

THE CARAVANSERAI

This game has been designed as an extension kit to the OUTREMER/CROISADES sister games. The kit includes a new map (The Caravanserai), new counters for camels, this set of rules and additional scenarios. When not specified, the default rules of CROISADES apply (movement point allowance, charge rules, etc.). Many thanks to Bob Gingell for proofing these rules and suggesting many valuable enhancements.



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1 The Caravanserai Map

1.1 Description

This map depicts a desert trading post that was used by caravans and other people as a resting place when traveling in the desert areas of Syria, Egypt or Transjordan. Typically built nearby a watering hole, the caravanserai hosted all services necessary to travelers like an inn, stables for camels, a dormitory and more.

This caravanserai takes advantage of a small hill to provide extra protection to its inhabitants. It is designed as a stronghold even though no defense is elaborated: buildings are grouped in a circle around an inner bailey. Surrounding walls are not crenellated and do not feature any walkway. The only defense is provided by the elevation of the walls and the various building flat roofs that provide light cover with their parapet and enough elevation to shoot at distant attackers.

The Alep Gate is the only entrance to the caravanserai.

Unlike other CRY HAVOC maps, the buildings are only shown from the exterior with their flat roof. It is still possible to move and fight on building ground levels by either putting a marker on the counter or using another copy of the map off-board to show the various counters on the building grounds.

Entrance to buildings can only be done through the doors shown on the map (represented by a trapezoidal insert on the building wall).

Access to flat roofs can either be achieved from removable ladders located under the wooden trap door (see special movement rules in section below) of buildings 1, 2, 3, 6 and the stables or external stairways for buildings 4 and 5 as well as the inn.

From the bailey, access to buildings 1, 2 and 3 is achieved through a lane passing under the overpass between buildings 4 and 5. It is just a covered way without any gate.

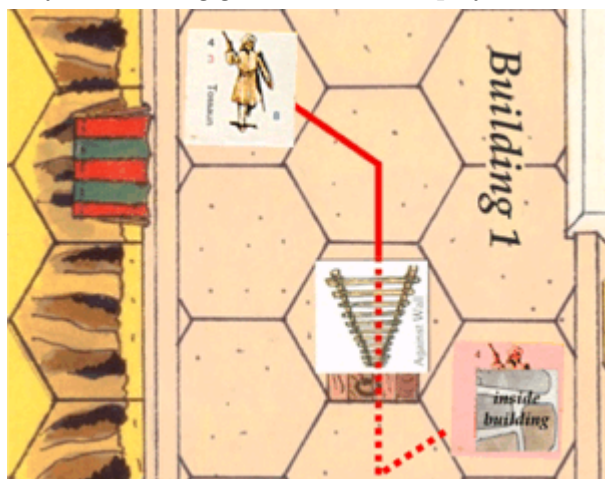
Buildings 1 and 5 display balconies or hoods that should just be treated as regular windows for game play. The vine on the inn terrace provides enjoyable shadow to the patrons but has no impact on game play either. It is not possible to climb the vine.

1.2 Flat roofs

A character on a flat roof is at one level of elevation higher than the ground. For this reason, roofs of building 6, the inn and the stables are considered to be at level 1 while those of buildings 1, 3, 4 and 5 are at level 2. The only exception is Building 2, which acts as a watchtower and is considered to be at level 3.

Cover is medium for missile-fire from the outside of the house or from a lower level. There is no cover if the shooter is on a higher level.

To move from a hex inside the house to a flat roof hex, a ladder is necessary. An "Inside building" marker is placed on top of the character to show his position. Note that for other Cry Havoc maps where only the building ground level is displayed, the reverse marker "on the roof" is used instead.



Example: To move from inside the house up onto the flat roof, Tossaun must spend: 1 MP to cross one hex inside the house; 3 MP's for the ladder; 2 MP's for the two flat roof hexes; total 6 MP's.

The cost to clamber over the parapet is 2 MPs (e.g. to or from an exterior ladder or rope, or for jumping down). A flat roof covers the whole of a house – interior walls are ignored for roof movement.

1.3 The Alep gate

The Alep gate is made of thick pinewood that can only be destroyed by battering rams or other siege equipment. Missiles may not be shot into or through both hexes containing the Alep gate when closed.

To open or close the gate, one character must end his move in one of the two hexes containing the “Alep Gate” label, and neither move nor have combat (including shooting missiles) for one full turn. At the end of this turn, the gate may be opened or closed. When opened, place a marker in the hex containing the character moving the gate.



1.4 The walls

Walls surrounding the Caravanserai are treated like those of the Village map, which means they are impassable unless the character raises a ladder or a rope and jumps on the other side (use the same rule as for jumping from a tree – See the MONTJOIE extension).

Although sufficient to protect the inhabitants from marauders and other outlaws, these brick and adobe walls are not designed to resist for very long in case of a siege. Like other walls, only one hex can be battered per day.

The battering table of SIEGE (see chapter 4.2) is modified as follows for any shot against a Caravanserai wall hex.

Die Roll	Number of battering points				
	1	3	6	9	12+
0					
1	1C	1C	2C	3C	4C
2			1C	2C	D/3C
3				1C	D/2C
4				D	D/1C
5				D	D
6			D	D	D
7			D	D	D
8		D	D	D	D
9	D	D	D	D	D
10	D	D	D	D	D

Key :

D : The wall hex is damaged




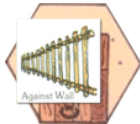
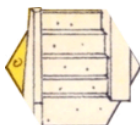


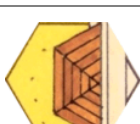

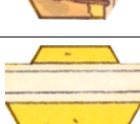
C : Specified number of battering points lost, because of damage to engines.

Caravanserai walls are destroyed in 2 steps, with a maximum of one step loss each day per hex. The damage steps are Damaged and Rubble. Walls keep their full strength until they become rubble.

Damaged walls do not alter the movement, combat or cover rules.

When a wall hex is destroyed, place a Rubble marker on it to show its new status.

1.5 Terrain Type Summary

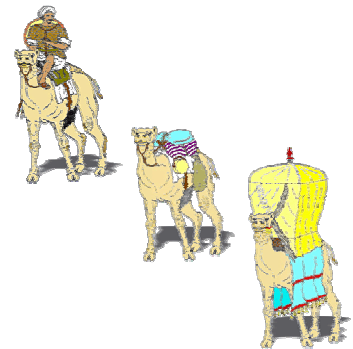
Appearance	Hex Type	Movement Point Cost per Hex	Cover Type			Terrain Advantage
			Front	Side	Rear	
	Flat roof	Impassable to horses 1 - Foot	None	None	None	-
	Parapet	Impassable to horses 2 - Foot (to cross)	Medium when shot through	None	None	Def: +
	Wooden trap door	Impassable if no ladder raised	None	None	None	0
	Ladder	Impassable to horses 3 - Foot	None	None	None	-
	Stairway	Impassable to horses 2 - Foot	None	Light	None	-
	Walkway	1	Medium when shot through	-	Medium when shot through	0
	Door	Impassable to horses 1 - Foot	Medium when shot through	-	None	Def: +
	Balcony	Impassable to horses 1 - Foot from inside 4 - Foot from outside	Light when shot from outside	Light when shot from outside	None	Att: - Def: +
	Hood	Impassable to horses 1 - Foot from inside 4 - Foot from outside	Light when shot from outside	Light when shot from outside	None	Att: - Def: +
	Walls	Impassable without a ladder or a rope	Infinite	Infinite	Infinite	0

2 Camels

2.1 Description

3 types of camels are included in the expansion:

- Camel riders are Bedouins armed with javelins and a light armor made of wool and cotton similar to a gambeson.
- Pack camels are used like mules to carry any kind of load or merchandise.
- Camels with a litter carry important women like princesses and can of course represent an easy prey for raiders. To carry a character, simply put his counter on top of the camel counter (or below if the scenario calls for some decoy tactics).



Unlike other CRY HAVOC counters, the camel “dead” stance is replaced with a “kneeling” one to show him kneeling down to let a rider mount or dismount (see 2.4). A “dead” marker will be used when the camel is actually killed.

2.2 Movement

Movement allowances for camels vary according to their usage:

- Camels used for war have a 12 movement-point allowance, similar to a caparisoned horse carrying heavily armored characters but inferior to the 15 MP allowance of light cavalry. This reflects the lower speed of camels over horses.
- Pack camels or camels carrying litter have a reduced allowance of 8 as their load may fall off at higher speed.

2.3 Camels without a rider

Pack camels and camels with a litter don’t have riders. They can only be led by the bridle, by a foot character or another mounted one.

Camels without a rider stay immobile until they are mounted or led by the bridle.

To lead a camel by the bridle, it is enough for a character (even a wounded one) to pass through one of the hexes adjacent to the camel. The character can continue on his route, followed by the camel, which is treated as a simple extension of the counter leading it. If the character is mounted, taking control of the camel is not automatic unless halted; in other words, when the character starts or ends his movement on one of the hexes adjacent to the riderless camel.

During movement, a mounted character can attempt while passing to catch the bridle of an uncontrolled camel, but it is necessary to roll 1D10 to see if he succeeds:

> 1- 6: The maneuver is successful and the character can finish his move leading the riderless camel with him. The riderless camel must be placed on one side or the other of the mounted character, in parallel and slightly behind in relation to the latter.

> 7- 10: The maneuver fails. The riderless camel remains where it is. Even if the character ends the move adjacent to the camel, he will not be able to control it this turn.

A camel without a rider stays under the control of the original player so long as he has a living character who is not stunned next to the camel. When this is not so, the camel will belong to the first player who takes control of it.

A mounted character holding another camel by the bridle will automatically lose control of it if he engages in combat or is attacked.

Note: A character on foot can lead up to three camels by the bridle. A mounted character can only lead one.

2.4 Mounting and dismounting from a camel

To be able to mount a camel, the animal must first be kneeling down (use the “dead” stance of the counter). For this, a character must be riding him or standing next to the half of the counter containing the head. This action costs 2 MP for both the camel and the character. The same rule applies when the camel stands up.

To mount or dismount a camel, a character must be on one of the two side hexes adjacent to the head of the camel (note that this is different from horses). Only riders can later mount a camel captured in combat. When a rider mounts or remounts a camel, the counters for the rider on foot and the camel are replaced by one single counter representing that same rider on his mount.

The movement cost to mount or dismount is 2 MPs for camel riders and 4 MPs for characters inside the litter. Remaining foot MPs after mounting are doubled; mounted MPs after dismounting are halved for unwounded characters, divided by 4 for wounded characters (rounding down).



Example:

Step 1: To make the camel with the litter kneel down, Ahmed can be in any of the 3 positions mentioned and he will have to spend 2 MPs. Khafr can order his camel to kneel down at a cost of 2 MPs.

Step 2: During the same turn, Khafr can dismount in any of the 2 hexes in front of the head of his camel at a cost of 2 MPs. He has already spent 2+2 MPs and his remaining movement allowance is 4 divided by 2, or 2. Hassan was hidden in the litter carried by Ahmed. His movement-point

allowance was not affected by the kneeling down procedure of his camel. He can then dismount at a cost of 4 MPs, which leaves him a movement allowance of 2 MPs once off the camel.



In the same way, pack camels also need to kneel for loading and unloading goods.

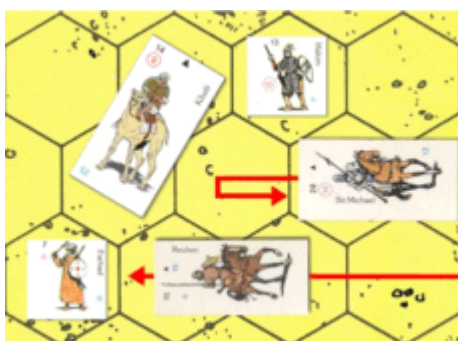
2.5 Camels and horses

Horses unused to camels had difficulty closing with them because of their smell and were more likely to run off. For this reason, any horse moving in a hex adjacent to a camel must pass a fear test:

- > 1- 4: the horse is scared and retreats 1 hex. If the rider is fighting that turn, he will suffer a one column left shift penalty due to his difficulty in controlling his horse. Other rules related to retreat apply.
- > 5-7: though scared, the horse is forced to enter the hex by his rider. If the rider is fighting that turn, he will suffer a one column left shift penalty due to his difficulty in controlling his horse.
- > 8- 10: No effect.

Horse-mounted Saracens, Bedouins and Turcopoles add 2 to the die roll as their horses are supposed to be accustomed to the presence of camels nearby.

This test doesn't need to be performed if the horse is already adjacent to the camel.



Example: Sir Michael (Templar) and Reuben (Turcopole) are attacking Khafr (camel rider). Sir Michael passed the challenge test to stay in Hakim's zone of influence but he only rolls a 3 on the fear test and must retreat 1 hex. He still can attack Hakim but the ratio 28:13 (2:1) is reduced to 1:1. Reuben for the same test rolls the same 3, but adds 2 to the result, being a turcopole. He can enter the hex and attack Farhad with a penalty. The initial ratio of 15:4, or 3:1, becomes 2:1.

Camels and horses cannot be mixed together when leading animals by the bridle.

Other limitations relating to combat are described in section 2.8.

2.6 Cover

Standard cover rules used for horses apply for camels as well.

A character inside the litter benefits from light cover.

A kneeling camel provides medium cover to any character behind it. A kneeling camel with litter provides heavy protection. In both cases, there is no combat bonus.

2.7 Missile fire

The camel rider is equipped with javelins. Both offensive and defensive fire is possible without any limitation on movement, even on foot.

As an option, and for enhanced realism, the number of javelins per rider can be limited to 4.

2.8 Combat

Any horse-mounted character attacking or defending in a hex adjacent to a camel suffers a one column left shift penalty due to his difficulty in controlling his horse, even if he is not fighting a camel rider.

Cavalry cannot charge camels. Camel riders cannot charge.

The passenger in the litter is effectively passive and cannot attack. From a defensive standpoint, only the camel can be attacked by direct combat, not the passenger, as the nature of the litter and the size of the camel would make it impossible to inflict direct hits on the occupant of the litter. If the camel is killed, it collapses and the occupant of the litter can then be fought (or captured) normally.