Milon, Foucher, Aubert, Jobert, Bertrand	**Crossbows** — Grégoire, Colomban, Urbain
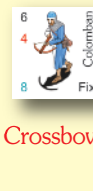
The left wing of the Ayyubids

Mamluk Emir — Qudamah, Munqidh, Bakkar	**Mamluks** — Umayyah, Jibril, Malik, Ghassan	**Ghilman** — Shihab, Abbad, Marwan, Hamzah	**Ghilman** — Askin, Sulayman, Mansur, Razin

The right wing of the Ayyubids

Mamluks
Uthman
Dirar
Karan
Sawwar

Ghilman
Muzahim
Bundar
Zakaria
Alqamah

Medium Infantry 1
Basak
Ferhat
Abbas
Sinan

Medium Infantry 2
Yagmur
Sunduk
Umar
Ertas

Medium Infantry 3
Yacoub
Nasser
Farid
Sadr

Medium Infantry 4
Bakr
Hamid
Murad
Kutbeddin

Medium Infantry
Humayd
Razin
Shahin
Arubah

Anatolian Medium Infantry
Sabur
Thabit
Ammar
Yazid

Light Infantry 1
Abdulaziz
Muharrem
Dilman
Yazid

Light Infantry 2
Kismet
Sezgin
Aykut
Marwan

Light Infantry 3
Zahir
Kamaal
Qadir
Salih

Light Infantry 4
Jawhar
Haroun
Rachid
Ahmad

Fatimid Light Infantry
Salim
Tawbah
Daffafah
Wahb

Fatimid Militia
Ishaq
Asim
Qurrah

Javelinmen 1
Imran
Faruq
Anouar
Yani

Javelinmen 2
Muqatil
Rafi
Firouz
Moudjir

Fatimid Javelinmen
Fudayl
Anas
Khalaf
Sandi

The baggage train

Bedouins
Sinan
Balak

Pack camels
3 camels

Pack horses
4 horses

Special rules

<u>Disorganization:</u> To take into account the total surprise of the Ayyubids, move the result of any combat in favor of the Franks by one column, either to the right if the attacker is Frank, or to the left if the attacker is Ayyubid.

Victory conditions

The Franks must rout the greatest number of Ayyubids.

At the end of the 12 turns, count the number of Ayyubids or pack animals that are either dead, have left the map or in rout:

> 60 and over - Striking Frankish victory: The army of Saladin is routed and the Kingdom is saved!

> Between 45 and 59 - Narrow Frankish victory: The Muslims must retreat, but there are still a lot of Ayyubid troops looting the surrounding villages. Another fight will be necessary to push them back to Egypt.

> Between 30 and 44 - Narrow Ayyubid victory: Saladin was on the hot seat! The Franks failed to break through and the baggage train was saved. Reinforcements are on the way and Baldwin's small army will be quickly wiped out.

> Under 30 - Striking Ayyubid victory: The Franks didn't have a chance. The road to Jerusalem is now completely open.

Epilogue

The Ayyubids quickly lose ground in the confusion. The squadron of Taqi al-Din, Saladin's nephew, tries to contain the charge but breaks up and flows back to the baggage train, which adds to the rout. Soon, only 1,000 Mameluks from Saladin's guard are left to resist.

Sources

Welsh (William E.), A Day of Terrible Slaughter, *Medieval Warfare*, Vol VI, Issue 1.

Scenario 7: Montgisard 1177 – The last stand of the Mamluks

Background

Late afternoon of November 25, 1177: Saladin's army disintegrated under the violent thrust of Frankish charges. Only one thousand Mamluks of the Sultan's personal guard still resist. They swore to be killed on the spot rather than allow their master to be captured. The Franks flock from all sides for the final sequence.
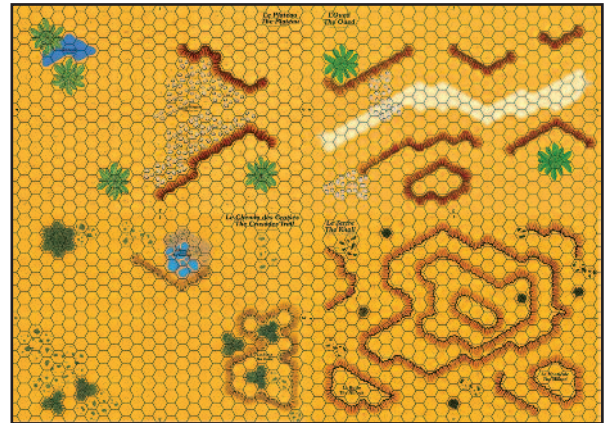
Map layout and starting positions

The Ayyubids are positioned on the Knoll map. Saladin is placed on the top of the mound.
The first battle of the Franks is deployed on the Plateau map while the second is placed on the Crusader Trail map. The religious orders occupy the Wadi map.
The game is played in 10 turns.
The Franks play first.

The sides

The first battle of the Franks
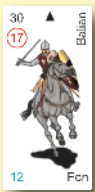
Baron	Knights	Medium Infantry	Crossbows
Balian of Ibelin	Miles Pons Josselin Foulque	Augustin Aymeri Ogier	Gaspard Urbain Grégoire

The second battle of the Franks
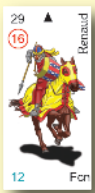
Baron	Burgesses	Light Infantry	Archers
Reynald de Châtillon	Firmin Joce Maurice Rigord	Rouard Guichard Justin Vincent	Tanguy Germain Crépin

The religious orders
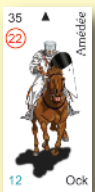
Knights Templars	Knights Hospitallers
Amédée Amaury Dreux Raoul	Ernoul Raymond Rainier

The Ayyubids

Mamluk Emir	Mamluks	Ghilman	Ghilman
Qudamah Hisham Bakkar	Umayyah Jibril Malik Ghassan	Shihab Abbad Marwan Hamzah	Sulayman Mansur Hamza Razin

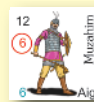| Syrian Cavalry	Mamluks	Ghilman	Sultan
Ergun Odul	Uthman Idrisi Hilal Sawwar	Muzahim Bundar Zakaria Alqamah	Salah ed-Din

Special rules

The Mamluks cannot leave the battlefield.
Saladin can't be killed.

Victory conditions

The Franks must kill the greatest number of Mamluks or capture Saladin. The game ends with a Striking Victory for the Franks as soon as Saladin is captured under the rules 7.4 of 𝔄ger 𝔖anguinis. If Saladin manages to flee, count the number of Mamluks killed at the end of the 10 turns.

> 20 and over - Narrow Frankish victory: The few remaining Mamluks will have to surrender, flee or be massacred on the spot in the evening. In any case, the victory is for the Franks.
> From 15 to 19 - Tie: Night will soon fall without a winner coming off. Each camp retreats and goes to treat its wounded.
> From 10 to 14 - Narrow Ayyubid victory: The Mamluks stopped the furious charge of the Franks. If they can no longer win the battle, the Franks are now too few to continue the fight.
> Under 9 - Striking Ayyubid victory: The Mamluks reversed the situation by their resistance and it is now Baldwin's army which is on the run.

Epilogue

The Mamluks are slaughtered to the last to protect Saladin. The latter fled on a camel.

Sources

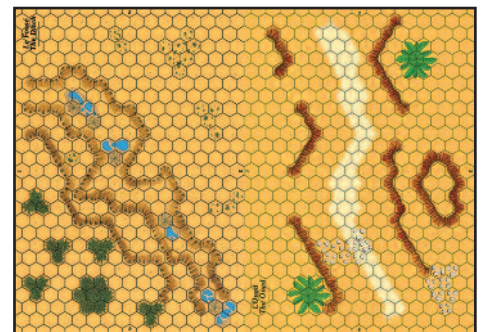Welsh (William E.), A Day of Terrible Slaughter, *Medieval Warfare*, Vol VI, Issue 1.

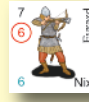## Scenario 8: The reinforcement column

Background

September 30, 1183: Saladin has crossed the Jordan south of Lake Tiberias with a large army, and is camping in the region of the Spring of Tubania. He has sent a party of scouts to discover the enemy's position. The squadron is soon discovered by chance by a relief column sent by Reynald de Châtillon from Transjordan to respond to the general mobilization requested by the King. The Ayyubid cavalrymen decide to attack.

Map layout and starting positions

The Franks are deployed on the Ditch map, at the foot of the hill and marching south.
The Ayyubids are placed on the Wadi map, to the left of the dry stream.
They play first.
The game is played in 10 turns.

The sides

The Franks							
Knights	Miles Aubry Eudon	Turcopoles with lance	Hagop Avak Hovan	Turcopoles with bow	Ghoukas Diran	Medium Infantry	Milon Daimbert Aubré
Infantry with gambison	Enguerrand Alphonse Dudon	Sergeants	Aubin Albéric Ulric	Crossbows	Evrard Geldemar Manassé	Archers	Colin Eloi Raoul

The Ayyubids

Mamluk Emir
Munqidh
Bakkar

Mamluks
Jibril
Malik
Ghassan

Ghilman
Shihab
Abbad
Hamzah

Ghilman
Hamza
Mansur
Razin

Turkoman Cavalry
Kütchük
Aïtekin
Sandjar

Horse Archers
Nasr
Korham
Tzakhas

Victory conditions

The Ayyubids must kill or capture as many Franks as possible. At the end of 10 turns, count one point for each free surviving character, then consult the table below:

> 16 and over – Striking Frankish victory: The attack has been pushed back and the column will join the King's camp this evening, where these reinforcements will be welcome.

> From 12 to 15 - Narrow Frankish victory: The Franks remain master of the field, even if the losses have been significant.

> From 8 to 11 - Tie: The Muslim riders have retreated, but the survivors are too weak to join the King's camp this evening.

> From 4 to 7 - Narrow Ayyubid victory: The Mamluk attack did a lot of damage. The survivors will not be able to resist another assault.

> 6 and under - Striking Ayyubid victory: The infidels are defeated and the prisoners will be sold at a good price on the slave markets of Damascus.

Epilogue

The Mamluks killed many and took a hundred prisoners, while the others fled across the slopes of a nearby mountain. The Ayyubids did not lose a single man other than a sergeant who lost his way and returned to the camp that same evening.

Sources

Pierre Aubé (Pierre), *Le Roi Lépreux*, pages 390-391.

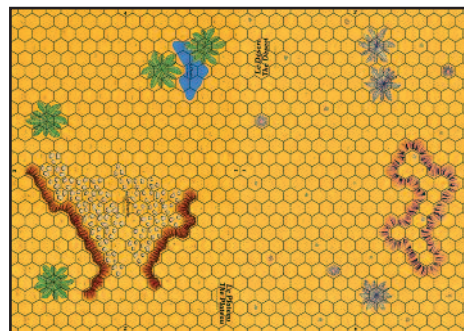## Scenario 9: The Oasis of al-Usaila

Background

May 1183: Frankish garrisons in the south of the Kingdom, supported by Templars, head towards Sinai to cut the road between Egypt and Syria, in order to avoid a new attack on several fronts. The governor of eastern Egypt has dispatched a force to intercept them. The Muslims find the Christians near the al-Usaila oasis.

Map layout and starting positions

The Frank player places his counters on the Plateau map. All the cavalrymen are dismounted. The horses and pack animals are placed on the stony ground hexes with the two peasants to look after them. The other characters on foot are placed on the other half of the map, towards the oasis and at least 4 hexes away from any stony ground hex.

The Egyptian player deploys his counters on the Desert map, at least 4 hexes away from the junction with the Plateau map. He plays first.

The game is played in 10 turns.

The sides

The Franks

Knights Templars
Dreux
Raoul
Michel
Eudes

Turcopoles with lance
Hagop
Avak

Turcopoles with bow
Sarkis
Ghoukas

Knights
Pons
Josselin
Aubry
Eudon

Sergeants Templars	Osbern Rioulf Eudon	**Peasants**	Paul Audouin
Pack Camels	3 camels	**Pack Horses**	4 horses

The Ayyubids

Mamluk Emir	Bakkar	**Ghilman**	Askin Hamza Mansur
Ghilman	Shihab Abbad Marwan	**Syrian Cavalry**	Ergun Odul
Faris	Taqî al-Dîn Al-Djahiz	**Horse Archers**	Yusuf Korham Tzakhas

Special rules:
The Franks can't kill their pack animals.

Victory conditions
The goal of the Egyptians is to kill as many Franks as possible and seize the pack train. Count 1 point per Frank killed or pack animal captured. At the end of 10 turns, sum the total to decide the result of the skirmish:
> 20 and over - Striking Egyptian victory: The Franks will not risk into Sinai again anytime soon.
> From 15 to 19 - Narrow Egyptian victory: The Franks can no longer continue their progression and will have to retire the next day.
> From 10 to 14 - Tie: The Egyptians must give up, but the Franks are too weak to continue their march towards Egypt.
> From 5 to 9 – Narrow Frankish victory: The Egyptians have been pushed back, but the Franks will have to wait for reinforcements before continuing across Sinai.
> Less than 5 – Striking Frankish victory: As of tomorrow, the Franks will resume their march to deny the road from Syria to the Egyptian forces.

Epilogue
The Egyptians killed the Franks with the exception of two men, captured the pack train and returned home.

Sources
Aubé (Pierre), *Baudouin IV de Jérusalem, le roi lépreux*, pages 371-372.

Scenario 10: The Constable's Death

Background

April 10, 1179: Learning that Bedouins are grazing their cattle in the forest of Panéas (Banias) in Galilee, the Constable Humphrey of Toron, accompanied by King Baldwin IV himself, decides to lead a raid to take this easy booty. But word reaches Saladin, who sends a detachment led by his nephew Farrukh Shah to find them and allow the Sultan to intervene. But when he sees the little Frankish troop in a gulch surrounded by hills, he goes onto the attack and surprises them.

Map layout and starting positions

The Franks are deployed first on the right side of the Horn map, to the right of the slope. They move south.

The Ayyubids are positioned on the Knoll map and on the heights of the Horn map. They must be at least 5 hexes away from the nearest Frank. They play first.

The game is played in 10 turns.
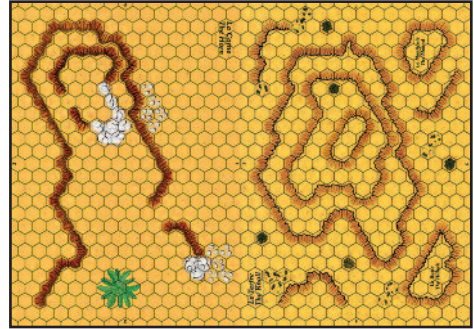
The sides

The Franks			
King — Baldwin IV	**Knights** — Miles, Josselin (Humphrey), Aubry, Eudon	**Turcopoles** — Hagop, Hovan, Arshavir	**King's Guard** — Milon, Foucher, Aubert, Jobert, Bertrand, Yvain
Medium Infantry — Milon, Daimbert, Payen, Aubré	**Crossbows** — Grégoire, Colomban, Gaspard, Urbain		
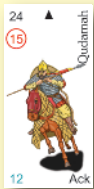
The Ayyubids			
Mamluk Emirs — Qudama, Munqidh, Bakkar	**Ghilman** — Shihab, Abbad, Marwan, Hamzah	**Syrian Cavalry** — Ergun, Odul	**Turkoman Cavalry** — Aïtekin, Kütchük, Sandjar
Horse Archers — Yusuf, Nasr, Tzakhas	**Archers** — Borsok, Güksün, Sabawa	**Archers** — Nusayr, Talib, Maymun	
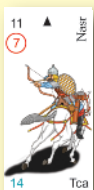
Special rules

King Baldwin can't be killed.

Victory conditions

The Ayyubids must kill as many Franks as possible and capture the King if they can. The Franks must prevent them. The capture of the King is a striking victory for the Ayyubids. If he is not captured at the end of the 10 turns, count the number of dead Franks:

> 15 and over - Narrow Ayyubid victory: Although their instructions were to wait for reinforcements from Saladin, the ambush succeeded and the Franks are seriously weakened.

> From 10 to 14 - Narrow Frankish victory: Despite significant losses, the Franks maintain the upper hand on the battlefield.

> Under 9 - Striking Frankish victory: The Constable knew how to counter the ambush, and has escaped the trap without too much damage.

Epilogue

The Franks were quickly overwhelmed by the mass of Ayyubids. Baldwin's horse bolted, and he left the battlefield while his escort

fought to defend him. Humphrey of Toron, who was responsible for the disaster, also intervened to protect the King's flight, but he succumbed to superior numbers.

Sources
Aubé (Pierre), *Baudouin IV, le roi lépreux*, pages 219-222

Scenario 11: Saladin Must Die!

Background
1176: Saladin is besieging Azaz in Syria. He has gathered a few soldiers to his tent to harangue them and cheer them up. What he does not know is that among them are some Nizaris, those followers of Sinan, the Old Man of the Mountain, better known as the Assassins.
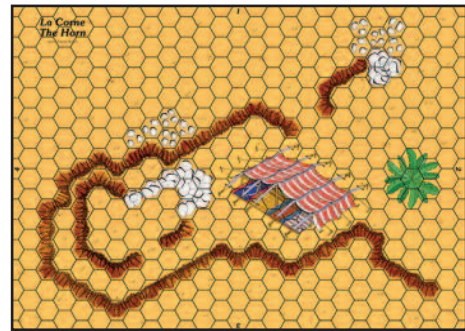
Map layout and starting positions
The two Assassins are placed on the map outside the tent, with a rock, slope, tree or tent hex between them and the Guards.

The Assassin player secretly notes two of the names of the remaining Ayyubid troops (Mamluk and Ghilman) on a piece of paper. These two are disguised Assassins.

The other characters are placed inside the tent in one row, with Saladin in front of them, adjacent to only one other character.

The game is played in 8 turns.

The sides

The Ayyubids			
Sultan — Saladin	**Mamluk Emir** — Munqidh Bakkar	**Mamluks 1** — Umayyah Ghassan	**Mamluks 2** — Uthman Sawwar
Ghilman 1 — Shihab Hamzah	**Ghilman 2** — Muzahim Alqamah	**Medium Infantry** — Hamid Iskander Murad Kutbeddin	**Assassins** — Ak Sonqor Dahak

Special rules
During turn 1, only Saladin moves, and he must move in front of his troops in the tent. Once he is in a hex (including his starting hex) adjacent to one of the disguised Assassin, that one is revealed, Saladin stops and the Assassins player gets one single melee attack on Saladin. Given the surprise effect, move the result of the die by 2 columns to the right for that attack.

During turn 2, the Ayyubid player may move and attack with Saladin and the Guards normally. The other Mamluks and Ghilman don´t take any action, due to surprise. The Assassins player reveals his second disguised character. Then he gets to use all his characters, including the Assassins outside according to the normal rules.

From turn 3 on, both players get to use all their surviving characters according to the normal rules.

Victory conditions
The Assassins win if they manage to kill Saladin. They achieve a striking victory, if one of the Assassin character manages to leave the map after Saladin is killed. The Ayyubids win if Saladin survives. They achieve a striking victory, if they can also capture one of the Assassins.

Epilogue
A first assassin stepped out of the ranks and threw himself at the Sultan, and struck him in the head with his knife. But for his helmet, Saladin would have been killed. He then struck him several times on the neck which was protected by his chain mail before being killed by a mamluk. A second assassin killed one of the emirs before being shot in his turn. Two other assassins were revealed: one of them was killed by Saladin's brother, while the fourth was torn to pieces by the crowd while he was trying to escape.

Sources
Medieval Warfare, Vol IX, Issue 2: Rise and fall of the Assassins – 2019

Scenario 12: The Hunt for Infidels

Background

February 1183: The epic of Reynald de Châtillon's sailors in the Red Sea ends. Chased by Admiral Lulu, the Frankish fleet is defeated off al-Harrah, and the vanquished scatter over land, hoping to take advantage of the steep terrain to escape their pursuers. But Lulu commandeers the mounts of Bedouin who camped near the coast and begins a merciless hunt.
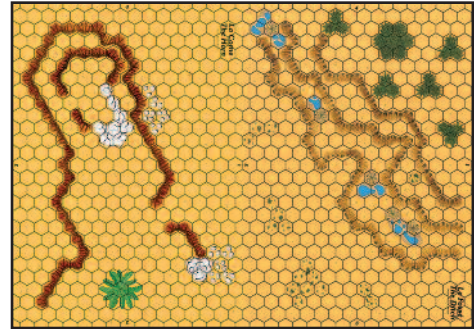
Map layout and starting positions

The Franks are placed on any hex in elevation (i.e. level 1 at least).
The Ayyubids enter the first turn through side 4 of the Horn map.
The Ayyubids play first.
The game is played in 10 turns.

The sides

The Franks

Medium Infantry — Milon, Payen, Aubré	**Burgesses** — Béranger, Joce, Robin	**Light Infantry 1** — Galeran, Edgard, Joël	**Light Infantry 2** — Justin, Vincent, Garin
Light Infantry 3 — Amelin, Raimbaud, Boniface	**Light Infantry 4** — Enguerrand, Herriot, Dudon	**Sergeants** — Albéric, Ulric, Ebremar	**Crossbows** — Adrien, Wadard, Gaspard
Archers 1 — Colin, André, Eloi	**Archers 2** — Tanguy, Germain, Brice		

The Ayyubids

Ghilman — Mansur, Ziyad	**Ghilman** — Shihab, Abbad, Marwan, Hamzah	**Faris** — Taqî al-Dîn, Al-Djahiz, Qizil, Zâhir	**Bedouins** — Sinan, Ridwan, Balak
Horse Archers — Yusuf, Korham, Nasr, Tzakhas	**Light Infantry 1** — Zahir, Kamaal, Qadir, Salih	**Light Infantry 2** — Abdulaziz, Muharrem, Dilman, Yazid	
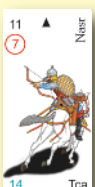
Special rules

Off-map movements: The Franks cannot leave the map (unless they are taken prisoner).

Victory conditions

The Ayyubids must kill or take prisoner as many Franks as possible. At the end of ten turns, count the number of Franks killed or prisoners:
> 23 and +: Striking Ayyubid victory - These infidel dogs have received the just punishment for their crimes.
> From 16 to 22: Narrow Ayyubid victory - Survivors from today's attack have nothing to eat or drink, and will be caught in the coming days.

> From 8 to 15: Narrow Frankish victory - At nightfall, we will be able to escape, and they will find it very difficult to catch us.

> 7 and under: Striking Frankish victory - There are enough of us to resist them, and we will stand our ground firmly next time.

Epilogue

Lulu and his men chased the Franks for five days, killing a large number of them and taking one hundred and seventy prisoners. Their crimes against Islam condemned them to a much worse fate than slavery: they were taken to Mina, five kilometers from Mecca, where they were slaughtered one by one, so that none could tell what he had seen during this crazy expedition that had so terrorized the Muslims.

Sources

Aubé (Pierre), *Un croisé contre Saladin*, pages 194-196.

Scenario 13: The Gate of Kerak

Background

November 1183: Saladin is set to punish Reynald de Châtillon for his raid on the Red Sea. He has left Damascus with a strong army equipped with siege machines in the direction of Kerak, while asking his brother al-Malik al-Adil to join him by forced marches with a powerful force from Cairo. Reynald, overconfident, orders the population to defend the town rather than take refuge in the fortress, and forbids them access while the Ayyubids arrive in countless numbers! Only the knight Yvain, barring the gates of the castle, can prevent the attackers from entering as the inhabitants of Kerak rush back to the fortress.

Map layout and starting positions

Reynald de Châtillon, his knights and crossbowmen are placed in the castle near the main entrance:

> Miles, who represents Yvain, must be on the outer hex with the gate icon, defending the gateway.

> The crossbowmen are on the ramparts of the castle in section C2, facing the village.

> Reynald and the other knights are in the outer ward of the castle.

The other Franks are positioned on the Village and Caravanserai maps. Every building or part of the Caravanserai building needs to be occupied, with at least one character per lettered building and two characters per named building, at least one hex away from any door hex. All civilians, pilgrims and peasants need to be inside buildings.

The Ayyubids enter by the sides 4 of the Village map and 4 of the Caravanserai map, 10 characters in turn 1, followed by additional 3 characters per following turn. They play first.

The game is played in 10 turns.

The sides

	The Franks		
Noble	Renaud	**Knights**	Miles (Yvain), Josselin, Foulque
Medium Infantry	Aymeri, Ogier, Rollin	**Burgesses**	Béranger, Joce, Robin, Maurice, Rigord
Light Infantry	Guichard, Justin, Vincent, Garin	**Sergeants**	Denys, Aubin, Albéric, Ulric
Crossbows	Colomban, Gaspard	**Archers**	Colin, Bérold, Eloi, Guimard
Peasants	Serlon, Gérald, Renaud, Paul, Norbert, Audouin, Toutain	**Civilians**	Sibille, Mélisende, Constance
Pilgrims	Hubert, Yvon		

The Ayyubids

Mamluk Emirs	Hisham Munqidh
Mamluks	Jibril Malik
Ghilman	Askin Sulayman Hamza Ziyad Razin
Ghilman	Shihab Abbad Marwan Hamzah
Horse Archers	Yusuf Korham Nasr Tzakhas
Syrian Cavalry	Ergun Odul

Special rules

The main gate of the castle cannot be closed.

Victory conditions

While the gate of the castle is open and defended by a single knight, the inhabitants of the borough must try to take refuge in Kerak without letting any Ayyubid enter with them.

At the end of 10 turns, the Ayyubids win the game if at least one of them has managed to enter the outer ward of the castle and is still alive. If no Ayyubid has entered, the number of town inhabitants, who started the game in the village and caravanserail maps, and who have made it to the castle determines victory:

> Over 16: Striking Frankish victory - Despite the foolishness of his decision to defend the town, Reynald was able to save a large number of lives.

> 11 to 15: Narrow Frankish victory - The high number of villagers saved from the town will bolster the castle defenses.

> From 7 to 10: Tie - Only a small number of burgesses were able to survive the attack, but they will now be able to help defend the castle.

> From 4 to 6: Narrow Ayyubid victory - Most of the inhabitants are massacred and the looting of the town can begin.

> Less than 4 or entering the castle: Striking Ayyubid Victory - The failure of Reynald de Châtillon's strategy will soon be theirs.

Epilogue

Saladin's troops quickly took over the town and massacred the population. A small number of men managed to escape in the direction of the castle gates, which were defended by a knight named Yvain, and who fought to protect the retreat of the inhabitants until the last was sheltered behind the castle walls.

Sources

Aubé (Pierre), *Un croisé contre Saladin*, pages 205-210.

Scenario 14: The Siege of Safed

Background

December 1187: Following the Hattin disaster in July, Saladin embarks on a methodical conquest of Frankish strongholds. At the end of the year, he lays siege to the mighty fortress of Safed, held by the Templars. The castle is very well supplied and the garrison is large, which should make for a fairly long siege. The Ayyubids hope to overcome the castle's resistance with a siege tower.

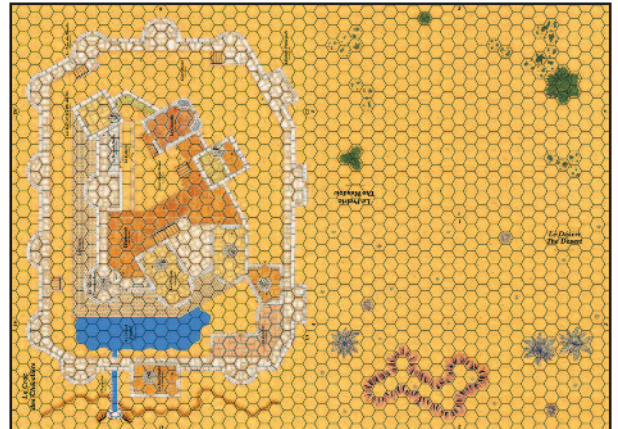## Map layout and starting positions

The belfry is placed on the right hand side of the Desert map.
The Ayyubids are positioned on the right hand side of the Desert and Meadow maps.
The Templars are then deployed in the castle.
The Ayyubids play first.
The game is played in 12 turns.

The sides

The Templars

Knights	Roger Amédée Amaury Raoul Michel	Turcopoles	Hagop Avak Arshavir	Sergeants	Rioulf Turold Osbern Eudon	Dignitaries	Armand Burchard
Crossbows	Grégoire Colomban Wadard Urbain	Rock Stockpile	4	Oil Buckets	3		

The Ayyubids

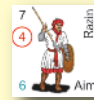| Mamluk Emir	Munqidh	Mamluks	Idrisi Dirar Karan Sawwar	Ghilman	Shihab Abbad Marwan Hamzah	Ghilman	Muzahim Bundar Zakaria Alqamah
Medium Infantry 1	Basak Ferhat	Medium Infantry 2	Yagmur Sunduk Ertas	Medium Infantry 3	Evhad Iskander Murad Kutbeddin Bakr Hamid	Fatimid Medium Infantry	Humayd Razin Shahin Arubah
Anatolian Medium Infantry	Sabur Ammar Thabit Yazid	Light Infantry 1	Kismet Sezgin Aykut Marwan	Light Infantry 2	Abdulaziz Muharrem Dilman Yazid	Fatimid Light Infantry	Salim Tawbah Daffafah Wahb
Archers	Djawali Mansur Güksün Sabawa	Archers	Farras Nusayr Talib Maymun	Mantlets	4	Ladders	4
Belfry	1						

31

Victory conditions

The victory is determined by the number of defenders killed. At the end of 12 turns, count their number:
> 15 and over - Striking Ayyubid victory: The castle is finally taken after months of siege! Saladin will be pleased.
> From 10 to 14 - Narrow Ayyubid victory: The castle has not yet fallen, but there are so few defenders left that the next assault will be the right one.
> From 5 to 9 - Narrow Templar victory: Many losses, but the castle still stands!
> 4 and under - Striking Templar victory: After such a defeat, the Ayyubids will have no other choice but to lift the siege.

Epilogue

It will take almost a year for the fortress to fall, between November 30 and December 6, 1188. Saladin allowed the defenders to depart for Tyre.

Sources

Grousset (René), *Histoire des Croisades*, Tome II, p. 778.

Scenario 15: The Fall of Belvoir

Background

January 1188: At the same time Saladin's troops besiege Safed, the fortress further south at Belvoir, held by the Hospitallers, suffers the same fate. The siege had also lasted a year, and the garrison had scored a few points making a night sortie that killed the emir commanding the besiegers. Shortly after Safed fell, Saladin himself arrived to direct the siege in person. He ordered a section of the wall to be undermined despite the driving rain and the strong wind. The castle's southern curtain wall collapsed, and the final assault began.
Meanwhile, another troop is trying to force their way through the vaulted ramp.

Map layout and starting positions

Place 3 Rubble counters on the rampart south of the Mill Tower.
The Ayyubids set up their troops first. They begin the game on the maps adjoining the castle. Select 4 medium infantry counters and 4 light infantry counters to form the group trying to fight through the vaulted ramp.
The Hospitallers are deployed inside the castle.

The game is played in 15 turns.
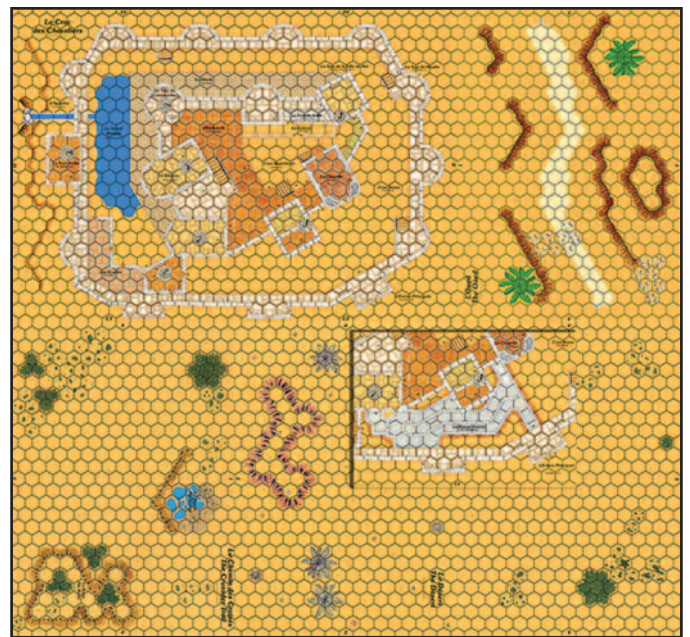
The sides

Les Hospitallers							
Knights	Rémi Balian Benoît Guérin Rainier Arnould Adhémar	**Turcopoles**	Ghoukas Avak Arshavir	**Medium Infantry**	Edouard Vauquelin Mathieu Arnaud	**Light Infantry**	Guichard Justin Garin
Crossbows	Geldemar Evrard Manassé Achard	**Archers**	André Bérold Eloi Raoul	**Oil Buckets**	3	**Rock Stockpiles**	4

The Ayyubids

Unit	Characters	Unit	Characters	Unit	Characters	Unit	Characters
Mamluk Emir	Qudamah	**Mamluks**	Uthman Idrisi Hilal Sawwar	**Ghilman 1**	Sulayman Mansur Hamza Ziyad	**Ghilman 2**	Shihab Abbad Marwan Hamzah
Ghilman 3	Muzahim Bundar Zakaria Alqamah	**Syrian Cavalry**	Ergun Odul	**Medium Infantry 1**	Bakr Evhad Hamid Iskander Murad Kutbeddin	**Medium Infantry 2**	Yagmur Sunduk Umar Ertas
Fatimid Medium Infantry	Humayd Razin Shahin Arubah Safwan Bilal	**Anatolian Medium Infantry**	Sabur Thabit Yazid Ammar	**Light Infantry 1**	Jawhar Haroun Rachid Ahmad	**Light Infantry 2**	Abdulaziz Muharrem Dilman Yazid
Light Infantry 3	Sezgin Kismet Aykut Marwan	**Fatimid Militia**	Ishaq Asim Qurrah	**Archers 1**	Djawali Mansur Borsok Güksün Sabawa	**Archers 2**	Farras Bashar Maymun
Javelinmen 1	Imran Faruq Anouar Yani	**Javelinmen 2**	Muqatil Rafi Firouz Moudjir	**Fatimid Javelinmen**	Fudayl Anas Khalaf Sandi	**Ladders**	4

Special rules

The main gate has been forced open before the game starts, and the attackers can freely enter the vaulted ramp. All other doors or gates have been destroyed and are freely passable.

Victory conditions

The Ayyubids must reach the inner ward of the castle, either through the vaulted ramp, by climbing the second wall with ladders, or by entering through the postern located near the chapel. At the end of 15 turns, count the number of living Ayyubids inside the second wall. Do not count the characters still in the vaulted ramp, or under the covered parts allowing access to the second wall:

> 20 and up - Striking Ayyubid victory: There are enough attackers in the castle to overwhelm the survivors of the garrison and other troops are in the process of joining them. The castle is finally in Saladin's hands after a year of siege!

> From 10 to 19 – Narrow Ayyubid victory: This beachhead should be sufficient to hold until the arrival of reinforcements. The fall of the castle is just a matter of hours away.

> From 1 to 9 - Narrow Frankish victory: The attackers are not numerous enough to resist the counterattack of the Hospitallers. They will be repelled easily.

> None - Striking Frankish Victory: The castle is still in the hands of the Hospitallers, and the failure of the assault will severely affect the morale of the Ayyubids.

Epilogue

Belvoir fell on January 5, 1189, after an intense bombardment of stones from mangonels. As at Safed, Saladin agreed to let the garrison depart for Tyre.

Sources

Grousset (René), *Histoire des Croisades*, Tome II – p. 779.

7 The Campaign Scenarios

1 – The race to Jerusalem

Historical background

November 1177: Saladin lays siege to King Baldwin in Ascalon. He decides to depart with the bulk of his army in the direction of Jerusalem which is now defenseless, leaving only a small contingent to watch the king. The Sultan dispatches squadrons across the surrounding countryside to loot and kill at will. At the same time, Baldwin breaks the blockade and rides in pursuit of Saladin, while mustering the Templars holding the castle at Gaza.

Starting positions

Type	#	Position	Head count	Resources	Faith	Deniers	Prestige
Franks		King Baldwin, his guard and the True Cross, within 1 hex of Ascalon	8		7	8	9
		Reynald de Châtillon and his combat group, within 1 hex of Ascalon	10		4	5	7
		Balian of Ibelin and his combat group, inside Ascalon	10		6	5	6
	F1	Miles and his combat group, inside Ibelin	6		5	3	4
	F2	Aubry and his combat group, inside Rames	7		6	4	3
	F3	Combat group (medium infantry), within 1 hex of the Toron des Chevaliers	6		4	3	2
Templars	O1	Amédée and his combat group, inside Gaza	6		10	7	5
	O2	Roger and his combat group, within 1 hex of Gaza	6		9	6	4
Hospitallers	O3	Rémi and his cavalry group, inside Toron des Chevaliers	5		9	5	4
Ayyubids		Saladin and his combat group, within 2 hexes to the east of Blanche Garde	12		8	7	9
	A1	Hisham and his combat group, within 2 hexes to the east of Gibelin	10		7	4	6
	A2	Suleyman and his combat group, within 1 hex to the south east of Ascalon	9		8	3	5
	A3	Combat group, within 1 hex to the north of Lydda	7		9	4	3
	A4	Marwan and his combat group, within 1 hex to the north of Toron des Chevaliers	8		8	3	4
	A5	Combat group within 2 hexes of Ibelin	10		7	4	2
	A6	Shihab and his combat group, within 1 hex of Rames	8		6	3	3
Convoys	C1	Convoy at Ibelin (west), shuttling between Ibelin and Jerusalem	4	3			
	C2	Convoy at Jaffa (north west), shuttling between Jaffa and Gaza (south west)	6	5			
	C3	Convoy at Gibelin (south west), shuttling between Gibelin and Toron des Chevaliers	5	4			

The game is played in 15 days on the Judaea map.
The playing field is limited to the hexes west of Jerusalem.
The Franks play first.

Special rules

The castles of Blanche Garde, Gibelin and La Grande Mahomerie are represented by the Crac des Chevaliers map in the tactical game. The other castles can be represented by either the Crusader Castle or the Norman Keep.

Victory conditions

The Ayyubids must raid the country and destroy or take as many resources as possible. They score 1 point for every 10 resources taken from the Franks or military orders (for example 3 points for 34 resource points).
Victory depends on the number of resources taken by the Ayyubids:

> 5 or less - Striking Frankish Victory: The Ayyubids' attempts were countered and the few resources taken will be quickly recovered.

> From 6 to 15 - Marginal Frankish victory: The kingdom's cities and castles resisted well and these new raids were no more damaging than the previous ones or those to come.

> From 16 to 25 - Marginal Ayyubid victory: The kingdom has suffered loss and the king will find it difficult to resist another attack.
> 26 and more - Striking Ayyubid victory: The whole country is devastated and the kingdom is permanently weakened. All that remains is for Saladin to take Jerusalem.

Epilogue
This scenario is based on the campaign that led to the Battle of Montgisard.

2 – Saving Kerak castle

Historical background
November 1183: Saladin is closing on Kerak, the fortress of Reynald de Châtillon, with two armies, one from Damascus and the other from Egypt. He wants to punish the Frankish baron for his insane expedition in the Red Sea. A small troop is sent to ask the King in Jerusalem to come quickly with a relief army to rescue his vassal.

Type	#	Position	Head count	Resources	Faith	Deniers	Prestige
Franks	F1	Reynald de Châtillon and his combat group, inside Kerak	16		4	5	6
	F2	Aubry and his combat group, inside Kerak	5		6	2	2
	F3	King Baldwin and his army, inside Jerusalem	30		7	9	9
Templars	O1	Roger and his combat group, inside Jerusalem	8		9	8	5
Hospitallers	O2	Benoît and his combat group, inside Béthanie	8		8	7	3
Ayyubids	A1	Saladin and his combat group, within 3 hexes to the north of Kerak	20		8	5	9
	A2	Hisham and his combat group, within 4 hexes to the north of Kerak	16		9	7	6
	A3	Suleyman and his combat group, within 5 hexes to the north of Kerak	12		7	4	4
	A4	Mansur and his combat group, within 4 hexes to the south west of Kerak	18		6	6	3
	A5	Umayyah and his combat group, within 5 hexes to the south west of Kerak	14		5	4	5
	A6	Qudamah and his combat group, within 6 hexes to the south west of Kerak	12		4	2	4
Convoys	C1	Convoy at Jericho (North), shuttling between Jericho and Sebbé (South)	5	4			
	C2	Convoy at Kerak (south east), shuttling between Kerak and Jerusalem	4	3			
	C3	Convoy at Rames (west), shuttling between Rames and Hisban (north east)	6	5			

Starting positions
Hisham must bring at least two siege engines with him.
The game is played in 15 days on the Judaea map.
The Franks play first.

Special rules
Use the map layout for the tactical scenario 13 to represent Kerak and its adjoining town.
King Baldwin needs two days to muster his army.
When Kerak is under siege, the C2 convoy stops south of the river located 5 hexes north of Kerak and continues its journey to Jerusalem from this point.

Victory conditions
Saladin must take Kerak. The Franks must prevent it.
If Kerak has not fallen by the end of the 15 days, the Ayyubids can still win the game if they defeat the relief army.

Epilogue
Saladin raised the siege after 12 days, when Baldwin and his relief army were 40 kms (25 miles) from Kerak, fearing the Franks would cut him off from Egypt.

Sources
Aubé (Pierre), *Baudouin IV de Jérusalem*, p. 414-423.

3 – The diversion of the Leper King

Historical background

Fall 1182: Saladin is besieging Mosul, which is held by the Zengids. They appeal to King Baldwin to create a diversion to force the Sultan to lift the siege. The king makes first for Bosra in the Hauran, whose surroundings he ravages. On his return, he devastates the Land of Sueth, and takes the cave-fortress of Habis Jaldak, built on the side of a cliff. Now he has only to move towards Damascus.

Starting positions

Type	#	Position	Head count	Resources	Faith	Deniers	Prestige
Franks	F1	King Baldwin, his guard and the True Cross at the Gué de Jacob (Jacob's Ford) (centre)	8		7	9	9
	F2	Balian of Ibelin and his combat group, within 1 hex of the Gué de Jacob (centre)	15		7	4	7
	F3	Raymond of Tripoli and his combat group, within 1 hex of Safed (centre)	18		5	5	8
	F4	Combat group, within 1 hex of the Gué de Jacob (centre)	12		4	3	2
Templars	O1	Amédée and his combat group, within 2 hexes to the north of the Gué de Jacob (centre)	12		9	6	4
Hospitallers	O2	Rémi and his combat group, within 1 hex of Belvoir (south)	10		8	5	5
	O3	Combat group, within one hex of Le Bessan (south)	15		5	3	2
Ayyubids	A1	Ziyad and his combat group, within 1 hex of Panéas (centre)	14		7	5	3
	A2	Qudamah and his cavalry group, within 2 hexes of Khisfin (south east)	12		8	6	4
	A3	Shihab and his cavalry group, within 2 hexes of Al Kiswah (north east)	8		6	4	2
	A4	Abbad and his combat group, within 2 hexes of Sheikh Saad (east)	10		7	3	3
	A5	Umayyah and his combat group, within 1 hex of Irbid (south east)	15		9	6	5
Convoys	C1	Convoy at Beitjan (north east), shuttling between Panéas and Damascus	5	3			
	C2	Convoy at Khisfin (centre), shuttling between Irbid and Damascus through the Terre de Sueth	8	6			
	C3	Convoy at Al Sheikh Maskin (east), shuttling with Paneas	5	4			
	C4	Convoy at Al (centre), shuttling between Damascus and Qusair (south))	6	5			

A convoy shuttling between 2 cities starts his path towards the first city mentioned.
The game is played in 15 days on the Galilee map.
The Franks play first.

Victory conditions

The victory depends on the number of resources taken by the Franks:

> 20 or less - A Striking Ayyubid victory: The Franks turn around pitifully when the news of the capture of Mosul filled the Damascenes with joy.

> From 21 to 30 - Marginal Ayyubid victory: Despite some damage, Damascus' resistance was enough to convince the infidels to turn back. Saladin can resume the siege of Mosul.

> From 31 to 40 - Frankish marginal victory: Damascus suffered and Saladin had to stop his assault on Mosul to come and defend his capital. The king's diversion succeeded.

> 41 and over - Striking Frankish victory: All of Syria between the Jordan river and Damascus is in ruins. Camels loaded with booty form a long procession and head towards Jerusalem with the triumphant King.

Epilogue

Starting from Jacob's Ford on the Jordan river, Baldwin advanced on the western flank of the Anti-Lebanon Mountains, leaving the Ayyubid fortress of Paneas on his left. He ravaged the village of Beitjan before continuing on to Damascus. Rather than repeat the mistake of the Second Crusade of 1148 and engage in combat in the gardens surrounding the city, he negotiated a truce and returned to Jerusalem.

Sources

Grousset (René), *History of the Crusades,* tome II, p. 679

4 – Joining the King's army

Historical background

End of June 1187: Saladin is preparing a great offensive in Galilee. King Gui has ordered the army to assemble at the camp of Saphoria before marching towards Tiberias. Pons, Lord of Tyre and Renaud, Lord of Beaufort depart their fiefdoms with their men-at-arms to join the King and gather the garrisons of the castles along their way; meanwhile, the countryside is infested with bands of Ayyubid looters.

Starting positions

Type	#	Position	Head count	Resources	Faith	Deniers	Prestige
Franks	F1	Pons and his combat group, inside Tyre (north west)	20		6	5	7
	F2	Renaud and his combat group, inside Beaufort (north east)	18		7	4	6
Ayyubids	A1	Jibril and his combat group, within 1 hex of Scandelion (west)	16		8	5	6
	A2	Ghassan and his combat group, within 1 hex of Le Toron (west)	14		9	4	5
	A3	Marwan and his combat group, within 1 hex of Rame (center)	15		7	4	4
	A4	Munqidh and his combat group, within 2 hexes of Tabarie (south east)	14		6	5	3
Convoys	C1	Convoy at Dareya (north east), shuttling between Dareya and Tyre (west)	4	4			
	C2	Convoy at Saint Jean d'Acre (west), shuttling between Saint Jean d'Acre and the Gué de Jacob (Jacob's Ford) (east)	4	3			
	C3	Convoy at Beyrouth (north west), shuttling between Beyrouth and Caiphas (south west)	6	5			
	C4	Convoy at Tabarie (south), shuttling between Tabarie and Château Pélerin (south west)	5	4			

The game is played in 15 days on the Galilee map.
The Franks play first.

Special rules

The castles of Safed and Toron are represented by the Crac des Chevaliers map in the tactical game. The other castles can be represented by either the Crusader Castle or the Norman Castle.

Victory conditions

Victory depends on the number of soldiers who have joined the camp at Saphoria after the 15 days:

> 40 or less - Striking Ayyubid victory: The low number of troops joining the King ensures Saladin's victory in the coming days.

> From 41 to 70 - Marginal Ayyubid victory: Despite the arrival of these reinforcements, the Frankish army will not be large enough to resist the Sultan's offensive.

> From 71 to 100 - Frankish marginal victory: King Gui is happy to see these reinforcements arrive. He is less apprehensive about the next battle with Saladin

> 101 and over - Striking Frankish Victory: All the forces of the Galilee have joined the royal army. The sultan is eagerly awaited.

5 – Taking back Galilee

Historical background

July 1187: The Frankish army has been wiped out at Hattin, and Saladin is now going to capture as many of the fortresses held by the Franks as he can, because he knows nothing can stop now him. King Gui has only a very few soldiers to hold the different castles of Galilee, or form a small field army.

Starting positions

Type	#	Position	Head count	Resources	Faith	Deniers	Prestige
Ayyubids	A1	Qudamah and his combat group, within 1 hex of Tiberias (south east)	20		6	6	5
	A2	Bakkar and his combat group, within 1 hex of Hattin (south east)	20		4	4	6
	A3	Shihab and his combat group, within 1 hex south of Safed (south)	20		7	7	3
	A4	Jibril and his combat group, within 1 hex of Saphorie (south west)	20		3	5	4
Franks	F1	Raymond of Tripoli and his combat group, within 1 hex of Tyre (west)	15		5	7	9
	F2	Combat group (Conrad de Montferrat) within 1 hex of Tyre (west)	20		9	8	8
	F3	Combat group, within 1 hex of Tyre (west)	10		6	3	3
	F4	Combat group inside Tyre (west)	10		5	2	2
Convoys	C1	Convoy at Le Toron (central east), shuttling between Le Toron and Beyrouth (north west)	4	5			
	C2	Convoy at Caiphas (south west), shuttling between Caiphas and Le Gué de Jacob (Jacob's Ford) (east)	4	4			
	C3	Convoy at Irbid (south east), shuttling between Irbid and Saint Jean d'Acre (south west)	6	4			
	C4	Convoy at Dareya (north east), shuttling between Dareya and La Fève (south west)	5	5			

Each Ayyubid combat group commanded by an officer must contain at least one siege engine.
The game is played in 20 days on the Galilee map.
The Ayyubids play first.

Special rules

Crusader and Order castles do not contain more than 5 characters.
Only 5 men per town and 10 per city can be raised, who may only be peasants, civilians, light infantrymen or archers without armor. No troops can be levied in any settlement whose inhabitants have fled.

Victory conditions

The Ayyubids must take as many castles and capture as many Franks to sell them as slaves as they can. The Frankish inhabitants of the towns and cities must flee and take refuge in Tyre.
At the end of the 20 days, count the number of castles and Frankish prisoners taken. If the Ayyubids have captured:

> 8 castles or 60 prisoners: Striking Ayyubid victory - Frankish colonization is over and the price of slaves in the markets of Damascus and Aleppo plummets.

> 6 castles or 40 prisoners: Marginal Ayyubid victory - Galilee has returned to the fold of Islam, even though Tyre still resists.

> 4 castles or 20 prisoners: Marginal Frankish victory - Galilee still resists. Reinforcements arriving in Tyre lend hope to the refugees. If another contingent arrives soon, reconquest is a possiblity.

> Less than 4 castles or less than 20 prisoners: Striking Frankish victory - Galilee remains Frankish and will be the beachhead for the upcoming reconquest.

Note: The conditions above can't be mixed (like 4 castles and 30 prisoners).

Epilogue

Saladin ordered his lieutenants to conquer Galilee while he rested in Acre. The Frankish settlers rushed out of their towns en masse to flee to Tyre, where Raymond of Tripoli had also taken refuge, and where the Marquis Conrad of Montferrat arrived on July 14. The mighty Toron Castle surrendered on July 27 after fierce resistance. Although Tyre was not taken and could thus serve as a base for future operations by the Crusaders, the whole of Galilee fell into the hands of Saladin. Raymond of Tripoli died from pleurisy in the fall.

Sources

Grousset (René), *History of the Crusades,* tome II, p. 760-778

Purchase table

This table will allow you to create your own balanced scenarios. An Excel utility is available on www.cryhavocfan.org to help you quickly calculate the total cost of your armies.

For siege scenarios, it is recommended that the total points of the besieger be at least 50% greater than the defenders, or even double.

Basic cost of a character	
Heavy cavalry (with armour)	ATT + DEF
Light cavalry	ATT + DEF
Armoured horse archer	2*ATT + DEF
Unarmoured horse archer	2*ATT + DEF
Camel rider	ATT + DEF
Armoured foot	ATT + DEF
Unarmoured foot	ATT + ½ DEF [1]
Shortbow man	2 ATT + DEF
Hashishin/Nizari/Assassin	2 ATT + DEF
Armoured crossbowman	3 ATT + 2 DEF
Naphta thrower	3 ATT + 2 DEF
Javelin thrower	2 ATT
Engineer	4 ATT + 2 DEF
Peasants, civilians, pilgrims	ATT

[1]) Round down if necessary

Animals	
Pack camel	12
Pack horse	8

Siege engines	
Siege ladder	10
Filled moat	10
Mantlet	10
Stone Stockpile	15
Oil Buckets	20
Gallery	20
Ballista	25
Stone thrower	30
Mangonel	40
Battery ram	40
Belfry	50

Note: ATT and DEF are abbreviations for Attack strength points and Defence strength points.

Montgisard

Baldwin the Leper King and the Knights Templar versus Saladin in the 12th Century

The Norman Saga

This game series explores the adventures of the Normans during the 11th and 12th centuries, in France, England, Southern Italy, Sicily, and the Middle East.

GUISCARD: This game is set during the epic conquest of Southern Italy and Sicily by the Normans, led by Robert Guiscard ("the Cunning" or "the Weasel"), in the 11th century. The game features the various factions of the time including the Byzantines, the Arabs of Sicily, the Lombards, the Holy Roman Empire and of course the Normans, who came as mere mercenaries into the middle of this mass of conflicting interests, and then decided to seize power through force of arms.
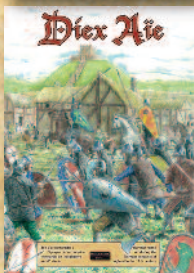
DIEX AÏE ("God Our Help!", the war cry of the Dukes of Normandy): This game explores the Saxon resistance to the imposition of the « Norman Yoke» in the decades following the Battle of Hastings. The game lets you play Normans, Saxons and Scots. DIEX AÏE includes a campaign game to generate tactical scenarios that can be played on the various maps of the series.

THE ANARCHY is the name given to the civil war over the succession to the throne of Henry I Beauclerc, King of England and Duke of Normandy, from 1135 to 1154. Numerous castle sieges took place during this period, so this was the perfect opportunity to update all the siege rules of the various games of the series. A campaign game is also added to the tactical game.

AGER SANGUINIS ('The Field of Blood', based on the name of the last battle of Roger of Salerno, Regent of Antioch in 1119): This complete game is set during the conflict between the Normans of the Principality of Antioch, one of the Crusader States, their Armenian allies and the first contingents of Hospitaller knights against the Turks in the 12th Century.

Upcoming:

FORTRESSES OF OUTREMER: In addition to a map of the cave-fortress of Sueth, this extension for MONTGISARD and AGER SANGUINIS will feature a double map, which combined with two maps of the FORTIFIED HARBOR will simulate a fortified medieval city. This extension will also offer scenarios to reenact, among other things, the sieges of Jerusalem or Beirut, as well as a campaign map for the County of Tripoli.

PLANTAGENÊTS: This game, with both tactical and campaign elements, will be set during the epic struggle between Plantagenets and Capetians in France in the second half of the 12th century.

**Cover Artwork:
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