

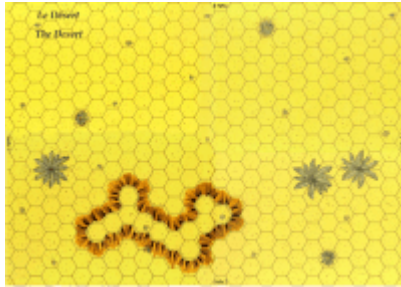
Scenario Outremer/Croisades 2

Save The King

Background

8 January 1148: The French Crusader army was strung out on the march through what is now south-western Turkey. Near Mt. Cadmus (Cadmus Honaz) a Turkish force attacked the French center which contained the baggage train. King Louis VII and his retinue were with the rear guard and hurried toward the fighting. On the way Louis and several of his men ran into a detached group of Turks. A sharp melee followed in which the King's horse was killed and Louis took refuge on some large rocks. He was rescued in the proverbial nick of time by the arrival of additional numbers of his followers.

Map Layout And Starting Positions



Crusaders:

Enter south-west corner (hexes on either side of the corner of sides 2 and 4): King Philip (Louis), Sir Mathew, Sir Dreux, Kamal.









Move first.

Enter side 2 on turn five: Sir Roger, Sir Balian, Sir Amalric, Sir Gerard.

Turks:

Enter side 1

Counters

Crusaders		Turks	
 <p>King Philip (Louis)</p> <p>King</p>	 <p>Sir Mathew Sir Dreux Sir Balian Sir Roger Sir Amalric Sir Gerard</p> <p>Templars</p>	 <p>Murda</p> <p>Officer</p>	 <p>Taki</p> <p>Light Mamluk</p>
 <p>Kamal</p> <p>Turcopole</p>		 <p>Hakim</p> <p>Royal Mamluk</p>	 <p>Bar</p> <p>Seljuk Cavalry</p>
		 <p>Usamah</p> <p>Horse Archers</p>	

Victory Conditions

Turks win if they kill the King, Crusaders win if three Turks are dead at any time and the King is still alive.

Note: This is just your basic skirmish; the interest is the person of Louis.