

Design Notes

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Introduction

Welcome to ***Crusades: Book II***, the second title in WDS' Crusades titles. A medieval warfare playing experience and the third title in the ***Sword & Siege series***. You are about to embark on a journey that will take you back in time starting our battles in 1149 and continuing to 1204. There will be many sieges to endure, and land battles where you will charge your foes with heavy mounted knights or strike them down with swords and spears. So yes, as the series name implies, we have plenty of *Sword & Siege* warfare to explore. Now it is time to sit back, relax and let history take over, ENJOY!

Historical and Geographical Backdrop

Though not extensively covered in the general wargaming community and even less so regarding PC gaming, the era that was the Middle Ages, has long been a popular subject in both novel and movie/TV form. From the 1930's Cecille B DeMille movies on the Crusades to the more recent Ridley Scott movie *Kingdom of Heaven*, the subject has been well represented. So, why not more PC gaming, WDS asked? Their answer, ***Crusades: Book I*** and now ***Crusades: Book II***. Where the first ended, the second resumes its journeys into this both historically colorful and yes, controversial period in World history. These games take no side and make no political statements. It presents history and lets the players decide.

Book I ended its narrative with the Crusades with the siege of Damascus in 1148. **Book II** picks up the story with the Kingdom of Jerusalem, barely 50 years old, as it attempts to both consolidate its boundaries at one end and expand outwards along another. All the while, its unfriendly neighbors make intermittent attempts to encroach and harass, with the ultimate goal of expelling the Crusaders from the Levant, for all time.

The Levant is an area that the 12th and 13th century Crusaders would have more commonly referred to as the Holy Land. If you were to look at a map using today's political boundaries, the Levant covers an area that includes Israel, Gaza, the West Bank, Jordan, Lebanon, Syria and Iraq. It is an area that has seen almost 3,300 years of continuous warfare. From the battle of Kadesh, dated to 1274 B.C. and said to be the World's first battle to be recorded with some considerable detail by both sides, to today's continued wars in the region.

The Kingdom of Jerusalem after the Second Crusade: 1149-1189

Following the aborted siege of Damascus in 1148, there can be little doubt that the 2nd Crusade ended as a complete failure. However, it demonstrated to all who lived in the Levant, that the Pope in Rome and the rulers of Europe, had not forgotten the Holy Land. The greater part of which was dominated by the Crusader States, and by medieval rules, vassals of the King of Jerusalem. In 1148, that king was Baldwin III. His reign began in 1143 and ended with his death in 1163.

During the early years of his reign, King Baldwin was forced to share the rule of the kingdom with his mother, Melisende. This uncomfortable situation persisted until finally in early 1152, and after a brief but bloody battle, Baldwin prevailed and took full control of the Kingdom of Jerusalem with his mother retired to the unwallled town of Nablus.

In January 1153, Baldwin laid siege to the port city of Ascalon. The same site as the final battle of the 1st Crusade. Unlike that battle, in which the Crusaders won a decisive victory, the siege did not end until August 1153. But finally, the city surrounded by Baldwin, that for many years had survived as a thorn in the back of Jerusalem, was finally taken.

It should be remembered that during the entirety of the period of Crusading, 1096-1291, it was not just during the actual Crusades, one through eight, that knights and other Crusaders travelled to the Levant. In fact, both pilgrims and soldiers from Europe would be almost continuously arriving and leaving. Their wish was to visit Jerusalem and to aid in the killing of Muslims. These new arrivals felt that that task was the task given to them by God. Of course, some just liked to kill and for those, God was not consulted.

The sultans of Islam in the Muslim world, surrounding the Crusader states, were not silent during this period. They had their own struggles to deal with. Most of the time, their struggles were internal, but they also made time to fight against the remaining Crusaders. And on more than one occasion, make alliances with the Crusaders. Much to the dismay of the Pope, some of these alliances involved military cooperation. Muslims fighting with Christians against other Muslims. The Fatimids of Egypt is a good example of this type of military cooperation. At this time, the power of the Fatimid Caliphate in Egypt was in decline. A fact that gave Nur al-Din Zengi, sultan of both Aleppo and Mosul from 1154-1174, the idea that Egypt was ripe for conquest and that its power could be united with his domains in Syria. If successful, the Kingdom of Jerusalem would not be contending with two fractious Muslim powers, but, a single entity capable of amassing a great army that, under the banner of Jihad, could begin the reconquest of the Levant.

When King Baldwin III died in 1163, he was succeeded by Amalric, now Amalric I. With the power of the Kingdom of Jerusalem, Amalric knew that Nur al-Din was in firm control of Syria, and therefore, turned south to expand his territory. This southern expansion was only made possible with the taking of Ascalon in 1153. With that milestone achieved, the way south was open and with it, the riches of Egypt. King Amalric wasted little time in assembling an army and leading a campaign to conquer Egypt. At this time, Egypt was ruled by the caliph al-Adid and under him, his vizier Shawar. By the time Amalric became king in 1163, the politics of Egypt went from bad to worse. Shawar was overthrown by his military commander, Dirgham. Though the exact reason is a bit obscure, it may have had something to do with what the military viewed as unfair taxes on the land they farmed.

With Dirgham as vizier, Shawar fled to Damascus and attempted to make a deal with Nur al-Din. For his part, Nur al-Din preferred to let the politics of Egypt destroy itself and when the time was right, take the

entirety of that land and its wealth for himself. With this going on, Amalric invaded Egypt in the winter of 1163. Militarily weakened by internal strife and after being defeated at Pelusium, Dirgham offered to pay Amalric a huge sum of money to avoid further battles. Amalric accepted this offer as his progress south had been blocked by flooding caused when the Egyptians opened several Nile dams.

In Damascus, Nur al-Din decided that the time must be now to make his move into Egypt or risk it falling into the hands of the Crusaders. He accepted the offer made by Shawar and ordered a force under the command of Shirkuh to march into Egypt. Shirkuh was a veteran general of Kurdish descent. Among those to accompany Shirkuh to Egypt was his nephew, Salah ad-Din Yusuf ibn Ayyub. Later, more simply known as Saladin. More on him later.

With Amalric distracted, Shirkuh was able to march through the Kingdom of Jerusalem and entered Egypt in April 1164. After defeating Dirgham's brother at Bilbeis, Shirkuh was able to enter Cairo, reinstall Shawar as vizier and had Dirgham executed. For a brief moment, Shawar felt that his machinations to enlist Nur al-Din were a success. But the moment faded as Nur al-Din's intentions started to become clearer. Shawar was to be only a puppet of the Zengids from Syria and with this, he broke from Nur al-Din and formed an alliance with Amalric. No doubt, Amalric had similar plans as did Nur al-Din. Have the door of Egypt opened by invitation and then strike to take over the country. After a joint effort to defeat Shirkuh at Bilbeis that was indecisive, Amalric decided to return to his lands and Shirkuh was ordered to do the same and returned to Syria. All this as the result of the battle of Harim, near Antioch.

For the moment, Egypt was retained by Shawar as both the Crusaders and Zengids withdrew to fight against each other. However, that situation would not last for long and the battle for the control of Egypt would continue. Finally, after two more invasions of Egypt in 1166-1167 and 1168-1169, Saladin succeeded his uncle Shirkuh and declared himself sultan of Egypt. This proclamation put him at odds with his overlord, Nur al-Din. Fortunately for Saladin, conflict was avoided as Nur al-Din died in 1174. After some political maneuvering, Saladin was able to keep the power of both Syria and Egypt united under his rule. And with that outcome, Saladin's oath to recover Jerusalem seemed only a matter of time.

Though that time would be eventful with plenty of battles, including the decisive victory of Saladin over the Crusaders under King Guy of Jerusalem at the battle of Hattin in 1187, followed by the successful siege of Jerusalem itself only a few months later, I will leave it to you to find these battles within the game. Once there, you can read about these events in more detail and fight them for yourself. For now, let us look more at a brief historical description of the Third Crusade. Arguably, the most well-known of all the Crusades that took place in the Levant.

The Third Crusade: 1189-1192

Before we begin exploring the origins, battles and aftermath of the Third Crusade, let us have a look at some of the major participants.

Saladin: Born in 1137 as Salah ad-Din Yusuf ibn Ayyub. He would become a symbol of Muslim resurgence throughout his own time and to this very day. A Kurd by birth, he was elevated to the rank of commander by Nur al-Din Zengi, his Seljuk overlord and served directly under his uncle Shirkuh. Eventually, Saladin became the ruler of Egypt and after Nur al-Din's death in 1174, became ruler of Syria. Saladin was a cautious commander and did not rush into situations that he felt could not be won. Often this was seen as timid and put him at odds with his subordinates. He had a reputation for being both ruthless and compromising. After gaining absolute power in his domain, he committed himself to the Jihad for complete recovery of all lands controlled by Crusaders. The first domino to fall would be Jerusalem in 1187, after the battle of Hattin. While Saladin did reclaim much of the land controlled by the Crusaders, he was not successful in his ultimate goal after being stopped at Tyre. Nevertheless, Saladin's story is one worth knowing and remembering.

Shortly after the stalemated outcome of the Third Crusade, Saladin died in March 1193.

Richard I, King of England: Richard was born in 1157, some 20 years after Saladin, and was the second son of King Henry II and Queen Eleanor of Aquitaine. Throughout most of his early adult life, Richard seemed to be in open conflict with his father but ultimately defeated his father, with the help of Philip II, King of France. With his inheritance secure, Richard took the Cross. Meaning that he was committing himself to the calling of a Third Crusade. A Crusade that Pope Gregory VIII had issued with the *papal bull Audita tremendi* in October 1187. After taking the throne, upon the death of his father in July of 1189, Richard immediately began collecting funds and building his army that would later depart for the Holy Land. The battles that Richard fought are all depicted in this game. Please read their scenario descriptions and enjoy. Perhaps you too can earn the same tribute that Richard earned: *Richard the Lionheart* or *Richard Cœur de Lion*. Following the Third Crusade, Richard died in France in 1199. The result of an arrow wound to the neck while laying siege to a castle in rebellion. Richard lived and died as a warrior.

Philip II, King of France: Born in 1165, Philip was eight years younger than Richard, but had been King since 1180, nearly nine years before Richard finally became King of England in 1189. Phillip was not a born warrior and preferred to allow others to carry out his military campaigns. With that said, Philip was shrewd and knew how to lead men into battle. And like Richard, Philip II decided that he too should take the Cross and contribute to the Third Crusade. However, Philip was not devoted to the recovery of Jerusalem and shortly after the fall of Acre, decided to abandon his vow and return to France. For Richard, that withdrawal left him as the undisputed commander of the Crusade. And though Philip returned to France, he left the greater part of the French contingent at Acre, under the leadership of the Duke of Burgundy, as mentioned above, Richard as overall commander.

Frederick I (Barbarossa): Frederick I, the Holy Roman Emperor, was born in 1122. He was by far the most powerful single individual to take the Cross. In fact, this was the second time Frederick had taken the cross and was a veteran of the Second Crusade. Unlike Richard and Philip, who travelled to Acre via the

sea routes, Frederick chose to travel overland. The same route as both the First and Second Crusades. His army was said to number over 100,000. If true, it would have certainly overwhelmed any and all who dared to oppose it. Today, most would put the actual number at between 15,000 and 20,000. Nevertheless, Frederick's approach gave all in its path anxiety and fear. It was the knowledge of Frederick's approaching army that gave Saladin pause in how he conducted himself at Acre. He could not fully commit all his available resources to Acre, with Frederick on the march. Frederick fought two major battles during his march. The battles of Philomelium and Konya. Both were victories for Frederick and left Saladin even more uneasy as his army neared his domains. Both battles are included in the game.

Then came the unexpected. Frederick decided to attempt the crossing of the river Saleph, near Cilician Armenia. It is likely that his horse lost its footing on some rocks and caused Frederick to tumble into the river, fully armored, and drowned. This occurred on the 10th of June 1190. About a full year before Richard arrived by ship to Acre. Frederick's death was a crushing blow to the Third Crusade. Had this not taken place, who can say what the result of the Third Crusade would have been. Regardless, this news took some time to reach Saladin and even just the threat of Frederick's arrival into the Holy Land was enough to stymie Saladin's efforts at Acre as it took some time for the news to reach the ears of the Ayyubid sultan. Though, Frederick was now dead, we will note that not all the Germans abandoned the Crusade. Frederick's son, Frederick VI, Duke of Swabia, took command and convinced about 5,000 of Barbarossa's original number, to continue to Acre. The rest returned to Germany.

Now that we have reviewed several of the participants of the Third Crusade, let us dive a little deeper into the details.

The battle of Hattin was a decisive victory for the Muslims. The army assembled by King Guy of the Kingdom of Jerusalem was almost to a man killed or captured. As a result, the various outposts, castles and cities were defended by only small numbers and could not be expected to last long against a determined attack by Saladin or his commanders. For example, after a siege of just 12 days, Jerusalem, the kingdom's capital and reason for the First Crusade nearly 100 years before, was recovered by the Muslims on the 2nd of October 1187.

These two catastrophic events, once they reached the ears of the Pope, was the catalyst for Pope Gregory VIII's call for a new Crusade, The Third Crusade.

After about 2 years of preparation, the armies of the aforementioned participants were assembled, and each began their individual journey to the Holy Land. Two by sea and one by land. Their ultimate goal was the recovery of Jerusalem and the lands that had recently been taken by Saladin. As we have already discussed in summary, the events of Frederick Barbarossa's participation and conclusion. Let's start with the siege of Acre.

Acre was chosen as a target by King Guy. He was recently released from Saladin's captivity, for reasons not exactly known, but with a promise from Guy that he would not attack Muslims in the Levant. Once

free, he quickly found an excuse to renege on his promise and assembled a following of around 8,000 men. Guy was refused entry into Tyre by his political foe, Conrad of Montferrat. Conrad's basic argument was that a king who had lost his kingdom was no king at all. In fact, Conrad would argue that he was the rightful King of Jerusalem. A claim that King Philip would later support, but one that King Richard would reject.

Unable to enter Tyre as king, Guy took his small army to Acre. There he would either reclaim his right to rule or find defeat as his final judgement. The city of Acre was garrisoned by a contingent of Saladin's army. Perhaps as many as 5,000 to 10,000. With the arrival of Guy's army on the 28th of August 1189, the siege of Acre had commenced. The defenders seemed initially unconcerned and began hurling insults toward Guy and his Crusaders. With no heavy siege engines, Guys launched the assault with only ladders to scale the walls. Much to the surprise by all, this initial assault almost succeeded. However, with the approach of some vanguard units of Saladin's army, which had been shadow trailing Guy's march to Acre, Guy was forced to abandon the initial attack for fear of being caught between two forces in his front and rear.

This initial attack, though unsuccessful, set the stage for what would become a nearly two-year siege. This would be a grueling two years for both sides. One that would see offers of Muslim surrender, only to be rejected and winters that would result in the deaths of thousands from both hunger and disease.

Finally, the first European King arrived at Acre, King Philip of France. He arrived on the 20th of April 1191 and immediately took command of and built heavy siege engines to hurl stones at Acre's walls. Six weeks later, delayed due to his conquest of Cyprus, King Richard arrived on the 8th of June 1191. Together, Philip and Richard set about the final attacks on Acre. After several wall breaches and infantry assaults, the city offered to surrender. Though initially rejected by Richard, new terms were negotiated and the city fell on the 12th of July 1191. These terms included a heavy ransom, a return of about 1500 Crusaders held as prisoners of Saladin and a return of the True Cross, captured by Saladin after the battle of Hattin in 1187.

A couple weeks after the surrender, King Philip and Duke Leopold of Austria left for Europe. The latter having felt insulted by Richard's men throwing his banner, that was hanging besides Richard's and Philip's banners, to the ground. An event that Richard would later have to revisit by becoming a prisoner of Duke Leopold as he was trying to return to England.

As for the fate of the 2,700 Muslim prisoners taken in Acre, Saladin broke the initial terms and offered compromise proposals. Was Saladin playing for time? Did he intentionally try to wait out the remaining weeks that could have been used for continuing the Crusade to Jerusalem? We may never know for certain what Saladin was thinking, but, what was certain is that Richard had had enough. In response the Saladin's noncompliance of the agreed upon terms, the Muslim prisoners were marched out, in full view of Saladin and his army, and all were beheaded. Saladin in turn did the same with his Crusader prisoners. With the issue resolved, Richard was free to continue the Crusade.

What followed the siege of Acre, were the battles of Arsuf and Jaffa. Both were victories for Richard, and all are included in **Crusades: Book II**. Please read the scenario descriptions for more historical details. What did not happen was the recovery of Jerusalem. For Richard, time was not on his side, his kingdom at home was under threat from both Philip and even his brother Prince John. These threats could not be ignored, and Richard was compelled to make terms that would be face saving and acceptable. The terms were relatively straightforward. Saladin would agree to a three-year truce and not attempt the recovery of the lands and towns taken by Richard during the Third Crusade. Ascalon being the exception as it was agreed that it should be returned to Muslim control so long as no wall defenses would be built to replace those demolished. Additionally, Christian pilgrims wishing to visit Jerusalem, would be given safe passage to the holy city. With this treaty signed in September 1192, Richard departed the Holy Land on the 9th of October 1192. With his departure the Third Crusade was over.

The Fourth Crusade: 1202-1204

Though the Third Crusade had come to an end in 1192, continued conflict soon reemerged. The truce was held for a time, but that would not last for long. One such conflict, the Crusade of 1197, was an indecisive series of events instigated by Henry VI, Frederick Barbarossa's eldest son. He was left in Germany during the Third Crusade to take the throne should Barbarossa die enroute or in battle to the Holy Land. And that is exactly what happened. Barbarossa drowned and Henry became the new Holy Roman Emperor. However, his reign was short lived and, like his father, he died en route to the Holy Land falling mortally ill in Messina.

While Henry never made it the Holy Land, many German knights had already departed before Henry's death. These Crusaders did recover the cities of Sidon and Beirut before returning to Germany. And like the Third Crusade, were unable to recover Jerusalem.

With Jerusalem still in Muslim hands, Pope Innocent III called for yet another Crusade. This would become the Fourth Crusade.

Of all the Crusades intended to recover Jerusalem, excepting the Second Crusade that was initially tasked to recover Edessa that was lost in 1144, the Fourth Crusade never set foot in the Holy Land and was in actuality a Crusade that found Christians fighting against Christians.

To set the stage for this new Crusade, in January 1198, Pope Innocent III began the next chapter of preaching for another Crusade. And upon the placement of the crown of St Peter upon his head, he immediately published his bull "Post miserabile." In it called for the recovery of Jerusalem and for the redemption of Christendom in the Levant.

This new Crusade, now the Fourth Crusade, was slow in attracting the powerful kings and lords of Europe. Most were too busy fighting each other to take time out and spend money and lives on a risky venture

that Crusading has proven to be. But those willing to risk it all on the familiar promise of Heaven, did eventually come forward. The first of these was Count Thibaut of Champagne. A nephew of King Richard of England. Others soon followed; Louis of Blois, Baldwin of Flanders, and Boniface of Montferrat were some of the earliest.

Unfortunately, Count Thibaut soon died, and Boniface was elected as the new leader of the Crusade. The first step was the formulation of a plan and how to get the army to its destination. The plan was an adoption of one that King Richard proposed in 1192 but was unable to implement it. Simply stated, to take Jerusalem, Egypt must first be captured. On how to get there, a fleet would be needed. A fleet large enough to transport 30,000 or more Crusaders, their horses, animals, siege engines and supplies to last many months. The only state that had or could build a fleet of the size needed was the city state of Venice.

At this time, Venice was led by Doge Enrico Dandolo. Very old (over 90) and nearly totally blind, Enrico Dandolo agreed to build a fleet large enough. However, the money required for this expense would be great, 85,000 silver marks. When the time came to pay this fee, the Crusaders were short, almost by half.

To allow the Crusade to continue, Dandolo proposed a solution. A solution that would violate Papal edicts. Dandolo demanded that to allow the Crusade to continue, the city of Zara be captured. Zara had once been the property of Venice but was taken over by the Empire of Hungary. The catch was, Zara was a Roman Catholic city, and the Pope had forbidden any attack on a Latin Christian city. Any violation of this command would result in immediate excommunication. It was the belief during this time that if excommunicated, Heaven would be denied. And no believer wanted to be denied Heaven. After all, Heaven was the main reason for going on Crusade in the first place.

Despite the threat of excommunication, the majority of Crusaders agreed. As a result, Zara was taken and the Crusaders were excommunicated, as promised by the Pope.

Now comes Alexios IV, son of the deposed Byzantine Emperor Isaac II. He proposed to the Crusaders that if they would escort him to Constantinople and help retrieve the Imperial throne for him, he would provide both treasure and men to continue their Crusade to recapture Jerusalem. Additionally, he promised to make the Pope the head of the Church in the entire Byzantine Empire. This would end the schism that had existed between the Church in Rome and the Church in Constantinople since 1054.

The promise of Church reunification was enough for Pope Innocent III to remove the edict of excommunication on all the Crusaders except the Venetians, who remained unrepentant, but continued to Constantinople with an expectation of a vast treasure in rewards.

With the task to recover a throne for Alexios underway, the Crusaders reached Constantinople in early July 1203. Upon their arrival, it became clear that the current Emperor and usurper, Alexios III, would not

give up the throne and that the Crusaders, Venetians and the few followers of Alexios IV, would have to lay siege to a city that had never fallen to an invading army in its nearly 900-year existence.

Fortunately for the Crusaders, the city was weak and without a fleet capable of taking on the 200 plus ships of the Venetians. Still, its conquest would not be easy. To land troops in an area that could be approached by ladders and other siege engines, the fleet must be able to enter the Golden Horn, a water way that led to the landed interior of the city. Although Alexios III did not have a fleet, he did have a giant floating chain that could block all ships trying to enter the Gold Horn. Also, he had about 15,000 garrison troops and this number included 5,000 Varangian bodyguards. The Varangians were mostly comprised of professional fighters from the lands of the Vikings and Kievan Rus. These Varangian fighters were the equal of any Crusader.

The capture of Constantinople can be broken down into three parts. These are all included in **Crusades: Book II**. Each scenario description will provide additional details. For now, let's break down those three parts. First was the taking of Galata and the breaking of the chain. Second, the 1st siege that lasted from the 11th of July and ended on the 1st of August 1203. This 1st siege concluded with a Crusader victory and ended with Alexios IV and his father Isaac II, reinstalled as co-emperors. And Alexios III in flight to the north for his life. The third and final stage is where weird becomes bizarre. Alexios IV is deposed and both he and Isaac II were murdered. In their place, Alexios V, the usurper, was crowned as the new Emperor of the Byzantine Empire. Alexios V immediately closed the gates to the Crusaders, who were mostly staying in Galata. They in turn had had enough of these so-called emperors and vowed that this new emperor would be deposed and one of the Crusader leaders would be elected as the new emperor. What followed is the 2nd siege of Constantinople. It lasted only three days. From the 12th of April to the 15th of April 1204. And like the 1st siege of 1203, ended as a Crusader victory.

With victory came slaughter and destruction. And not just destruction of buildings, but the destruction of irreplaceable artifacts that had survived nearly 1000 years of history. Only a few such treasures survived. One fine example, the four bronze horses that once proudly adorned the Hippodrome and were transported to Venice. They are now known as Horses of Saint Mark.

As mentioned, a new emperor was chosen from among the Crusader leaders. He was Baldwin of Flanders and became Baldwin I of Constantinople. His rule established the Latin Empire of Constantinople. Though not a part of our narrative, it is worth noting that this new empire only lasted from 1204-1261. I'll leave it to you to discover more on that subject.

So that concludes this short, but I hope informative historical look at what you are about to experience. We shall now take a deeper look at the mechanics and workings of **Crusades: Book II**.

Game Specifics

Game scale and time per turn

For **Crusades: Book II**, all maps are at a scale of 40 meters per hex. Each turn represents a 10-minute time period. This 10-minute period is the time available for both sides to move and fire in the current turn. Though this system is played as “I go/you go,” both sides are considered to be moving simultaneously. Also, keep in mind that though units only fire once per turn, the losses inflicted on a target could be the result of multiple firings in the abstract. For example, a foot archer fires at an enemy spear unit. Though in the game we are only firing once at the target, it can logically be surmised that the foot archer fired more than a single volley to have inflicted the observed losses during those 10 minutes of game play.

Note: The Expansion pack for **Crusades: Book I** includes several scenarios with a hex scale of 100 meters and 15-minute turns.

How to play a Crusades game

The first thing that you will notice about a Crusades game is the fact that there are no cannons or weapons that use gunpowder. Instead, we mostly have swords, spears, bows, cavalry and siege engines. Additionally, you will be able to conduct a siege. On one side, we have the attacker, or the besieger. And on the other side, there is the defender, or the besieged. A couple things to keep in mind. First, a siege does not have to mean that the walled enclosure is completely surrounded. More simply, a siege is any effort taken by a besieger to capture, breach and penetrate a wall enclosure. This can be done by any means necessary. In fact, many sieges, if not most, were successful due to someone or a group on the inside that collaborated with the besieger and either opened a gate or lowered a rope.

The second thing is time. Most sieges took weeks or even months to be concluded. And some even longer. The siege of Acre took nearly 2 years to complete. But all sieges have a final day. Either it was a success, or a failure. The sieges represented in this game generally take place either on the last day, where most of the action happened, or there is a supplemental scenario set during the siege that represents an important event not related to the actual siege. For example, there are several scenarios that replicate the siege of Constantinople and depict the siege in stages.

An introduction to Siege Engines

The Mangonel: This is a type of medieval siege weapon used for throwing projectiles at a wall. It’s also known as a traction trebuchet and considered a type of catapult. If used correctly, it can bring down walls that are 2 or more meters thick. This weapon will NOT fire defensively. This means it will not fire because of opportunity fire. It is an offensive weapon only.

The Onager: Though first used by the Romans, this type of catapult system was simpler to construct and used torsion power to launch its projectiles. Crude but effective. This weapon, like the Mangonel, will NOT fire defensively. It is an offensive weapon only.

The Battering Ram: A massive log was suspended with ropes or chains, wheeled up to its target and thrust against it with the intention of breaking through masonry and/or thick wooden gates. Our version is one that can be moved on wheels and has an added cover to protect those doing the thrusting.

The Siege Tower: This apparatus was, like the onager, developed by the Romans. A large and mobile tower that can protect its occupants while providing the height needed to scale high walls. In Medieval times, this was called a Belfry.

Hot Oil or Sand: Though hot oil was known to have been used, it would have been easier to use heated sand, which would have been thrown down upon the attacking forces. The sand would penetrate clothing and armor. This would make the fighting nearly unbearable, and it was much easier to find than oil, plus cheaper.

Note: Once used, this weapon cannot be used again. But it is very potent and will likely destroy anything it touches. Also, its use can be triggered during defensive fire.

Ballista: This weapon was first developed by the ancient Greeks and later modernized by the Romans. It functioned in a similar fashion to a hand-held crossbow, only much larger, and could be moved around on wheels or disassembled and reassembled in a different location. Its projectile weapon was a large bolt but later it was adapted to hurl multiple bolts or other projectiles, such as stones. Almost like a shotgun in today's world. This is why you will see multiple losses on a single target.

Trebuchet: This final addition to the family of siege engines you will find was a technological improvement over the earlier versions of the Mangonel and Onager catapults. It was far more accurate and could throw stones much further. These weapons would not be used until the middle of the 12th century. This weapon will NOT fire defensively. In this respect, it is the same as the Mangonel and Onager catapults. It is an offensive weapon only.

Ladders: Though not technically a siege engine, ladders were extensively used and could be relatively cheaply manufactured and quickly constructed. Once in place, they can be used by other infantry units sent to climb the walls. They are best used against an undefended standard wall hex. They cannot be used against a tower or gate hex.

How to use Siege Engines

For **Crusades: Book II**, the art of the siege will become a pivotal part of your story in the Crusades. So, let's have a look at how to use each of the weapons above and learn the art of a successful siege.

First, there are the various catapult systems we have available, the **Mangonel**, **Onager** and **Trebuchet**. Each must be moved into a firing position and “setup” before they can be used. To set up one of these engines, you must change their formation from column to line, and then the game will make a check at the beginning of each following turn to see if the weapon successfully sets up. They move rather slowly, and once setup cannot be easily relocated. So, take care to learn their range capabilities as you won’t want to often relocate them. They can only fire offensively, meaning they will not fire as an opportunity range firing weapon. If they’re facing changes, they will not be able to fire until the following turn.

Note: The Range Tool will be very useful for you. This is covered in section 10.4 of the User Manual.

The **Mangonel** and **Onager** can only fire with line of sight to their target. It would not be safe for them to fire over friendly troops, so this is not allowed. Each has a minimum range that must be met or exceeded up to their maximum range. For both weapons, the set minimum range is 2 hexes. Also, you may see them utilized as defensive weapons emplaced upon a wall or tower hex. But again, they can only fire during the owners' fire phase.

The **Trebuchet** is unique in one way: it can fire indirectly. This simply means it can fire over objects and into places where there is no direct line of sight. You can also use it in several of the training scenarios. Also, a Trebuchet has a minimum range of 4 hexes.

As for the **Ballista**, this weapon cannot fire defensively and must complete a “set-up” phase before it can fire. It can be very lethal at a range of one hex and can only fire where it has a line of sight, or LOS. This weapon’s capabilities are ideally suited for clearing a section of a wall that is defended by infantry units. It was a commonly used weapon that could be cheaply constructed. You will likely see many of these in the game. One last word about the **Ballista**. You may think it was a weapon that only fired a single large bolt at its enemy. However, as mentioned above, a **Ballista** could and often was adapted to fire multiple projectiles and smaller stones or bits of metal at high speeds. Using this weapon in such a way could be compared to a modern shotgun. Do not underestimate its versatile lethality.

Next, let’s take a closer look at how a **Battering Ram** functions. This weapon can only cause damage when adjacent to its target. And can only inflict damage upon a wall or gate hex. Though covered, they do not provide any additional protection to units they may be stacked with. This type of stacking is only incidental and not part of the ram's function. No set up is required for a ram. When ready, their ability to cause damage is triggered when they are used in the same manner as when a melee is initiated. They cannot be used to assault infantry or cavalry. One more thing—if a defending unit is on the section of wall above where the ram is attacking, the damage will only be inflicted upon the wall or gate. If the wall or gate is destroyed while the defending infantry is still on the wall above, they will also be eliminated with applicable victory points awarded to the attacker. So, move to a safer spot if your wall is about to crumble.

Now we come to the **Siege Tower**. This engine has no offensive capability and should only be considered as a platform for infantry or archer units to scale a wall hex. Going forward, if the term “wall hex” is used, this term applies equally to wall, tower and gate hexes unless otherwise mentioned with an exception. Once a siege tower has been moved into position against a hex wall, it can be occupied by an infantry unit. This unit can only enter a tower if it is in column formation and a non-routed state. Once a siege tower is occupied, a note on the unit box in the Hex Info area will display the word “OCCUPIED.” The infantry unit will display a similar message that reads “IN TOWER.” Only one infantry unit can occupy a siege tower. Leader units will not count for stacking but may accompany the infantry on its climb up the tower. Once vacated, another may enter. A siege tower cannot move when occupied. Units on a wall MAY NOT re-enter a siege tower. This is a one-way trip. No set-up is required to use this engine.

As mentioned earlier, the purpose of a siege tower is to allow infantry units the ability to scale wall hexes and occupy them. If a defending unit is present, they may be either fired upon or assaulted by the occupying infantry unit. Another nice feature of a siege tower is the fact that they do provide additional protection to their occupants when being fired upon by defenders.

From the User Manual: An essential weapon for gaining the top of walls for attackers. Consider these mobile platforms that may only be entered when they are adjacent and facing a Wall or Tower hex. A unit may not enter adjacent to a Gate hex, as movement from a Siege Tower to Fort Gate is not permitted. Only one unit in Column at a time may enter and once they exit onto the wall they may not go back into the tower. Leaders may accompany an infantry unit. There is a 75-man limit on troops entering a tower, since that is the wall stacking limit. When a unit is inside a Tower the label “Occupied” will be displayed on the unit card.

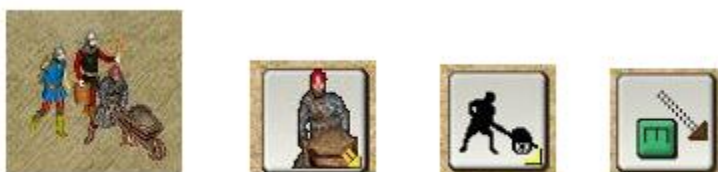
Finally, we come to **Hot Oil/Sand** weapons. These weapons are large caldrons that do not require a set-up phase and may only be used against an attacker that is directly below or adjacent to their hex. For purposes of pouring its contents, this weapon will be treated as a ranged weapon, and you must be in “Fire” mode to pour. Once used, a label will appear on the unit box that reads “NO AMMO.” It can never be used again. The reason for this is simply that it is assumed that all available oil or heated sand will have been loaded into the cauldron, and once the cauldron is used, there would not be enough additional material that could be heated again and hauled up to the empty cauldron to be used again. Keep in mind that all engines of all types can be attacked and destroyed. They are not invulnerable. Engines may not be stacked with other engines. Only one per hex. Additionally, if on a wall, infantry units may not pass through or stack with a siege engine. They are essentially taking up too much space to allow for free movement. However, infantry units can use tower hexes to go around. If an infantry unit wants to get past a wall defending siege engine, it can climb down a tower hex, move past the siege engine and climb up another tower hex that is on the other side of the siege engine.



Now we will discuss **Sappers**. Though not considered an engine, they are an integral part of any attacker's plan to undermine a defender's wall defenses. What is a sapper? Simply stated, they are miners that attempt to dig below the foundation of a wall hex. To start mining, move your sapper unit to a hex adjacent to a wall and once there, go to the "Command" menu and select "Change Sapper." A dialog box will appear where you must select the wall hex you want to mine. Once complete, a label will appear on the sapper's unit box that reads "MINING." Once a mining function has been initiated, on the following turn, the Command Report dialog will appear providing the amount of damage inflicted to a wall hex for that time. It will look like this: Tower damage at (21, 14) is 33 pts from Sapper at (20, 13). Sappers can only initiate a mining operation if the unit is in good order. They cannot be disordered or routed. If a mining sapper later becomes disordered, it will cease its mining operations but can recommence once it returns to good order. However, it must repeat the previously mentioned process before more damage can be inflicted on the wall.

Another thing to know about sappers. The amount of damage they can inflict on a wall is relative to their strength. If the defenders target a sapper unit while it is approaching the wall and it takes losses enroute, the amount of damage it can inflict on the wall will be diminished.

Tip: Try to eliminate the nearby wall defenders before bringing on a sapper unit. Sappers are not well protected and will take losses easily if fired upon.



Ladders - Lastly, I want to tell you about our newest siege-related feature. Our wall scaling ladders.

The short version: Only pre-selected units are equipped with ladders. Units with ladders can be identified using several methods. 1) Look for an "L" to the right of the unit's movement points within the unit box and the "Has Ladder" text just above the formation icon. 2) Use the highlight feature. Follow this pathway: Menu Bar>View>Highlight>Units with Ladders 3) In 3D view, units with ladders will show an

actual upright ladder. Note: Units equipped with both Boats and Ladders will only display the “B” for boats in the Unit Box after Movement Points, no “L”.

Some 3D and 2D view of Ladders in use.



Ladders are easy to use with just a little know-how. Units equipped with ladder must be adjacent to an eligible standard wall hex. They cannot be used to climb up a tower or gate hex. Choose your spot carefully to avoid unnecessary relocations. To use your ladder, you must first be in column formation. This can be done before approaching the wall. Your next step is to place the ladder against the wall.

The pathway is: Select unit>Menu Bar>Command>Use Ladders.

After, you will see a ladder appearing against the wall as seen in these shots above.

Once the ladder has been established against the wall, your unit will display the flag: **ON LADDER**, and you may start climbing. Just remember that everything you have just read requires movement points.

Once your unit has successfully climbed the wall, the ladder may be used again. This time any infantry unit can use it so long as that unit has a strength of 75 or less. The same as the maximum strength a unit can have and be on a wall hex.

If the wall hex you are attempting to climb is vacant, then you will have no problem. If the hex is defended, you will have to fight for it. I strongly recommend that if attempting to melee a defending unit on a wall hex from a ladder, that you have softened that defender with arrows and catapult stones. If not, you will likely fail and your attacking unit will suffer a heavy defeat resulting in a broken ladder. I'm sure you have seen the consequences of a failed ladder attack in any number of movies. From *Kingdom of Heaven* to *Lord of the Rings*.

The complete guide to ladders can be found in the **User Manual** under section 5.2.26.

Fortifications

The different kinds of wall hexes

Since we have learned how to use siege engines and sappers, let's discuss wall hexes in more detail. As mentioned before, a wall hex can either be a standard wall, a tower or a gate. Each is different with their own unique features.

The standard wall hex: These make up most of all wall hexes in the game. Each hex is given a strength value during the scenario design work. If attacked by a siege engine or a sapper unit, this strength value will begin to diminish. Once this value reaches zero, the wall will be considered a ruin, and this will be reflected with the appropriate 2D or 3D pictorial image. During a scenario, a weakened wall cannot be repaired. There is not enough time that would allow for repairs. The maximum unit strength for a wall hex is 75. Only one unit of any type, may occupy a wall hex. Leaders are exempt.

While the wall still stands, it will serve as a barrier to all forces, friends or foes. Infantry units may be stationed upon a hex wall, and once there the label **ON WALL** will appear on the unit image seen in the Hex Info area. These units will be able to move along the available wall hexes so long as they are in column formation. Units will not be able to reach the top of a wall from the bottom of that same hex. Conversely, a unit on top of a wall will not be able to assault units that are below them. (There is one exception to this rule—the use of the **Hot Oil or Sand** siege engine as noted above.) However, if an enemy unit is also on the wall, then these two units will be able to assault each other. We will discuss how a unit moves to be on top of a wall when we discuss tower hexes.

If two units attack each other on top of a wall, and the loser is forced to retreat, that is permitted so long as a vacant wall hex is available. If a retreat is not possible, then the defending unit is eliminated. Infantry units cannot jump off a wall.

Note: only units in column formation may melee with an enemy unit on a wall. This can be done from another wall hex or a siege tower.

Units on a wall that have ranged weapons may fire on units not on a wall and vice versa. Units on a wall do not exert a ZOC on any units not also on a wall and vice versa.

Once a wall hex of any type has been reduced in strength to a zero value, it will then be considered a breached wall, and the visual image will change so that it now reflects the breach. Any infantry and leader unit of any strength may pass through this rubble so long as it is in column formation. Being in good order is not a requirement, as the rubble will have the same effect as a hex that is coded as "Rough". All units that enter the breached wall hex must have enough movement points as if they were entering a rough hex and all will become disordered. This reflects the difficulty in climbing over a heap of fallen stone.

The Tower hex: There are two differences between the standard wall hex and the tower hex. First, the tower hex is a bit taller. Perhaps 15 meters compared to a wall hex that is mostly 8-10 meters in height. Because of the height difference, units that occupy a tower wall hex will have a better Line of Sight that will, in certain circumstances, allow them greater visibility. Second, the tower hex provides the only access for infantry units to reach the top and become an “ON WALL” unit. Also, it provides the only way down for units already on top of a wall. To move from the ground to the top or vice versa, an infantry unit must be in column formation. The exception to this rule is the tower siege engine, as discussed earlier. Siege engines cannot move up or down a wall hex. They can only be initially emplaced there during scenario design work.

The Gate hex: Gate hexes allow for movement to and from an enclosed area. All units must be in column formation and in good order to move through a gate hex. Passage is only allowed to units that control that gate hex. In the game, every gate hex has an owner’s flag. This flag is also a victory hex and must have a value associated with it. It cannot have a zero value. Some scenarios where the walled enclosures are not considered the target of the scenario will still have victory hex flags over the gate. In these situations, you will very likely not have any siege equipment. You can ignore these victory hexes as they only exist to define gate ownership.

Only units that are friendly to the flag’s owner may pass through the gate from the outside. There is no additional movement cost. If reduced to rubble, then movement is allowed for all non-siege engine units as previously discussed. At this point, though flag ownership is still there for victory point purposes, it will no longer have an impact on movement since the actual gate will no longer exist.

There are two ways to capture a gate without destroying the gate itself.

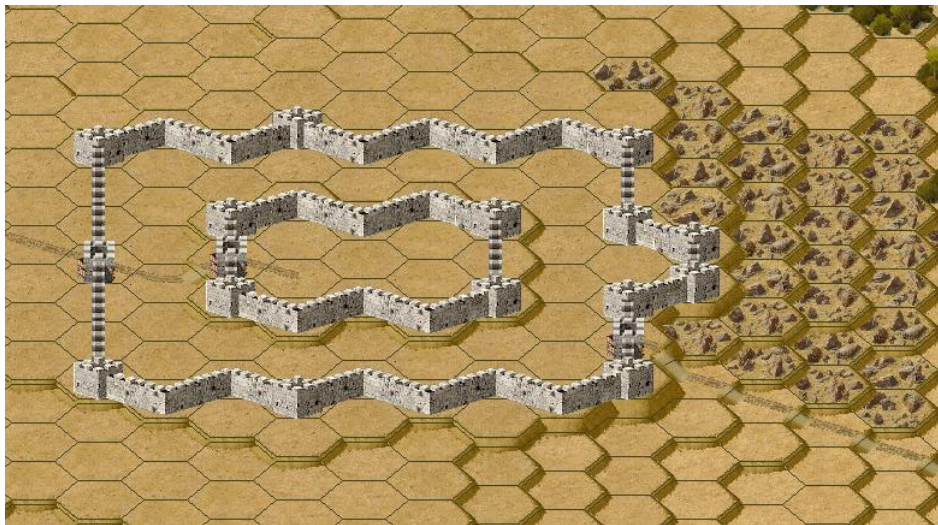
First method: If an enemy unit manages to gain access to the interior of the enclosure and moves to occupy the gate hex, and that hex is undefended, then the gate flag will automatically change ownership and become the flag of the unit’s nationality that has just moved onto the gate hex. At that point, any unit from the outside that is friendly to the new flag may enter through the now open gate. The only exception is that siege engines of any type may not enter through a gate.

Second method: If an enemy unit is occupying the gate hex, meaning not over it with the "ON WALL" label on the unit, that gate is considered OPEN. If you then successfully assault that unit and occupy the hex, the gate will be considered captured, and the flag will change nationalities to reflect this new ownership.

One final note about wall hexes. If you are attempting to reduce a wall to rubble by ranged fire the damage will be spread between the wall and any defining unit that it on top of the wall. There are two exceptions to this rule—sappers and battering rams will ONLY do damage to the wall. As mentioned earlier, if a wall is reduced to rubble with a defender still on top of it, that defender will be eliminated.

How to conduct a siege

A siege, at its most basic level, is any attack upon an enclosure surrounded by wall hexes. However, if you want to cause harm to its defenders separate from a direct attack, you must fully block all entrances. Once this is complete, then the defenders will start to suffer increases in their fatigue levels. This increase is determined by the PDT file. The PDT fatigue increase amount is determined by the conditions of the scenario and may vary from one scenario to another. When an enclosure is besieged, you will see every impacted unit show an “ISOLATED” label on their unit picture in the Hex Info area. Also, this same fatigue increase will be applied to all units that are isolated from any location on the map.



(Belvoir Castle)

For a few moments, let's try to imagine what conducting a siege can look like in the game. First thing, we must survey our surroundings and ensure the safety of our siege engines. With that accomplished, determine the best location for where you will want to place both your siege engines and those that will climb via a siege tower, or enter through a breach in the wall. Remember that speed should always be a determining factor in your plans. Not only must you enter the walled enclosure, but you must leave yourself enough time to sack the city and capture the established victory hexes. In fact, with several scenarios, victory can only be achieved through the capture of said hexes.

TIP: Please ensure you have thoroughly read the scenario description. It will contain valuable information that will be needed to achieve victory.

Next, and before you approach the walls, plan which of your men will move towards the wall and when. I suggest moving your catapult engines and your archers first. These can be used to clear away most of the defenders from their wall positions. As mentioned earlier, catapult siege engines are limited in the way they can fire. They will not fire at you during your movement phase—there is no opportunity fire for siege engines. Additionally, they have a minimum range, apart from the Ballista. What that means is that

once you are up against the wall, a defending siege engine cannot fire at you. Though limited, they will hurt you until you have reached your final position. As siege engines are hard to hit with ranged fire, use your ranged firing weapons to inflict harm on the infantry defenders first. Once they are removed, then you can fire away at any remaining siege engines. They can be hit, but not often you will see that occur.

The most valuable siege engine is your siege tower. It can defend its occupants with a defensive modifier and allow besiegers to climb up the tower and assault a wall hex. If it is destroyed, your task to take the walled city will be enormously more difficult. But it's not impossible. For example, in many cases, your besieging army will have sappers, battering rams, and catapults. If positioned correctly, all three can be used against a single walled hex. This combined effort can much more quickly bring down a wall than if you took these weapons and applied them to different targets. Planning is everything.

And speaking of planning, a siege tower can only be used to assault a walled hex if the infantry using it is comprised of 75 men or less. There will be enough of these units around to accomplish your task within each scenario, but they may not all be in the same area. This too will take some planning.

Another critical step in a siege is to block all the gate entrances with enough besiegers so that the enclosure and its occupants are isolated. And don't think that a couple of units is all you will need. The besieged defenders have full use of the gates they own and can exit the enclosure to perform strategic counter attacks.

OK, let's jump to what happens once you have used your siege tower and have gained a foothold on the wall. You can use that to quickly gain access to other parts of the wall. Assault all defenders to your left or right. Pour as many units onto the wall as possible. It won't be easy at first; only one unit can occupy a wall hex at a time. If assaulted and forced to retreat, a defender will be eliminated instead if there is nowhere to retreat due to the one unit per hex stacking limitation on a wall. You can assume they fell to their doom from the wall.

Now that you have several units on the wall, move to a walled tower hex. These can be used to enter the enclosure's interior. If you are lucky and can move into a gate hex from the interior side, you can claim it as your property. The flag above the gate will change ownership and all those allied to your forces can pour through the gate from the exterior side and begin the sacking and carnage that almost always accompanies a successful entry. And unlike climbing up to a walled hex, your units can be of any strength when passing through a friendly gate. In fact, even cavalry can take part in the sacking. However, no siege engine may enter an enclosure. Not through a gate and not through a breached wall hex that was turned into rubble.

But don't think your task is finished. In most cases, there will be plenty of defenders on the ground whose sole purpose is to destroy all the besiegers. Now that you have an idea of how to successfully conduct a siege, take the next step and find a siege scenario and attack. If this is your first siege, please look at the various training scenarios and let them be your initial testing ground. Good Luck!

Combat Units

A description of mounted combat units

Mounted Archers

In **Crusades: Book II**, you will encounter a familiar enemy from **Crusades: Book I**, the Seljuk Turks. Like the Parthians before them, their favorite tactic was to use their skills on horseback and shoot arrows at their enemy. They were lightly clothed to facilitate more speed. When they first encountered this enemy and their fearsome tactics, the Crusaders were stunned and had many casualties. To simulate this tactic, Seljuk mounted archers can move, fire their arrows and move again. All in the same movement turn. One important thing to remember and plan for is that they can only move away if they have additional movement points remaining and have not entered an enemy ZOC. Also, be sure you are differentiating mounted archers from mounted spearmen. Mounted spearman DO NOT have this same capability, though their images will look similar.



Mounted archers also have the unique capability of firing at 360 degrees. Meaning, they do not need to face their foe to fire upon them. In this respect, they are like how skirmishers fire ranged weapons. Overall, they are both fearsome and versatile. Note that when firing at a target not in their front, their effective firing strength is reduced to 50%. The mounted archer's target of choice, where available, would likely be enemy foot archers. They are usually the least well protected. Though it is not recommended, mounted archers can melee, as they would also have a sword at their disposal for close-in combat or in case their bow broke and/or the rider ran out of arrows.

Mounted Spearmen

Muslims of all nationalities have been assigned mounted spearmen. Unlike mounted archers, they do not have ranged weapons and must get in close to deliver a blow as shock troops. These units, when available, are perfect for punching a hole through an enemy line that has been weakened by either mounted archers or friendly foot-archers. Mounted spearmen are a little better armored than their mounted archer companions, but much less so when compared to the European mounted knight. Do not go head-to-head with a Crusader mounted knight unless that unit has been severely weakened.

Heavy Mounted Knights

These European knights were normally of noble family birth. Their horses were specifically bred for carrying the heavily armored knight, armed with a long lance. These knights were slower than their Muslim counterparts, but very powerful. If used correctly, they can easily defeat their enemy in a charge assault (melee). Be sure to review the User's Manual for how to conduct a cavalry charge. Most knights brought with them several horses. Their combat horse, their normal riding horse, and horses that would carry their goods. Wealthy knights would have several of each type and some extras for members of their household. Many would perish during the early days of the First Crusade, and by the end most knights would either be fighting exclusively on foot or would have trained local horses to serve as combat mounts.

Light Mounted Knights

These are very similar to the heavy mounted knights, but are less heavily armored, and they're armed with light javelins. This is a lighter and shorter cavalry weapon, with a smaller diameter than the longer lance. It can be said that these knights once used the European heavy combat horse, but when it died or was killed, a lighter horse took its place. All mounted knights would have a secondary weapon such as a sword or mace.

Note: Most cavalry can conduct a charge and then bring it home during the melee phase. Please review section 5.3.1 of the User's Manual for more details on Cavalry Charges.



Cavalry armor values explained



0 - Horse and rider have no extra padding (intended for Islamic mounted archers)

1 - Horse and rider have light padding (intended for Islamic mounted archers)

- 2 - Horse has light padding, rider has light padding with some limited chain mail and coif.
- 3 - Horse has heavy padding, rider has heavy padding with upper body mail and coif.
- 4 - Horse has heavy padding, rider has heavy padding with upper body mail, head coif and optional shield.
- 5 - Horse has heavy padding with some head mail, rider has heavy padding with upper body mail, head coif, optional shield and hand mail/glove protection.
- 6 - Horse has heavy padding with extra head protecting mail, rider has heavy padding with full body mail, head coif, optional shield and hand mail/glove protection.
- 7 - Horse has heavy padding with extra head protecting mail, rider has heavy padding with full body mail, head coif, optional shield and hand mail/glove protection and full metal helmet.
- 8 - Horse is a large European breed warhorse with heavy padding and metal strips around head and neck. Rider has heavy padding with full body mail, head coif, optional shield with metal gauntlets. Also, a full metal helmet.
- 9 - Horse is a large European breed warhorse with heavy padding and metal strips around head and neck. Rider has heavy padding, full body mail, metal helmet and metal gauntlets. Large leather and full metal covered shield.



A description of infantry combat units

There are two basic types of infantry combat units. Those with ranged weapons and those without. Let us first discuss those units with ranged weapons.

Foot Archers

Foot archers are a critical component of any army that pre-dates the use of gunpowder. In fact, for many years after gunpowder was introduced, archers were as important as they had always been. Both sides in this Crusading conflict utilize foot archers; however, it would be a fair statement to say that the European foot archers were marginally better equipped, and that is reflected in the range difference. For Crusading armies, their range has been set at 3 hexes, while for the Muslims armies the range is 2 hexes. These ranges are not meant to reflect the total range of a flying arrow, but rather it reflects an effective

kill range. The further an arrow travels and the longer it is in the air, the lower its overall impact will be when it finally lands. *Distance + Time = diminishing returns* for impacting damage.

Foot archers for all armies may fire using indirect fire. As mentioned before, that means they can fire over objects and into places where they have no direct line of sight. For example, over the heads of troops in their front, or even over walls.

Though weakly protected, meaning they typically have little to no protective armor, they can inflict a lot of damage on their intended targets.



Crossbowmen

The basic technology for the building of a handheld crossbow was, at the time of the First Crusade, well over 1000 years old. However, its use was not well recorded in Europe until the mid-11th century. The good news is that it was just in time for the events being



covered by *Crusades: Book I*. In fact, it was Anna Comnena who, in her book about her father, the Byzantine Emperor Alexios I, recorded its use by the Normans on their way to confront the Seljuk Turks in 1096.



The weapon itself has an effective range of two hexes. It is powerful but limited in that it cannot fire indirectly. Also, keep in mind that the power in a crossbow bolt was in its straight-line trajectory. They were not normally used as a skyward aimed weapon. That is why the range is limited to two hexes, or about 80 meters for the effective kill range.

Javelin Skirmishers

The last type of ranged infantry included in this game are Javelin skirmishers. These units are not widely used and will likely have a very limited impact. They are armed with light javelins and have a range of one hex. Once they've thrown their javelin, they will have to rely on their secondary weapon, a sword. Skirmisher units are not intended to be hard-hitting men-at-arms. Rather, they are meant to slow down the enemy so that better equipped units can confront the enemy that has just encountered the javelin skirmishers. They can also be used to scout out in front and lay down a path to the enemy.



Now we have come to the men-at-arms, or non-range firing infantry unit. Let us take a closer look.

Spearmen

Throughout the battles that are represented in *Crusades: Book I*, it would be fair to say that the most common non-range firing infantry unit that you will find is the spearman. The reason for this is simple. Spears are cheaper to make and take less skill and training. However, these units tend to be slightly better protected than archers and can melee with a more lethal punch. You will generally want to put these units out in front of your archers, as the archers can fire over the heads of the spearmen, offering their bodies as protection to all those behind. Additionally, you can stack one or two pairs of spearmen with an archer unit that will essentially serve the same purpose.

One more very important characteristic of spearmen, and this feature is only available to the crusading spearmen, is their ability to form a block. The minimum required strength of a unit that can form a block is 100 men. Spearmen in a block formation have a zone of control that is basically 360 degrees and can melee cavalry. To conduct a melee, the block formation must be facing its intended target. The unit's directional facing will be shown on its Unit Box in the Hex Info area. The purpose of a block formation, sometimes referred to as the square formation, is to prevent charging cavalry from taking advantage of infantry left without cavalry support. If successful, a charging cavalry unit can continue a charge for up to two hexes, a value set in the PDT file. This can have a devastating impact on an army position, and many routs can result from these types of charges. Block formations can “usually” stop this from happening. One final note about a melee initiated by a spearmen unit in block formation. Though they can drive off a cavalry unit, they cannot inflict losses on that cavalry unit, but neither will they themselves lose anyone. Also, there is a chance that the defeated cavalry unit will become routed and run off in the opposite direction.

TIP: The PDT values can be viewed by using the Hotkey F2, or from the Help drop down menu.

As mentioned earlier, more detailed information can be located within the User's Manual.



Swordsmen

When one thinks about Medieval Warfare, the image of a sword waving and slicing is what usually comes to mind. And in that regard, **Crusades: Book II** you will not be disappointed. There are plenty of units whose primary weapon is the sword. The units that we call sword units tend to be better armored than spearmen, and much better than archers. Aside from the cavalry, it will be the swordsmen that will come in and finish the job when needed. They are considered the shock troops of the Medieval World.



In addition to the Spearmen and Swordsmen, there are two other foot units you should become familiar with. One is armed with a Mace and the other with a Two-Handed Battle Axe. Each of these are deadly but will appear in more limited numbers.

Slingers

Slingers have now taken their place as a new weapon type for players to menace and harass their foes in these battlefields of **Crusades: Book II**. Though small, generally no more than 31 men per unit, they can be potent when used correctly. Something this author has yet to master. Their slings have a range of 3 and can fire indirectly. Meaning, a line of sight to a target is not needed. If used as intended, they will generally be deployed out in front of the main infantry force and should not be used as shock troops. They make good scouts, and when needed, sacrifice themselves by slowing down the enemy.



Infantry armor values explained

Infantry Armor

- 0 - Thin cloth material
- 1 - Cloth material with some thicker padding
- 2 - Thick padding, gloves and a mail coif
- 3 - Thick Padding, gloves, upper body mail, mail coif (or metallic helmet) and shield.



Other Units

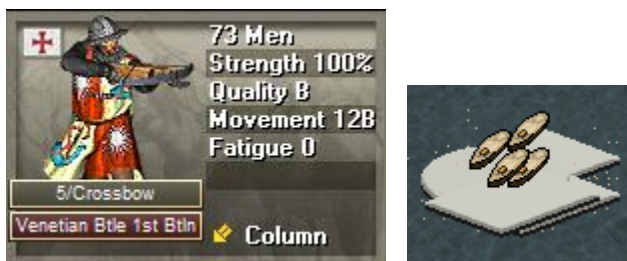
Ships

In the **Sword & Siege** series, ships are to be seen only as symbolic of the role they played in the battles and will not be active participants. For example, in the siege of Acre, 1189-1191, during the Third Crusade, some ships will represent transports of both men and war supplies, while others will be considered blockaders.



Boats

So that we can simulate the historical landing of Crusaders, as at Acre during the Third Crusade and even more critically at Constantinople during the Fourth Crusade, boats are used to land the Crusaders from the larger ships to the shoreline. While in a boat, the Crusaders will not be visible if playing in 3D. Rather you will see a small boat or boats as needed. Note the “B” to the left of Movement 12.



Civilians

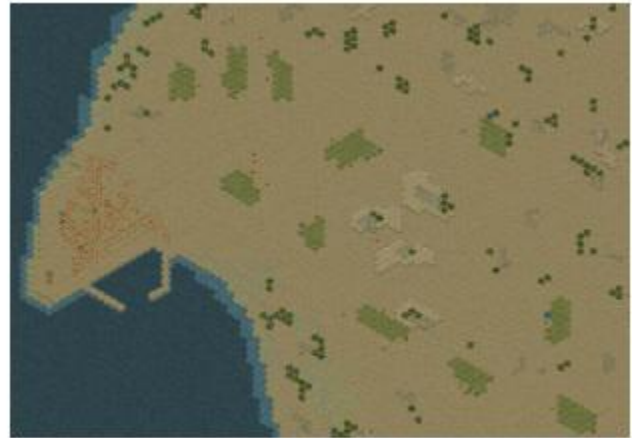
Also new to **Crusades: Book II** as an additional unit type, Civilians. Civilians can be both armed and unarmed. If armed, they are typically equipped with slings and represent a form of city militia. When unarmed, they are meant to merely represent the everyday populace and as such can fall victim to the besiegers. And as it was common for civilians to be actively targeted by the besiegers, it may in some cases be necessary for a player to eliminate these civilian units for the purpose of gaining victory points.



How were the maps made?

Throughout the last 25 years, map making has evolved and become more sophisticated. For this next example, one of these methods will be demonstrated.

Let's use the city of Acre and the area around it for this demonstration. First, we access Google Earth and find Acre. That part is easy because Acre is still a thriving city in the modern nation of Israel. Second, we carve out the area that will be needed for our Acre scenario, as seen below.



We then resize the image to conform to our 40-meter hex. That image is used as an overlay in our map editor, and we begin filling it in with all the appropriate elevations (also provided using Google Earth), streams, marsh lands, and much more. In many cases, the old ruins that were part of the city during the period of the Crusades are still visible and can be traced so they are exactly as needed. In other cases, some guess work is needed for the placement of farms, orchards and wooded areas that may no longer exist. These are completed methodically and logically. When finished, the game map will look very much like the map we started with from Google Earth.

Leaders and their command-and-control structure

Those of you who have played and are used to more modern periods of warfare are no doubt familiar with the normal command structure as provided in the Order of Battle. We generally call this the OOB. Let me give you an example from the American Civil War. From the top down, we have the Army commanding general, then the Corps commanders, followed by the Divisional commanders, Brigade Commanders, and finally the Regimental commanders. For the Medieval period, and particularly the armies of the Crusades, the organizational structure we just described for a 19th century American Civil War battle was much less defined. In many cases there was no overall commander, but a war council made from just a few to as many as 10 contingent leaders. A good example of this was the First Crusade from 1096 to 1099. During this Crusade, there were at least 7 contingent leaders, many of whom disliked each other and were, in some cases, openly hostile.

For other Crusades, like the Third Crusade, as you will find in **Crusades: Book II**, the command structure was much better defined. The Third Crusade was the Crusade of at least 5 kings. King Richard, King Philip, King Guy, the Emperor Frederick Barbarossa and finally Saladin. Who was every bit as powerful as any European king or emperor.

In short, do not expect every OOB to have a clear and concise command and control structure. Some will and some will not. This lack of organized consistency was prevalent during the Crusading Period, but not entirely absent. There still is a degree of order, and we are not going into battle as an unorganized mob. There are plenty of examples where it was imperative that discipline should prevail, or else all would be lost. Like the first battle of Dorylaeum in 1097, the battle of Philomelium in 1190 was also a great example of either stay disciplined or be killed.

OOBs

Though we have discussed some aspects of the design work that goes into a Medieval OOB, for more insight I would like to point you to a recent article, recent as of my current typing, that was published on the WDS public website and written by Thomas Wulfes. Please take a few extra moments. It is well written.

[From Archive to OOB, Part I – Wargame Design Studio](#)

If you enjoy this game only half as much as I have had in designing it, and to those also mentioned in the credits, then our work will be truly worth every minute of our time. Thanks, and don't forget to post questions and comments at the WDS public forum.

Please enjoy **Crusades: Book II**. And if you have not already acquired **Crusades: Book I**. there is no time like the present to have both titles. And stay tuned, **Crusades: Book III** will soon be under development and available in the near future.

Enjoy! Profitez! (English - French)

استمتع Απόλαυσε! (Arabic – Greek)

Fruor! Genießen! (Latin – German)

Divertiti Keyfini çıkar (Italian – Turkish)

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Operations

This is a list of all the scenarios included with the game, in the main game folder, their description and number of turns.

000.Getting Started – 15 Turns

This scenario was created specifically to be used along with the Getting Started Help File (Started.pdf), to help new and returning players learn the system.

This tutorial is recommended for all as there are new features that are being introduced with Crusades: Book II.

Additionally, there are five training scenarios included after this, which will focus on specific aspects of the game. Notes for these scenarios are included at the bottom of the Getting Started document.

Intended to be played as Crusader Alliance against the Anti-Crusader A/I.

001.Crusades Training_a – 12 Turns – Training

Siege Training #1 - Intended to be played as the Crusader Alliance versus the Anti-Crusader Alliance A/I

Please READ the entirety of this description for details on weapon usage.

In this training scenario, you will be introduced to the basics for conducting a siege.

To start, there are three-unit types that you will be using to conduct a siege. More siege units will be introduced later. These three units are:

The Mangonel: This weapon type is the most common catapult weapon used from 1100-1200 A.D.

The Ballista: This weapon type is an anti-personnel weapon and cannot damage a wall.

Sappers: These are men tasked with the under-mining of a wall or tower hex.

Your best option to use the Mangonels will be concentrate their fire on a single hex. It is recommended that you fire both catapults at hex 30, 18. Do this continually until a breach is made.

Next, select your sapper unit at hex 35, 21 and move it to hex 32,18. This will take 2 movement turns to complete. Once there, you will need to wait until turn 3 to start mining operations. On turn 3, select the "Command" drop down and toggle the "Change Sapper" option. You will then see the mining dialog. Select OK, and you will start mining. The results of your mining will be displayed at the beginning of each turn.

The object of this training will demonstrate how to breach a wall with both a catapult and sappers.

Also, practice firing your ballista at the enemy archer unit defending wall hex 24, 21.

Note that the walls have been set with a reduced strength so that their breach can be accomplished with the time set for this scenario.

002.Crusades Training_b – 12 Turns – Training

Siege Training #2 - Intended to be played as the Crusader Alliance versus the Anti-Crusader Alliance A/I

Please READ the entirety of this description for details on the additional weapons see here.

In this 2nd training scenario, you will be introduced to three more siege related weapon types.

The Trebuchet: This weapon type is the most powerful catapult weapon in the game. Used from the mid 12th century to the late Middle Ages.

The Siege Tower: A tall rolling platform used to gain the upper wall walks of a castle or city so that infantry can assault.

The Battering Ram: A rolling heavy log with an iron tipped point. These would be covered for protection as the image shows.

It is recommended that when using a battering ram to weaken a wall, do so in conjunction with another weapon type. In this case, let's combine the power of the Trebuchet with the battering ram. First, you'll need to move the battering ram into position. Select the ram and move it to hex 34,11. Next, like all catapult weapons, the Trebuchet must be set up before it can fire. To do this, select the Trebuchet, and change its formation. The set-up process may take one or more turns to complete. Fire when ready at 33,12. To use the battering ram, advance to the Melee phase, select the ram and assault hex 33,12.

Finally, it is time to use the siege tower and the infantry behind it. In open ground, a siege tower will likely only move one hex per turn. Select it and move to hex 33,10. Once there, select the sword infantry unit at 35,9 and move it to 33,10. Once there, labels will appear for both the siege tower (OCCUPIED) and the Sword unit (IN TOWER). Since the sword unit will still have 6 movement points left, move it onto the wall hex at 32,10. Then move it again to 31,11. Tower wall hexes have stairs that infantry can use to climb up or down from the inside of a castle or city. Note: Only infantry units with a strength of 75 men or less and in column formation may enter a siege tower. Congrats, you now have an infantry unit inside the city.

A word about gates. Gates can only be captured from the inside ground level. Once captured, the ownership flag will change to the new owner. To enter a gate hex (always ground level) units must always be either mounted or in column formation. Gates are only narrow passages.

On turn 2, you will be able to move your sword unit into the gate hex at 31,10 and see the flag change ownership. For the next few turns, use your battering ram and trebuchet and bring down the wall at 33,12.

Have fun practicing these important skills, then proceed to the next training scenario.

003.Crusades Training_c – 15 Turns – Training

Siege Training #3 - Intended to be played as the Crusader Alliance versus the Anti-Crusader Alliance A/I

Please READ the entirety of this description for details on conducting a siege.

In this training scenario, you will have the opportunity to repeat some of the previous training sessions and learn about the methods to impose a state of isolation on your target castle or city.

The concept of isolation is critical in the successful conclusion of a siege. It represents the lack of supplies, lowering of morale, and an overall reduction in fighting capability. To impose a siege, the besieging forces must block all the access points that lead into the target. In most cases, these points of access are represented by the gates. Each gate has a flag that represents ownership. If a gate is not controlled by the besieging forces, then it must be blocked by a zone of control (ZOC). Once all gates (or other access points) have either been captured or blocked, all defending units will become isolated. Isolated units will gain fatigue with each passing turn, starting on the 2nd turn of isolation, and will defend at one quarter its normal strength.

In this scenario, you will maneuver your units to impose a state of isolation and breach or gain access to the walls as we previously practiced.

For this training, the only new instruction will be that needed to impose a state of isolation. For the rest, if needed, please refer back to the training scenarios 001 & 002.

A note about which hexes must be ZOC covered to ensure a successful state if isolation is imposed of the defenders. There are three gates leading into the city that must be blocked. Each has two hexes on the outside that have access to the gate. For the gate at 31,10, you must block both 31,9 & 32,9. For the gate at 32,17, you must block both 33,18 & 32,18. Finally, for the gate at 21,20, you must block both 20,19 & 20,20. You may have noticed that there is a 4th gate at 24,16. This gate is blocked by the sea; it is a harbor gate and will not need to be blocked. Note that in most cases, 2 hexes can be blocked by a single unit. The hex the unit is in and the ZOC it exerts over other hexes.

After a quick review of your available forces, you will notice that you have 2 mounted units located at or adjacent to hexes 31,26 and 40,4. Select these mounted units, one at a time, and move them toward the nearest gates located at 21,20 and 31,10. Also, you have an archer infantry unit at 35,19. Move it to 33,18 and be sure it is facing toward hex 32,18. This will effectively block that middle gate.

One last thing to remember, though this will not happen during this training session, defenders can use gates to their advantage. They can mount a counter attack by exiting the castle or city through an owned gate and attack the besiegers. And if you breach a wall hex, it too must be securely held to continue a state of isolation if it exists.

If you haven't already, be sure to read the relevant parts of either the User Manual or the Design Notes. Both are best!

Now go have fun storming the city of Ascalon!

004.Crusades Training_d – 10 Turns – Training (Ladders)

Siege Training #4 - Intended to be played as the Crusader Alliance versus the Anti-Crusader Alliance A/I

Please READ the entirety of this description for details.

In this training scenario, you will be introduced to the basics of using ladders. Also, keep in mind that this scenario is set up for the sole purpose of training and should not be considered a scenario that should be played to a conclusion.

First thing to understand is that ladders can ONLY be used against a standard fortress wall hex. In other words, they cannot be used to climb a tower or a gate hex. Secondly, how can you spot a unit equipped with a ladder? In 3D, you can see the physical ladder in an upright position. Also, you can see an "L" in the info box after the Movement #. Be aware that if a unit is also equipped with a boat, only the "B" will be visible. Also, the unit will have the Has Ladders label under their formation indicator. Lastly, you can use the highlight feature. This can be toggled by using the top menu under the "View" drop down. Once there, find "Highlight" and select it. At the bottom it will say "Units with Ladders." All units equipped with ladders will be highlighted. Because the maximum strength allowed on a wall hex is 75, all units equipped with a ladder must have a strength of 75 or less and all units wanting to use the ladder after it has been deployed must also have a strength of 75 or less.

For a full description, please review the User Manual section 5.2.26 Ladders.

Let's get started and move our ladders to the Ascalon fortress wall and see this in action. Before we start moving to climb the walls, we want to soften up the defenders. This is necessary to help if you are planning to assault an occupied wall hex. As you can imagine, climbing up a ladder and trying to kill your opponent will not be an easy task. Though this can vary, a typical combat modifier for an attacker would be -75%. It will be tough to win with that negative modifier. My advice, weaken your opponent, or select a hex that is not defender occupied.

Now select your archer units and fire upon the defender on hex 31,18. You should have been able to inflict 10 or more losses on the defender from both shots combined. Next, select the sword unit at 34,20 and move to hex 32,18, then move the other sword unit to hex 31,19. You will observe that your remaining movement points are 3 for each sword unit moved. Now, move your spear unit to 32,19. You'll notice that all your units start the scenario in Line of Battle (LOB). To deploy your ladders, you must be in column formation. I advise that you advance to the wall in LOB, then on the next turn, change to column. This will reduce your risk for taking losses as you approach the wall.

Now that you are at the wall, you will need to advance to the next turn since you will not have enough remaining MPs to switch to column and climb the wall. So be prepared to be fired upon. It is best to switch to column and climb the wall all in the same turn. This will also reduce the risk for taking losses.

Advance to turn two. Begin with firing both your archer units on the same defending target. With that complete, select each of your three infantry units and change their formation to column. The two sword units equipped with ladders and the spear unit. Next, you will need to deploy your ladders. Select your sword unit at 31,19, then under the "Command" menu at the top, select the toggle that says "Use Ladder." A Ladder dialog will appear. This is similar to using sappers to mine a fortress wall hex. The dialog will ask you to select between "Up Left or Up." Please select Up Left as that hex is not defended and will help you have a longer life. A ladder will now be displayed against the wall and your sword unit will say ON LADDER. Do the same with your other sword unit. This time your only choice will be the "Up Left" on the Ladder Dialog box. This is because the other hex is a tower hex and ladders cannot be used against a tower. Why? A tower is taller than a ladder can reach. With both ladders deployed, you will notice that both units have zero MPs left. However, your sword unit at 32, 18 can melee. The other sword unit cannot and will have to wait until turn 3 to climb.

Let's melee. Advance to the melee phase. Select your sword unit and right click the defending unit. It will probably say "slight attacker advantage." That defender has been weakened, don't forget. So, your chances of victory are reasonably good. Let's give it a try. Resolve the melee now. Oh my, if what happens to me also happens to you, your men on the ladder failed to take the hex and your ladder is broken. But all is not lost. You still have another ladder. Advance to turn 3.

It is time to climb. Select your sword unit at 31,19 and climb to wall hex 30,18. You still have 9 MPs left. Move to the tower hex to the left at 29,19. You will notice that your ladder is still deployed. That means other eligible units can climb but they will NOT have to deploy ladders or even have ladders to begin with. The unit that came before had the needed ladder, deployed it and successfully climbed the wall and moved to another hex. Now we can select another unit to climb. Select your spear unit at 32,19, as mentioned earlier, it should already be in column formation. Move it to the ladder and notice the ON LADDER flag will appear. Now climb up to the wall hex.

Well done, you now have two units on the wall via the use of a ladder. From here you can stop the scenario or start over if you need to repeat this training exercise.

005.Crusades Training_e – 15 Turns – Training (Non-siege)

Non-Siege Training - Mounted Units - Play each side one at a time.

In Crusades, a favorite tactic of the Muslim cavalry was to use their skills on horseback and shoot arrows at their enemy. They were lightly clothed to facilitate more speed. When the Crusaders first encountered this enemy and their fearsome tactics, the Crusaders were stunned and took many casualties. To simulate this tactic, Muslim mounted archers can move, fire their arrows and move again. All in the same movement turn. One important thing to remember and plan for is that they can only move away if they have additional movement points remaining and have not entered an enemy ZOC. Also, be sure you are differentiating mounted archers from mounted spearmen.

Mounted archers also have the unique capability of firing in 360 degrees. Meaning, they do not need to be facing their foe to fire upon them. In this respect, they are similar to how skirmishers fire ranged weapons. Overall, they are both fearsome and versatile. Note that when firing at a target not in their front, their effective firing strength is reduced to 50%. Additionally, mounted archers can melee, as they would also have a sword at their disposal for close-in combat or in case their bow broke and/or the rider ran out of arrows.

Mounted Spearmen: Unlike mounted archers, they do not have ranged weapons and must get in close to deliver a blow as shock troops. These units, when available, are perfect for punching a hole through an enemy line that has been weakened by either mounted archers or friendly foot archers. Mounted spearmen are a little better armored than their mounted archer companions, but much less so when compared to the European mounted knight. Do not go head-to-head with a Crusader mounted knight unless that unit has been severely weakened.

Heavy Mounted Knights: These European knights were normally of noble family birth. Their horses were specifically bred for carrying the heavily armored knight, armed with a long lance. These knights were slower than their Muslim counterparts, but very powerful. If used correctly and closely match in terms of numbers, they can easily defeat their enemy in a charge assault (melee). Be sure to review the User's

Manual for how to conduct a cavalry charge. Most knights brought with them several horses. Their combat horse, their normal riding horse, and horses that would carry their goods.

Light Mounted Knights: These are very similar to the heavy mounted knights, but are less heavily armored, and they're armed with a light javelin. This is a lighter and shorter cavalry weapon, with a smaller diameter than the longer lance. It can be said that these knights once used the European heavy combat horse, but when it died or was killed, a lighter horse took its place. All mounted knights would have a secondary weapon such as a sword or mace.

When possible, use road movement to travel quickly. Also, be aware that entering certain types of terrain will cause mounted units to become disordered. Also, as mounted archers can run low on arrows, be sure to have a supply wagon nearby.

006. Battle of Inab_a – 25 Turns – Historical

Date: June 29th, 1149 - Size: Medium - Location: Inab and surrounding area

Crusade: Period between 2nd and 3rd Crusades

Scenario Briefing: It's the summer of 1149, and in an effort to gain the upper hand, Nur al-Din gathered an army composed mostly of mounted archers, numbering in the range of 6,000, and invaded the Christian principality of Antioch. Prince Raymond of Antioch countered this incursion and pulled together a large force of approximately 4,000 mounted knights and 1,000 infantry. Additionally, Raymond allied himself with the Assassins of the Nizari Isma'ili, led by Ali ibn-Wafa.

In this scenario, if you choose to play as the Muslim Alliance, you will find the Crusader alliance asleep and mostly surrounded. It will be dark, so take advantage of the situation and strike hard and fast. You must show no mercy.

If you would rather choose to play as the Crusader alliance, you must overcome your initial disadvantages and fight off your opponent. Failure means death or slavery in the mines near Damascus. Death would be preferred.

Note: To simulate Raymond's early failure to make camp in a defensible area, all the units of the Crusader alliance will start the battle in a disordered state and fixed. Starting on turn one, each individual unit will have a 50% chance per turn to become unfixed and prepare for battle.

Recommended Rules: [Default]

Intended to be played as the Anti-Crusader Alliance against the Crusader Alliance A/I, but can be played as either side against the AI or Head-to-Head.

Suggested Reading: The Crusades: The Authoritative History of the War for the Holy Land by Thomas Asbridge - Chapter 8.

007. Battle of Inab_b – 30 Turns – Variant

Date: June 28th, 1149 - Size: Medium - Location: Inab and surrounding area

Crusade: Period between 2nd and 3rd Crusades

Scenario Briefing: It's the summer of 1149, and in an effort to gain the upper hand, Nur al-Din gathered an army composed mostly of mounted archers, numbering in the range of 6,000, and invaded the Christian principality of Antioch. Prince Raymond of Antioch countered this incursion and pulled together a large force of approximately 4,000 mounted knights and 1,000 infantry. Additionally, Raymond allied himself with the Assassins of the Nizari Isma'ili, led by Ali ibn-Wafa.

In this variant of the previous and historical scenario, Nur al-Din has besieged the fortress town of Inab. And instead of withdrawing to estimate the threat value of the approaching relief army, commanded by Prince Raymond of Antioch, Nur al-Din, and his Muslim alliance force, have decided to continue the siege and battle the oncoming Crusaders.

Remember, only units that have a strength of 75 or less may use a siege tower to reach a wall hex.

Recommended Rules: [Default]

Intended to be played as the Anti-Crusader Alliance against the Crusader Alliance A/I or Head-to-Head.

Suggested Reading: The Crusades: The Authoritative History of the War for the Holy Land by Thomas Asbridge--Chapter 8.

008. Battle of Aintab – 20 Turns – Historical

Date: August 12th, 1150 - Size: Medium - Location: On the way to Aintab

Crusade: Period between 2nd and 3rd Crusades

SPECIAL NOTICE: For this scenario, there are no victory points awarded for killing OR exiting military personnel of either side. The Seljuks (Anti-Crusader Alliance) must prevent the escape of the Christian refugees. This must be done before the Crusaders can exit them at their assigned exit hex. Only removing these units will earn victory points for the Crusader Alliance side.

Scenario Briefing: Historical - Following the recapture of Edessa in 1144 by the Muslim forces of the Seljuk Turks, Christians remaining in the county of Edessa lived in constant fear of Muslim attacks. By 1150, King Baldwin III made an agreement to hand over the remaining lands to the Byzantine Emperor Manuel I. This agreement allowed for all those wishing to leave and live in the Principality of Antioch, would be escorted by the King to a place of safety. With approximately 500 knights and additional infantry, Baldwin began the journey from Duluk to Aintab. As the day progressed, a force of 6,000+ Seljuks, under the command of Nur ad Din Zengi, mostly mounted archers, surrounded Baldwin and began raining arrows on the retreating Christians.

Should you decide to play as the Crusader, you must make every effort to safely move your refugees south along the road to Aintab and exit from the map at hex [28, 49].

Recommended Rules: [Default]

Intended to be played as the Crusader Alliance against the Anti-Crusader Alliance A/I, but can also be played Head-to-Head. (When playing PBEM, generally favors the Anti-Crusader Alliance).

Suggested Reading: The Crusades The Authoritative History of the War for the Holy Land: by Thomas Asbridge - Chapter 6 part III.

009. Siege of Ascalon_a – 21 Turns – Historical

Date: August 12th, 1153 - Size: Medium - Location: City of Ascalon

Crusade: Period between the 2nd and 3rd Crusades

Scenario Briefing: In order for the Kingdom of Jerusalem to gain the security it needed and remain a strong power in the Levant, it needed to secure Egypt. In order to do this, King Baldwin III needed to capture Ascalon. This important coastal city had long been a thorn in the side of Jerusalem and it represented the gateway to Egypt. Without its capture, there could be no attempt to subdue Egypt.

In this scenario, the Crusader will not be able to isolate the city. This is because the Fatimid Navy is more than three times the size of the Crusader navy. Some 70 ships versus 20. This meant that stopping food and supplies from entering the city would not be an option. The city will need to be taken by force of arms.

Ships are symbolically represented and cannot maneuver.

Ladders have been allocated to select Crusader units.

Recommended Rules: [Default]

Intended to be played as the Crusader Alliance against Anti-Crusader Alliance A/I of the Fatimid Caliphate forces but can be played from either side or Head-to-Head.

Suggested Reading: A History of the Crusades, Volume II: The Kingdom of Jerusalem and the Frankish East, 1100-1187 by Steven Runciman - Book 4, Part II.

010. Siege of Ascalon_b – 21 Turns – Variant

Date: August 12th, 1153 - Size: Medium - Location: City of Ascalon

Crusade: Period between the 2nd and 3rd Crusades

Scenario Briefing: In order for the Kingdom of Jerusalem to gain the security it needed and remain a strong power in the Levant, it needed to secure Egypt. In order to do this, King Baldwin III needed to

capture Ascalon. This important coastal city had long been a thorn in the side of Jerusalem and it represented the gateway to Egypt. Without its capture, there could be no attempt to subdue Egypt.

In this variant of the previous scenario, the Muslims will be landing a relief force south of the city of Ascalon. Their mission will be to disrupt the Crusader's siege efforts and drive them back away from the city walls.

Ships are symbolically represented and cannot maneuver.

Recommended Rules: [Default]

Intended to be played as the Crusader Alliance against Anti-Crusader Alliance A/I of the Fatimid Caliphate forces but can be played from either side or Head-to-Head.

Suggested Reading: A History of the Crusades, Volume II: The Kingdom of Jerusalem and the Frankish East, 1100-1187 by Steven Runciman - Book 4, Part II.

011. Battle of Lake Huleh_a – 36 Turns – Historical

Date: June 15th, 1157 - Size: Medium - Location: Northern shore of Lake Huleh

Crusade: Period between 2nd and 3rd Crusades

Scenario Briefing: In early 1157, there was a truce between the Kingdom of Jerusalem and Zengids led by Nur ad-Din. The truce was broken when King Baldwin III decided to raid Muslim animal herders and steal their herds. In response, Nur ad-Din raided Crusader lands. One such target was the fortified town of Banias. With the siege underway, King Baldwin organized a relief force of several hundred knights and several thousand men-at-arms. On his way, the Crusaders rested and camped along the northern shores of Lake Huleh. With no one guarding the camp site, Nur ad-Din attacked before dawn.

If you decide to play as the Crusader commander, you will earn extra points for reaching and removing your surviving units off the map at hex 53,0.

Note: To simulate the early morning Muslim attack, all Crusader units will start disordered and facing in various directions. Some rear units will start fixed with a 50% chance to release starting on turn two.

Recommended Rules: [Default]

Intended to be played as the Crusader Alliance against the Anti-Crusader Alliance AI but can be played as either side against the AI or Head-to-Head.

Suggested Reading: Crusading Warfare, 1097-1193 by R.C. Smail - Chapter 5, page 124.

012. Battle of Lake Huleh_b – 36 Turns – Variant

Date: June 15th, 1157 - Size: Medium - Location: Northern shore of Lake Huleh

Crusade: Period between 2nd and 3rd Crusades

Scenario Briefing: In early 1157, there was a truce between the Kingdom of Jerusalem and Zengids led by Nur ad-Din. The truce was broken when King Baldwin III decided to raid Muslim animal herders and steal their herds. In response, Nur ad-Din raided Crusader lands. One such target was the fortified town of Banias. With the siege underway, King Baldwin organized a relief force of several hundred knights and several thousand men-at-arms. On his way, the Crusaders rested and camped along the northern shores of Lake Huleh. With no one guarding the camp site, Nur ad-Din attacked before dawn.

In this variant both sides will start entirely off the map. As such, this is a meeting engagement. Each side must attempt to exit units off the map using the exit hexes. Victory points are gained by exiting units.

Recommended Rules: [Default]

Can be played as either side against the AI or Head-to-Head.

Suggested Reading: Crusading Warfare, 1097-1193 by R.C. Smail - Chapter 5, page 124.

013. Battle of Butaiha_a – 30 Turns – Historical

Date: July 15th, 1158 - Size: Large - Location: Near the village of Butaiha

Crusade: Period between the 2nd and 3rd Crusades

Scenario Briefing: A year after his defeat at the Battle of Lake Huleh, King Baldwin III would again battle with his rival, Nur ad-Din. This time, the battle would be near the village of Butaiha. Historically, this was a Crusader victory, but in this battle, anyone can prove themselves to be victorious. Only your skills can make the difference.

Recommended Rules: [Default]

Intended to be played as the Crusader Alliance against Anti-Crusader Alliance A/I of Nur ad-Din, but can be played from either side or Head-to-Head.

Suggested Reading: A History of the Crusades, Volume II: The Kingdom of Jerusalem and the Frankish East, 1100-1187 by Steven Runciman--Book 4, Part III.

014. Battle of Butaiha_b – 15 Turns – Variant

Date: July 15th, 1158 - Size: Small - Location: Near the village of Butaiha

Crusade: Period between the 2nd and 3rd Crusades

Scenario Briefing: A year after his defeat at the Battle of Lake Huleh, King Baldwin III would again battle with his rival, Nur ad-Din. This time, the battle would be near the village of Butaiha.

This "What-If" variant of the previous scenario is a cavalry only fight. Mounted Archers versus Crusader Knights.

Note: The Muslim mounted archers have no supply wagons to resupply. They will be moving too quickly and will have to rely on their secondary weapon, the sword, if their individual supply of arrows are exhausted.

Recommended Rules: [Default]

Intended to be played as either side against the A/I or Head-to-Head.

Suggested Reading: A History of the Crusades, Volume II: The Kingdom of Jerusalem and the Frankish East, 1100-1187 by Steven Runciman - Book 4, Part III.

015. Battle of al-Buqaia_a – 36 Turns – Historical

Date: June 15th, 1163 - Size: Medium - Location: Inab and surrounding area

Crusade: Period between 2nd and 3rd Crusades

Scenario Briefing: Following the death of Baldwin III, Amalric I become King of Jerusalem. During this time, the Fatimids of Egypt were in decline and both the Crusaders of Jerusalem and the other Crusader states, along with Nur as-Din Zengi, the emir of both Damascus and Mosul, were eager to prevent the other from gaining control over the riches of Egypt. Simultaneously, Nur ad-Din sent an army to Egypt and launched an offensive into Lebanon. For Nur ad-Din, his decision to divide his forces proved to be a mistake. It was during this time that fresh Crusaders were arriving from Europe, and they were eager to make their mark. The result of these maneuvers culminated in a clash of arms near Al-Buqaia, near the Beqaa Valley. An area that continues to be a hot spot many centuries later.

Recommended Rules: [Default]

This scenario has no preferred side. And should be equally matched. However, as the Crusaders are the phasing side, the victory dialog will show that the Crusader Alliance is the first side. This will also make for a good Head-to-Head game.

Suggested Reading: Smail, R. C. (1995). Crusading Warfare 1097-1193, Chapter V, Part IV.

016. Battle of al-Buqaia_b – 36 Turns – Variant

Date: June 15th, 1163 - Size: Medium - Location: Inab and surrounding area

Crusade: Period between 2nd and 3rd Crusades

Scenario Briefing: Following the death of Baldwin III, Amalric I become King of Jerusalem. During this time, the Fatimids of Egypt were in decline and both the Crusaders of Jerusalem and the other Crusader states, along with Nur as-Din Zengi, the emir of both Damascus and Mosul, were eager to prevent the

other from gaining control over the riches of Egypt. Simultaneously, Nur ad-Din sent an army to Egypt and launched an offensive into Lebanon. For Nur ad-Din, his decision to divide his forces proved to be a mistake. It was during this time that fresh Crusaders were arriving from Europe, and they were eager to make their mark. The result of these maneuvers culminated in a clash of arms near Al-Buqaia, near the Beqaa Valley. An area that continues to be a hot spot many centuries later.

This variant has all forces starting off-map and scheduled to arrive as reinforcements, so you get to choose your deployment setup.

Recommended Rules: [Default]

This scenario has no preferred side. And should be equally matched. However, as the Crusaders are the phasing side, the victory dialog will show that the Crusader Alliance is the first side. This will also make for a good Head-to-Head game.

Suggested Reading: Smail, R. C. (1995). *Crusading Warfare 1097-1193*, Chapter V, Part IV.

017. Battle of Harim_a – 36 Turns – Historical

Date: August 12th, 1164 - Size: Large- Location: Harim and surrounding area

Crusade: Period between 2nd and 3rd Crusades

Scenario Briefing: Following the Battle of al-Buqaia and his near-death experience, Nur ad-Din, with the help of his vassals, moved his army north of Antioch and laid siege to the fortress town of Harim. Though King Amalric was busy in Egypt, the lords of Tripoli, Antioch, and a contingent force from the Byzantine Empire converged on Harim to relieve the siege. Over 20,000, from both sides, will engage to determine the fate of Harim and more importantly, the surrounding counties and Crusader States.

This scenario will diverge from the historical event in that Nur ad-Din will not retire from Harim (Harenc), and will not only continue the siege, but engage the coming forces of the Crusader alliance.

Ladders have been allocated to select Crusader units.

Recommended Rules: [Default]

Intended to be played as the Anti-Crusader Alliance against the Crusader Alliance AI but can be played Head-to-Head.

Suggested Reading: *A History of the Crusades: Volume II, the Kingdom of Jerusalem and the Frankish East* by Runciman, Steven, 1100-1187. Book IV, Part IV.

018. Battle of Harim_b – 36 Turns – Variant

Date: August 14th, 1164 - Size: Large- Location: Harim and surrounding area

Crusade: Period between 2nd and 3rd Crusades

Scenario Briefing: Following the Battle of al-Buqaia and his near-death experience, Nur ad-Din, with the help of his vassals, moved his army north of Antioch and laid siege to the fortress town of Harim. Though King Amalric was busy in Egypt, the lords of Tripoli, Antioch, and a contingent force from the Byzantine Empire converged on Harim to relieve the siege.

In this Harim variant, Nur ad-Din has taken the fortress and has turned his attention to repulsing the advancing Crusaders. The date is two days after the original battle.

Recommended Rules: [Default]

Intended to be played as the Crusader Alliance against the Anti-Crusader Alliance A/I or Head-to-Head.

Suggested Reading: A History of the Crusades: Volume II, the Kingdom of Jerusalem and the Frankish East by Runciman, Steven, 1100-1187. Book IV, Part IV.

019. Battle of Harim_c – 17 Turns – Historical

Date: August 12th, 1164 - Size: Small - Location: Marshes south of Harim

Crusade: Period between 2nd and 3rd Crusades

Scenario Briefing: Following the Battle of al-Buqaia and his near-death experience, Nur ad-Din, with the help of his vassals, moved his army north of Antioch and laid siege to the fortress town of Harim. Though King Amalric was busy in Egypt, the lords of Tripoli, Antioch, and a contingent force from the Byzantine Empire converged on Harim to relieve the siege.

This scenario takes place in and around the marshes where historically the Crusaders were driven into and massacred. Nearly all were killed or captured. This scenario covers a section of that battle. If you decide to play as the forces of Nur ad-Din, you will have the opportunity to push the Crusaders to the creek and from here, there can be no retreat or escape. It will be fight or die for the Crusaders!

Recommended Rules: [Default]

Intended to be played as the Anti-Crusader Alliance against the AI but can be played as either side or Head-to-Head.

Suggested Reading: A History of the Crusades: Volume II, the Kingdom of Jerusalem and the Frankish East by Runciman, Steven, 1100-1187. Book IV, Part IV.

020. Battle of Harim_d – 18 Turns – Variant

Date: August 11th, 1164 - Size: Small - Location: Harim and surrounding area

Crusade: Period between 2nd and 3rd Crusades

Scenario Briefing: Following the Battle of al-Buqaia and his near-death experience, Nur ad-Din, with the help of his vassals, moved his army north of Antioch and laid siege to the fortress town of Harim. Though King Amalric was busy in Egypt, the lords of Tripoli, Antioch, and a contingent force from the Byzantine Empire converged on Harim to relieve the siege.

In this Harim variant, both sides have sent out detachments of cavalry. They are to seek out their enemy and engage if practical. The date is one day earlier than the original battle.

Recommended Rules: [Default]

Intended to be played as the Crusader Alliance against the Anti-Crusader Alliance AI but can be played as either side against the AI or Head-to-Head.

Suggested Reading: A History of the Crusades: Volume II, the Kingdom of Jerusalem and the Frankish East by Runciman, Steven, 1100-1187. Book IV, Part IV.

021. Siege of Bilbeis 1163_a – 25 Turns – Historical

Date: September 20th, 1163 - Size: Small- Location: Bilbeis, Egypt

Crusade: Period between 2nd and 3rd Crusade

Scenario Briefing: In 1163, King Baldwin III died unexpectedly and without a direct heir. With no son to succeed him, his brother Amalric was crowned King of Jerusalem. The newly crowned King Amalric was determined to make his reign a success and that meant building a greater power base for the King of Jerusalem. His first act to secure his success was to march an army into the Fatimid territory of Egypt. Amalric's first target was the walled city of Bilbeis.

Historically, this first attempt to lay siege to Bilbeis was aborted for reasons unknown, but in this scenario, King Amalric will not abort the siege early and the siege will continue to its conclusion.

If you choose to play as the King of Jerusalem, you will outnumber the Muslim defenders 2 to 1. However, do not let your superiority in numbers provide you with a false sense of victory being certain. The defenders know that their fate, if defeated, will almost certainly be death. With that knowledge, they will fight with such fierceness that a Crusader victory will not be certain at all.

Ladders have been allocated to select Crusader units.

Recommended Rules: [Default]

Intended to be played as the Crusader Alliance (Kingdom of Jerusalem) against the Anti-Crusader Alliance A/I (Fatimid Egyptians) but can be played Head-to-Head.

Suggested Reading: The Crusades: The Authoritative History of the War for the Holy Land by Thomas Asbridge--Chapter 9, The Wealth of Egypt.

022. Siege of Bilbeis 1163_b – 24 Turns – Variant

Date: September 20th, 1163 - Size: Medium - Location: Bilbeis, Egypt

Crusade: Period between 2nd and 3rd Crusades

Scenario Briefing: In 1163, King Baldwin III died unexpectedly and without a direct heir. With no son to succeed him, his brother Amalric was crowned King of Jerusalem. The newly crowned King Amalric was determined to make his reign a success and that meant building a greater power base for the King of Jerusalem. His first act to secure his success was to march an army into the Fatimid territory of Egypt. Amalric's first target was the walled city of Bilbeis.

This scenario is a variant of the Siege of Bilbeis 1163_a. You will notice that there is a Fatimid relief force on the map. Additionally, more forces from the Kingdom of Jerusalem have arrived. Most of these are from the orders of the Templars and Hospitallers.

If you choose to play as the King of Jerusalem, you will need to defeat not just the city garrison, but also the relief force. And this time, the Fatimids will outnumber the Crusaders. On the other hand, if you choose to play as the commander of the Fatimids, you must be careful of the Crusader heavy cavalry and their trebuchet catapults. These are dangerous weapons, but skillful maneuvering with your numerically superior force can defeat these invaders. Also, if the opportunity presents itself, use the city gates to surprise your enemy. They will often not expect it.

Recommended Rules: [Default]

Intended to be played as the Crusader Alliance (Kingdom of Jerusalem) against the Anti-Crusader Alliance AI (Fatimid Egyptians) but can also be played Head-to-Head.

Suggested Reading: The Crusades: The Authoritative History of the War for the Holy Land by Thomas Asbridge--Chapter 9, The Wealth of Egypt.

023. Battle of al-Babein_a – 16 Turns – Historical

Date: March 18th, 1167 - Size: Small - Location: Giza, Egypt

Crusade: Period between 2nd and 3rd Crusades

Scenario Briefing: From the time that he was crowned King of Jerusalem, King Amalric I was determined to take control of Egypt with all its wealth. He had to, at all costs, prevent the Seljuk sultan, Nur al-Din, from successfully doing the same. King Amalric knew that if Nur al-Din could unite Egypt with Syria, the Kingdom of Jerusalem would be next.

At this time, Egypt was ruled by the Fatimids, and in order to prevent their overthrow by Nur al-Din, it would be necessary to form an alliance with the Crusaders of the Kingdom of Jerusalem. In 1167, Nur al-Din sent one of his trusted lieutenants to Egypt, Shirkuh bin Shadhi. Shirkuh assembled his army and

brought with him his nephew, Salah ad-Din Yusuf ibn Ayyub, better known in the western world as Saladin.

With both armies marching toward Egypt, a battle was sure to happen. And happen it did, at al-Babein. Though not a large battle by all accounts, it would set the stage for future battles with many of them facing the Crusader forces against the future ruler of the Muslim World in the Levant, Saladin.

Hence, the Battle of al-Babein, also known as the Battle of Giza. The plan followed a familiar Seljuk tactic. Feign a retreat, lure as many as possible away from the main battlefield, then turn and fight a smaller and surprised enemy. As with so many previous battles of this sort, the plan worked perfectly. Amalric chased Shirkuh's central banner, commanded by Saladin, with a smaller force of mounted knights and Turkopoles. By the time of the battle, some of Amalric's infantry had caught up with the mounted force. This force was absent Amalric's slower and less motivated Egyptian allies. Once they paused at a point where the desert met the cultivated land used for farming, Amalric was forced to fight. The town of Giza was in his rear. Fortunately, the town was deserted of fighting men and its gates were open to all. With the field of battle prepared, choose your command and let your destiny rule your fate.

Recommended Rules: [Default]

Can be played as either side against the AI or can be played Head-to-Head.

Suggested Reading: Smail, R.C. *Crusading Warfare (1097-1193)*, Pages 183-184.

024. Battle of al-Babein_b – 21 Turns – Variant

Date: March 18th, 1167 - Size: Medium to Large - Location: Giza, Egypt

Crusade: Period between 2nd and 3rd Crusades

Scenario Briefing: From the time that he was crowned King of Jerusalem, King Amalric I was determined to take control of Egypt with all its wealth. He had to, at all costs, prevent the Seljuk sultan, Nur al-Din, from successfully doing the same. King Amalric knew that if Nur al-Din could unite Egypt with Syria, the Kingdom of Jerusalem would be next.

At this time, Egypt was ruled by the Fatimids, and in order to prevent their overthrow by Nur al-Din, it would be necessary to form an alliance with the Crusaders of the Kingdom of Jerusalem. In 1167, Nur al-Din sent one of his trusted lieutenants to Egypt, Shirkuh bin Shadhi. Shirkuh assembled his army and brought with him his nephew, Salah ad-Din Yusuf ibn Ayyub, better known in the western world as Saladin.

With both armies marching toward Egypt, a battle was sure to happen. And happen it did, at al-Babein. Though not a large battle by all accounts, it would set the stage for future battles with many of them facing the Crusader forces against the future ruler of the Muslim World in the Levant, Saladin.

This is a variant of the Battle of al-Babein_a scenario and assumes that both the Crusaders and the Muslims were able to bring more men to the battle. Also, this will be a Muslim attack scenario as they will outnumber the Crusaders and will attempt to drive them off the field. As before, the city is devoid of defenders and either side can enter without a siege requirement.

Recommended Rules: [Default]

Intended to be played as either side against the AI or can be played Head-to-Head.

Suggested Reading: Smail, R.C. Crusading Warfare (1097-1193), Pages 183-184.

025. Battle of al-Babein_c – 18 Turns – Variant

Date: March 18th, 1167 - Size: Small - Location: Giza, Egypt

Crusade: Period between 2nd and 3rd Crusades

Scenario Briefing: From the time that he was crowned King of Jerusalem, King Amalric I was determined to take control of Egypt with all its wealth. He had to, at all costs, prevent the Seljuk sultan, Nur al-Din, from successfully doing the same. King Amalric knew that if Nur al-Din could unite Egypt with Syria, the Kingdom of Jerusalem would be next.

At this time, Egypt was ruled by the Fatimids, and in order to prevent their overthrow by Nur al-Din, it would be necessary to form an alliance with the Crusaders of the Kingdom of Jerusalem. In 1167, Nur al-Din sent one of his trusted lieutenants to Egypt, Shirkuh bin Shadhi. Shirkuh assembled his army and brought with him his nephew, Salah ad-Din Yusuf ibn Ayyub, better known in the western world as Saladin.

With both armies marching toward Egypt, a battle was sure to happen. And happen it did, at al-Babein. Though not a large battle by all accounts, it would set the stage for future battles with many of them facing the Crusader forces against the future ruler of the Muslim World in the Levant, Saladin.

In this variant of the Battle of al-Babein, the walled town of Giza has been occupied by the Center banner of Shirkuh bin Shadhi and his nephew, Salah ad-Din Yusuf ibn Ayyub. The Crusaders have come to lay siege to the town. Seeing that Shirkuh has perhaps trapped himself in Giza, King Amalric I will offer no terms except unconditional surrender of all Muslim defenders. This Shirkuh cannot do. Though the town of Giza is in itself very insignificant, those defending the town are a prize worth the whole of Egypt. If both Muslim leaders can be either captured or killed, it will be a blow that Islam could not easily recover from and the Kingdom of Jerusalem would be free from attacks from either Egypt or Syria for a generation to come.

However, seeing the potential and realizing a victory are entirely two different things. Time will tell if Islam or Crusader ambition can be achieved. Choose your fate and roll the dice of destiny.

Recommended Rules: [Default]

Intended to be played as the Crusader Alliance against the AI or can be played Head-to-Head.

Suggested Reading: Smail, R.C. Crusading Warfare (1097-1193), Pages 183-184.

026. Siege of Alexandria 1167_a – 30 Turns – Historical

Date: July 4th, 1149 - Size: Large - Location: City of Alexandria

Crusade: Period between 2nd and 3rd Crusades

Scenario Briefing: Shirkuh, having been ordered by his lord and master, Nur ad-Din, moved into Egypt. Both he and his nephew Salah ad-Din Yusuf ibn Ayyub, later known as just Saladin, entered the great city of Alexandria following the 18 March 1167 Battle of al-Babein. The city was loyal to jihad and turned their backs on Shawar, who had allied himself with the King of Jerusalem and the enemy of Islam.

Alexandria was Egypt's second largest city and was already under a partial blockade by a fleet of Crusader ships that controlled the sea access to the city. After the first month of the siege, Shirkuh split his force, leaving about half with Salah ad Din and the remaining forces he took with him to levy more troops with the intent of returning. During this time, the city began to feel the effects of food shortages. Time was running out for both Salah ad-Din and the population of Alexandria.

Ships are symbolically represented and cannot maneuver.

Ladders have been allocated to select Crusader units.

Recommended Rules: [Default]

Intended to be played as the Crusader Alliance against the Anti-Crusader Alliance AI but can also be played PBEM and Head-to-Head.

Suggested Reading: The Crusades: The Authoritative History of the War for the Holy Land by Thomas Asbridge - Chapter 8.

027. Siege of Alexandria 1167_b – 30 Turns – Variant

Date: July 5th, 1149 - Size: Large - Location: City of Alexandria

Crusade: Period between 2nd and 3rd Crusades

Scenario Briefing: Shirkuh, having been ordered by his lord and master, Nur ad-Din, moved into Egypt. Both he and his nephew Salah ad-Din Yusuf ibn Ayyub, later known as just Saladin, entered the great city of Alexandria following the 18 March 1167 Battle of al-Babein. The city was loyal to jihad and turned their backs on Shawar, who had allied himself with the King of Jerusalem and the enemy of Islam.

Alexandria was Egypt's second largest city and was already under a partial blockade by a fleet of Crusader ships that controlled the sea access to the city. After the first month of the siege, Shirkuh split his force, leaving about half with Salah ad Din and the remaining forces he took with him to levy more troops with the intent of returning. During this time, the city began to feel the effects of food shortages. Time was running out for both Salah ad-Din and the population of Alexandria.

In this variant of the siege of Alexandria, the Crusaders have breached the walls of Alexandria and will begin their advance into the city. As the city refused to surrender, and civilians encountered will be either killed or captured. These civilians are worth points, so you should seek them out wherever they may be hiding. Of course, few will be found near the breaches.

Recommended Rules: [Default]

Intended to be played as the Crusader Alliance against the Anti-Crusader Alliance AI but can be played as either side against the AI or Head-to-Head.

Recommended Reading: A History of the Crusades II: The Kingdom of Jerusalem, by Steven Runciman-Part IV, The Lure of Egypt.

028. Siege of Alexandria 1167_c – 30 Turns – Variant

Date: July 5th, 1149 - Size: Large - Location: City of Alexandria

Crusade: Period between 2nd and 3rd Crusades

Scenario Briefing: Shirkuh, having been ordered by his lord and master, Nur ad-Din, moved into Egypt. Both he and his nephew Salah ad-Din Yusuf ibn Ayyub, later known as just Saladin, entered the great city of Alexandria following the 18 March 1167 Battle of al-Babein. The city was loyal to jihad and turned their backs on Shawar, who had allied himself with the King of Jerusalem and the enemy of Islam.

Alexandria was Egypt's second largest city and was already under a partial blockade by a fleet of Crusader ships that controlled the sea access to the city. After the first month of the siege, Shirkuh split his force, leaving about half with Salah ad Din and the remaining forces he took with him to levy more troops with the intent of returning. During this time, the city began to feel the effects of food shortages. Time was running out for both Salah ad-Din and the population of Alexandria.

In this variant of the siege of Alexandria, the Crusaders will start with more of their army and Muslim allies already inside the city. Their task will be rampage through the narrow streets and kill any defender or civilian they come across. Additionally, they will attempt to capture some if not all of the victory hexes.

Recommended Rules: [Default]

Intended to be played as the Anti-Crusader Alliance against the Crusader Alliance AI but can be played as either side against the AI or Head-to-Head.

Recommended Reading: A History of the Crusades II: The Kingdom of Jerusalem, by Steven Runciman-Part IV, The Lure of Egypt.

029. Siege of Bilbeis 1168_a – 20 Turns – Historical

Date: November 4th, 1168 - Size: Small - Location: Bilbeis, Egypt

Crusade: Period between 2nd and 3rd Crusades

Scenario Briefing: In the Spring of 1168, King Amalric sent emissaries to the Byzantine emperor Manuel to form an alliance that would lead to another invasion of Egypt and with its conquest, divide the spoils of that ancient land. Shawar was showing signs of distrust and resentment toward the Crusaders and resented the Crusader garrison in Cairo. In an effort to undermine his Frankish allies, Shawar attempted to persuade Nur ad-Din to form an alliance of their own that would war on the Crusader states and perhaps even eradicate their presence from the Levant.

With no word having yet arrived from the emperor, King Amalric decided to march his army out from Ascalon in October 1168 and toward Egypt. Amalric's first target was the walled city of Bilbeis. Though not strongly held, its garrison leader, Taiy, the son of Shawar, refused to open its gates and the siege began on the 1st of November. This scenario starts on the third day, following the Frankish arrival and the fate of Bilbeis hangs in the balance.

As the leader of the Crusader army, you must penetrate the city and decimate the defenders. As leader of the garrison, you will not have the option to negotiate, you must successfully defend the city or die trying.

Ladders have been allocated to select Crusader units.

Recommended Rules: [Default]

Intended to be played as the Crusader Alliance (Kingdom of Jerusalem) against the Anti-Crusader Alliance AI (Fatimid Egyptians) but can also be played Head-to-Head.

Suggested Reading: A History of the Crusades II: The Kingdom of Jerusalem, by Steven Runciman-Part IV, The Lure of Egypt. pg. 310. The Lure of Egypt. pg. 310.

030. Siege of Bilbeis 1168_b – 30 Turns – Variant

Date: November 4th, 1168 - Size: Small - Location: Bilbeis, Egypt

Crusade: Period between 2nd and 3rd Crusades

Scenario Briefing: In the Spring of 1168, King Amalric sent emissaries to the Byzantine emperor Manuel to form an alliance that would lead to another invasion of Egypt and with its conquest, divide the spoils of that ancient land. Shawar was showing signs of distrust and resentment toward the Crusaders and

resented the Crusader garrison in Cairo. In an effort to undermine his Frankish allies, Shawar attempted to persuade Nur ad-Din to form an alliance of their own that would war on the Crusader states and perhaps even eradicate their presence from the Levant.

With no word having yet arrived from the emperor, King Amalric decided to march his army out from Ascalon in October 1168 and toward Egypt. Amalric's first target was the walled city of Bilbeis. Though not strongly held, its garrison leader, Taiy, the son of Shawar, refused to open its gates and the siege began on the 1st of November.

In this variant of the Siege of Bilbeis 1168, a contingent of Hospitallers are due to arrive just north of Bilbeis. Additionally, Nur ad-Din has answered the call to intervene with the intent of relieving the siege. In command of this force is none other than Salah ad-Din Yusuf ibn Ayyub, better known simply as Saladin.

As before and as the leader of the Crusader army, you must penetrate into the city and decimate the defenders. As leader of the garrison, you will not have the option to negotiate, you must successfully defend the city or die trying. However, this time Saladin has arrived to the west. Will his force make the difference in this life-or-death struggle?

Recommended Rules: [Default]

Intended to be played as the Crusader Alliance (Kingdom of Jerusalem) against the Anti-Crusader Alliance AI (Fatimid Egyptians) but can also be played Head-to-Head.

Suggested Reading: A History of the Crusades II: The Kingdom of Jerusalem, by Steven Runciman-Part IV, The Lure of Egypt. pg. 310.

031. Siege of Bilbeis 1168_c – 30 Turns – Variant

Date: November 4th, 1168 - Size: Small - Location: Bilbeis, Egypt

Crusade: Period between 2nd and 3rd Crusades

Scenario Briefing: In the Spring of 1168, King Amalric sent emissaries to the Byzantine emperor Manuel to form an alliance that would lead to another invasion of Egypt and with its conquest, divide the spoils of that ancient land. Shawar was showing signs of distrust and resentment toward the Crusaders and resented the Crusader garrison in Cairo. In an effort to undermine his Frankish allies, Shawar attempted to persuade Nur ad-Din to form an alliance of their own that would war on the Crusader states and perhaps even eradicate their presence from the Levant.

With no word having yet arrived from the emperor, King Amalric decided to march his army out from Ascalon in October 1168 and toward Egypt. Amalric's first target was the walled city of Bilbeis. Though not strongly held, its garrison leader, Taiy, the son of Shawar, refused to open its gates and the siege began on the 1st of November.

In this variant, the objective is to control the city of Bilbeis. Only control of all 5 victory hexes in the city will guarantee victory. The city is open with NO defenders. Though the victory hexes are initially Crusader owned, the challenge will be to maintain that control. To do that, the Crusaders must rapidly move men into the city or find a way to cut off the Muslims. The forces are roughly equal when all factors are taken into consideration. That means overall quality, speed and strength. You must understand both your strengths and weaknesses to achieve victory over your opponent.

Recommended Rules: [Default]

Can be played as either side against the AI or Head-to-Head.

Suggested Reading: A History of the Crusades II: The Kingdom of Jerusalem, by Steven Runciman-Part IV, The Lure of Egypt. pg. 310. The Lure of Egypt. pg. 310.

032. Siege of Damietta 1169_a – 26 Turns – Historical

Date: December 12th, 1169 - Size: Medium - Location: Damietta, Egypt

Crusade: Period between 2nd and 3rd Crusade

Scenario Briefing: Following King Amalric's failed attempt to capture Egypt and all its riches in 1168, he set about planning another invasion. This time he would seek the help of the Byzantine Emperor Manuel and the emperor was only too happy to provide that help. In fact, he provided 150 galleys that could carry troops, horses, and siege equipment. It had everything except the one thing needed for a potential long siege, FOOD. For the Byzantines, they brought with them only enough supplies for three months. For reasons that are unclear, King Amalric refused to share his army's supplies, and this became a major point of friction.

These petty disagreements, along with delays on the part of King Amalric, allowed Saladin, now the eminent ruler of Egypt, to funnel troops into Damietta and with a huge chain stretched out across the Nile River, thus preventing the Imperial navy from cutting off the city from supplies, Damietta was kept well supplied and was never under the threat of starvation or isolation.

So, now the stage is set and the siege is underway. In this scenario, the final day of the siege takes place just prior to the seasonal Fall rains that would threaten to turn the Christian camps into a wet morass. It's now or never. Take the city by day's end or face defeat and dishonor.

Ladders have been allocated to select Crusader units.

Recommended Rules: [Default]

Intended to be played as the Crusader Alliance against the Anti-Crusader Alliance AI or Head-to-Head.

Suggested Reading: A History of the Crusades II: The Kingdom of Jerusalem, by Steven Runciman-Part IV, The Lure of Egypt. pg. 312-316.

033. Siege of Damietta 1169_b – 24 Turns – Variant

Date: December 12th, 1169 - Size: Medium - Location: Damietta, Egypt

Crusade: Period between 2nd and 3rd Crusades

Scenario Briefing: Following King Amalric's failed attempt to capture Egypt and all its riches in 1168, he set about planning another invasion. This time he would seek the help of the Byzantine Emperor Manuel and the emperor was only too happy to provide that help. In fact, he provided 150 galleys that could carry troops, horses, and siege equipment. It had everything except the one thing needed for a potential long siege, FOOD. For the Byzantines, they brought with them only enough supplies for three months. For reasons that are unclear, King Amalric refused to share his army's supplies, and this became a major point of friction.

These petty disagreements, along with delays on the part of King Amalric, allowed Saladin, now the eminent ruler of Egypt, to funnel troops into Damietta and with a huge chain stretched out across the Nile River, thus preventing the Imperial navy from cutting off the city from supplies, Damietta was kept well supplied and was never under the threat of starvation or isolation.

In this variant of the Siege of Damietta, Saladin has sent a relief force to help repel the Crusader-Byzantine invaders from his Egyptian domain.

Recommended Rules: [Default]

Intended to be played as the Crusader Alliance against the Anti-Crusader Alliance AI or Head-to-Head.

Suggested Reading: A History of the Crusades II: The Kingdom of Jerusalem, by Steven Runciman-Part IV, The Lure of Egypt. pg. 312-316.

034. Siege of Damietta 1169_c – 30 Turns – Variant

Date: December 12th, 1169 - Size: Medium - Location: Damietta, Egypt

Crusade: Period between 2nd and 3rd Crusades

Scenario Briefing: Following King Amalric's failed attempt to capture Egypt and all its riches in 1168, he set about planning another invasion. This time he would seek the help of the Byzantine Emperor Manuel and the emperor was only too happy to provide that help. In fact, he provided 150 galleys that could carry troops, horses, and siege equipment. It had everything except the one thing needed for a potential long siege, FOOD. For the Byzantines, they brought with them only enough supplies for three months. For reasons that are unclear, King Amalric refused to share his army's supplies, and this became a major point of friction.

These petty disagreements, along with delays on the part of King Amalric, allowed Saladin, now the eminent ruler of Egypt, to funnel troops into Damietta and with a huge chain stretched out across the

Nile River, thus preventing the Imperial navy from cutting off the city from supplies, Damietta was kept well supplied and was never under the threat of starvation or isolation.

In this variant of the Siege of Damietta, the Imperial Byzantine fleet has successfully captured the small fort on the opposite side of the Nile River and unhooked the massive chain that was preventing the fleet from travelling further down the river and intercepting Saladin's supply ships. Because of this, the internal supply source has been removed from inside Damietta, and it is now possible to impose a full isolation on the city. To compensate for this, the victory points needed for a Crusader Alliance victory have been increased. Also, the number of turns has increased from 24 to 30.

No more talking, take up your war banners and let loose the dogs of war!

Recommended Rules: [Default]

Intended to be played as the Crusader Alliance against the Anti-Crusader Alliance AI or Head-to-Head.

Suggested Reading: A History of the Crusades II: The Kingdom of Jerusalem, by Steven Runciman-Part IV, The Lure of Egypt. pg. 312-316.

035. Siege of Damietta 1169_d – 26 Turns – Variant

Date: December 12th, 1169 - Size: Medium - Location: Damietta, Egypt

Crusade: Period between 2nd and 3rd Crusades

Scenario Briefing: Following King Amalric's failed attempt to capture Egypt and all its riches in 1168, he set about planning another invasion. This time he would seek the help of the Byzantine Emperor Manuel and the emperor was only too happy to provide that help. In fact, he provided 150 galleys that could carry troops, horses, and siege equipment. It had everything except the one thing needed for a potential long siege, FOOD. For the Byzantines, they brought with them only enough supplies for three months. For reasons that are unclear, King Amalric refused to share his army's supplies, and this became a major point of friction.

These petty disagreements, along with delays on the part of King Amalric, allowed Saladin, now the eminent ruler of Egypt, to funnel troops into Damietta and with a huge chain stretched out across the Nile River, thus preventing the Imperial navy from cutting off the city from supplies, Damietta was kept well supplied and was never under the threat of starvation or isolation.

In this final variant of the Siege of Damietta, it is five days later and the rains have come, just as they did historically during this siege. Much of the land is now a morass of mud and small ponds where the water has accumulated over the past several days. King Amalric has no choice, attack now or raise the siege.

Weather is in effect. You can observe its impact along the weather line at the bottom of the screen. Movement will be slowed and weapons less effective.

Recommended Rules: [Default]

Intended to be played as the Crusader Alliance against the Anti-Crusader Alliance AI or HTH.

Suggested Reading: A History of the Crusades II: The Kingdom of Jerusalem, by Steven Runciman-Part IV, The Lure of Egypt. pg. 312-316.

036. Siege of Ayla_a – 36 Turns – Historical

Date: December 31st, 1170 - Size: Medium- Location: Ayla - Sinai Egypt

Crusade: Period between 2nd and 3rd Crusades

Scenario Briefing: Following the failure of the Crusader and Byzantine alliance to capture Egypt, Saladin felt secure enough in his position to lead a force up the Nile and into the Gulf of Ayla in an effort to lay siege to and capture the Crusader fortress at Ayla. If successful, the fall of Ayla would deny valuable resources to the Kingdom of Jerusalem.

The ships being used to transport Saladin and his army were too small to send a large force or to carry the components for a siege tower. Instead, smaller siege engines were loaded and some built on site. These consisted of Mangonel and Onager catapults. Also, there is a supply of ballistae and sappers. As the leader of the Anti-Crusader Alliance, you must use what you have to breach the walls of Ayla. As this will take some time, use all the time you have wisely and carefully calculated.

If you choose to play as the Crusader Alliance in a HTH game, don't forget you can use the gates and send out raiding parties as the opportunity presents itself.

Ladders have been allocated to select Muslim units.

Note that the ships do not have a function. They are seen to show how Saladin arrived and was supported by sea.

Recommended Rules: [Default]

Intended to be played as the Anti-Crusader Alliance against the Crusader Alliance AI or Head-to-Head.

Suggested Reading: A History of the Crusades II: The Kingdom of Jerusalem, by Steven Runciman--Book I, The Establishment of the Kingdom. Part V. Also, Michael S. Fulton, Contest for Egypt: The Collapse of the Fatimid Caliphate, the Ebb of Crusader Influence, and the Rise of Saladin.

037. Siege of Ayla_b – 30 Turns – Variant

Date: December 31st, 1170 - Size: Medium- Location: Ayla-Sinai, Egypt

Crusade: Period between 2nd and 3rd Crusades

Scenario Briefing: Following the failure of the Crusader and Byzantine alliance to capture Egypt, Saladin felt secure enough in his position to lead a force up the Nile and into the Gulf of Ayla in an effort to lay siege to and capture the Crusader fortress at Ayla. If successful, the fall of Ayla would deny valuable resources to the Kingdom of Jerusalem.

In this variant, the garrison commander of Ayla has been advised that Saladin and a force equipped with siege engines have arrived to lay siege to Ayla. With no hope of a relief force from King Amalric, the garrison will attempt to flee up the coast of the Sinai, rather than face certain death.

If you choose to play as the Anti-Crusader Alliance, you must prevent the Crusaders from exiting the map using the exit hex at 0,16. Also, since the Crusaders have fled from the fortress and town, the gates are undefended and can be freely passed through. Be sure to pick up the VP hexes as you attempt to attack the Crusaders in the rear. Note that the ships do not have a function. They are seen to show how Saladin arrived and was supported by sea.

Recommended Rules: [Default]

Intended to be played as the Anti-Crusader Alliance against AI but can be played from either side against AI, or Head-to-Head.

Suggested Reading: A History of the Crusades II: The Kingdom of Jerusalem, by Steven Runciman-Book I, The Establishment of the Kingdom. Part V.

038. Siege of Alexandria 1174_a – 48 Turns – Historical

Date: August 1st, 1174 - Size: Large - Location: City of Alexandria

Crusade: Period between 2nd and 3rd Crusades

Scenario Briefing: In late July 1174, William II, King of Sicily decided that he could do better than the Byzantine and Kingdom of Jerusalem forces had done in 1169. He set about organizing a fleet of 280 ships and an invasion force of nearly 30,000 men, including 1,500 knights. Leading this expedition was Tancred, Count of Lecce. William was given information that Saladin would be under pressure for Shia enemies and that Amalric would send additional troops to participate. However, all this information would not be accurate by the time the ships had left Sicily. Not in the least. In fact, Saladin had already crushed this conspiracy, and Amalric was dead. So, not only would there be no help from Jerusalem, but Saladin would be able to set his eyes firmly on the defeat of the Sicilians.

In this scenario, Saladin will be several days away and will not appear with his relief force. The size of which was never made known.

Historically, the Sicilian Crusaders departed from Alexandria on 2 August 1174, however, we will assume that that did not take place and that Tancred was determined to capture the city before Saladin could arrive. If successful and with no siege equipment, Saladin would be forced to withdraw and that would

allow time for the Sicilians under Tancred to consolidate their hold and allow for the intervention by fresh troops dispatched by the new King of Jerusalem, King Baldwin IV.

Ladders have been allocated to select Crusader units.

Recommended Rules: [Default]

Intended to be played as the Crusader Alliance against the AI but can also be played HTH.

Suggested Reading: A History of the Crusades II: The Kingdom of Jerusalem, by Steven Runciman-Book I, Muslim Unity Part V. Pg 329.

039. Siege of Alexandria 1174_b – 12 Turns – Historical

Date: August 1st, 1174 - Size: Small - Location: East of the city wall of Alexandria

Crusade: Period between 2nd and 3rd Crusades

Scenario Briefing: In late July 1174, William II, King of Sicily decided that he could do better than the Byzantine and Kingdom of Jerusalem forces had done in 1169. He set about organizing a fleet of 280 ships and an invasion force of nearly 30,000 men, including 1,500 knights. Leading this expedition was Tancred, Count of Lecce. William was given information that Saladin would be under pressure for Shia enemies and that Amalric would send additional troops to participate. However, all this information would not be accurate by the time the ships had left Sicily. Not in the least. In fact, Saladin had already crushed this conspiracy, and Amalric was dead. So, not only would there be no help from Jerusalem, but Saladin would be able to set his eyes firmly on the defeat of the Sicilians.

This scenario follows the historical Muslim attack on the Crusader camp that resulted in the destruction of siege engines brought to breach the walls of Alexandria. This is an early morning raid, and the initial turns will be before daybreak with a visibility limited to a single hex.

Be sure to review the rules for making night movements.

Recommended Rules: [Default]

Can be played as either side against the AI or Head-to-Head.

Suggested Reading: A History of the Crusades II: The Kingdom of Jerusalem, by Steven Runciman-Book I, Muslim Unity Part V. Pg 329.

040. Battle of Montgisard_a – 36 Turns – Historical

Date: November 25th, 1177 - Size: Medium- Location: Montgisard (possibly Gezer), near Ramla

Crusade: Period between 2nd and 3rd Crusade

Scenario Briefing: This scenario depicts the battle of Montgisard and the historical defeat of an overconfident Saladin by the young King of Jerusalem, Baldwin IV, the leper king. Yes, the king from the movie Kingdom of Heaven.

The numbers for this battle are greatly disputed and are provided here in a manner that many would agree, but not all, makes the most sense. Saladin's superior army had been ordered to fan out over the area east of Ascalon. As a result, Saladin's army during this battle was only a fraction of its total size. On the Crusader side, King Baldwin's army would have been augmented by various infantry detachments not accounted for in the historical sources and is composed of what would have been a likely complement of troops. These would include, heavy cavalry, light cavalry, Turcopoles, sword, archers, crossbow and axe armed infantry.

This battle begins with Saladin not expecting an attack in his rear. He had left King Baldwin at Ascalon, believing that the young and diseased king would not venture away from the relative safety of that coastal walled city. He was mistaken and overconfident.

As the leader of the Crusader Alliance, can you repeat the Crusader victory, or as the leader of the Anti-Crusader Alliance (Saladin) can you overcome your surprise and initial difficulties and repel the attack? Also, there is an exit hex for the Crusaders to drive for so that they can reach the holy city of Jerusalem. Best of luck to you!

Recommended Rules: [Default]

Can be played as either side against the AI or Head-to-Head.

Suggested Reading: A History of the Crusades II: The Kingdom of Jerusalem, by Steven Runciman-Book I, Muslim Unity Part V. Pgs. 339-40.

041. Battle of Montgisard_b – 36 Turns – Variant

Date: November 25, 1177 - Size: Medium- Location: Montgisard (possibly Gezer), near Ramla

Crusade: Period between 2nd and 3rd Crusade

Scenario Briefing: This scenario depicts the battle of Montgisard and the historical defeat of an overconfident Saladin by the young King of Jerusalem, Baldwin IV, the leper king.

Saladin's superior army had been ordered to fan out over the area east of Ascalon. As a result, Saladin's army during this battle, was only a fraction of its total size. On the Crusader side, King Baldwin's army would have been augmented by various infantry detachments not accounted for in the historical sources and is composed of what would have been a likely complement of troops. These would include, heavy cavalry, light cavalry, Turcopoles, sword, archers, crossbow and axe armed infantry.

This variant of the previous scenario places both armies opposite each other in a traditional battle formation. Both Saladin and King Baldwin IV have arranged their forces and are ready to attack. However, there is enough distance between the two that will allow for a degree of maneuver. The forces of Saladin are numerically superior, but the quality of the Crusaders are generally better.

Recommended Rules: [Default]

Can be played as either side against the AI or Head-to-Head.

Suggested Reading: A History of the Crusades II: The Kingdom of Jerusalem, by Steven Runciman-Book I, Muslim Unity Part V. Pgs. 339-40.

042. Battle of Hama_a – 30 Turns – Historical

Date: August 17th, 1178 - Size: Medium - Location: Hama

Crusade: Period between 2nd and 3rd Crusades

Scenario Briefing: The Battle of Hama was not the result of a planned mission to recover Crusader lands for the recent advances by Saladin. In fact, it was the result of a group of Crusaders, with no orders and nothing better to do, wanting to ravage the countryside for plunder and booty.

While this raid was initially successful, they finally came up to the town of Hama and its heavily manned fortress. When it was discovered by this garrison that the Crusaders were approaching, the Muslims gathered their men and arms and vacated the fortress to stop and destroy these piratical Crusaders.

This scenario will commence before daylight (with night shading graphics), so be careful to adhere to night movement rules during the initial couple turns.

Recommended Rules: [Default]

Can be played as either side against the AI or Head-to-Head.

043. Battle of Hama_b – 42 Turns – Variant

Date: August 17th, 1178 - Size: Medium - Location: Hama

Crusade: Period between 2nd and 3rd Crusades

Scenario Briefing: The Battle of Hama was not the result of a planned mission to recover Crusader lands for the recent advances by Saladin. In fact, it was the result of a group of Crusaders, with no orders and nothing better to do, wanting to ravage the countryside for plunder and booty.

While this raid was initially successful, they finally came up to the town of Hama and its heavily manned fortress. When it was discovered by this garrison that the Crusaders were approaching, the Muslims gathered their men and arms and vacated the fortress to stop and destroy these piratical Crusaders.

This variant of the Battle of Hama starts with all Crusaders off the map and the Muslim forces still sleeping in and around the fortress of Hama. The Muslims will start fixed with uncertain release times. The off-map Crusaders will also have uncertain entry times. Finally, in this scenario, the burden of attack will be on the Crusaders.

This scenario will commence before daylight, so be careful to adhere to night movement rules during the initial couple turns.

Recommended Rules: [Default]

Intended to be played as Anti-Crusader Alliance against the Crusader Alliance AI. This scenario can also be played Head-to-Head.

044. Battle of Banias 1179_a – 21 Turns – Historical

Date: April 10th, 1179 - Size: Small - Location: Banias, Golan Heights

Crusade: Period between 2nd and 3rd Crusades

Scenario Briefing: The battle of Banias saw King Baldwin IV led his men near to the lands controlled by Saladin for the purpose of taking the Muslim flocks of sheep that were passing the area around the forest of Banias. Saladin sent his lancers to investigate this incursion and in doing so, surprised the forces of King Baldwin in valley near to the forest.

The element of surprise is with Saladin's mounted lancers. Destroy King Baldwin and his cavalry before his Men-at-Arms can catch up and contribute to the fight.

Note that the garrison is fixed and has strict orders to remain in the town.

Recommended Rules: [Default]

Can be played as either side against the AI or Head-to-Head.

045. Battle of Banias 1179_b – 18 Turns – Variant

Date: April 10th, 1179 - Size: Small - Location: Banias, Golan Heights

Crusade: Period between 2nd and 3rd Crusades

Scenario Briefing: The battle of Banias saw King Baldwin IV led his men near to the lands controlled by Saladin for the purpose of taking the Muslim flocks of sheep that were passing the area around the forest of Banias. Saladin sent his lancers to investigate this incursion and in doing so, surprised the forces of King Baldwin in valley near to the forest.

In this variant of the battle of Banias scenario, only the opposing cavalry will face each other.

Note that the garrison is fixed and has strict orders to remain in the town.

Recommended Rules: [Default]

Can be played as either side against the AI. This scenario can also be played HTH.

046. Siege of Banias 1179_c – 24 Turns – Historical

Date: May 1st, 1179 - Size: Small - Location: Banias, Golan Heights

Crusade: Period between 2nd and 3rd Crusades

Scenario Briefing: Following the battle of Banias, as depicted in the previous two scenarios, Saladin marched a force equipped with siege engines to take the walled town of Banias.

As mentioned in the previous scenario; The battle of Banias saw King Baldwin IV led his men near to the lands controlled by Saladin for the purpose of taking the Muslim flocks of sheep that were passing the are around the forest of Banias. Saladin sent his lancers to investigate this incursion and in doing so, surprised the forces of King Baldwin in valley near to the forest.

Recommended Rules: [Default]

Intended to be played as Anti-Crusader Alliance against the Crusader Alliance AI. This scenario can also be played HTH.

047. Battle of Marj Ayyun_a – 30 Turns – Historical

Date: June 10, 1179 - Size: Medium - Location: Valley of Marj Ayyun

Crusade: Period between 2nd and 3rd Crusades

Scenario Briefing: This scenario depicts the battle of Marj Ayyun. Though Baldwin IV was able to handily defeat Saladin at Montgisard, this victory would not be repeated during his reign as King of Jerusalem.

At Marj Ayyun, Baldwin, the leper king, did what any crusader king was expected to do in the Holy Land: Harass and inflict as much harm as possible on the nearby Muslims. In this case, raiding flocks of sheep seemed to be the order of the day. And while doing this on the 10th of June 1179, King Baldwin came up a small force of Muslim cavalry commanded by Saladin's #2 in command, Farrukh Shah. Surprised and outnumbered, Farrukh Shah was soundly defeated and his force routed near the town of Marj Ayyun.

Note that the remnants of this force can be seen as fixed and routed units in the northeast section of the map. This small force is fixed and starts the scenario routed. For these units, there is no release date and they are only intended to add some context of what came before the battle.

Though Saladin started the day badly, with Farrukh Shah having been routed, Saladin brought up the remainder of his army that was near enough to participate and struck the Crusaders as hard as he could. As the Muslim commander, you should do the same. If you choose to play as the Crusader, note that

there is an exit hex at 0,2. If able, move as many as possible to this spot and exit the map to gain VP points. You can review the User Manual for how to exit the map. Good Luck and endeavor to persevere.

Recommended Rules: [Default]

Can be played as either side against the AI. This scenario can also be played HTH.

Suggested Reading: A History of the Crusades II: The Kingdom of Jerusalem, by Steven Runciman-Book I, Muslim Unity Part V. Pgs. 342.

048. Battle of Marj Ayyun_b – 27 Turns – Variant

Date: June 9th, 1179 - Size: Medium - Location: Valley of Marj Ayyun

Crusade: Period between 2nd and 3rd Crusades

Scenario Briefing: Though Baldwin IV was able to handily defeat Saladin at Montgisard, this victory would not be repeated during his reign as King of Jerusalem. At Marj Ayyun, Baldwin, the leper king, did what any crusader king was expected to do in the Holy Land: Harass and inflict as much harm as possible on the nearby Muslims. In this case, raiding flocks of sheep seemed to be the order of the day. And while doing this on the 10th of June 1179, King Baldwin came upon a small force of Muslim cavalry commanded by Saladin's #2 in command, Farrukh Shah. Surprised and outnumbered, Farrukh Shah was soundly defeated and his force routed near the town of Marj Ayyun.

Though Saladin started the day badly, with Farrukh Shah having been routed, Saladin brought up the remainder of his army that was near enough to participate and struck the Crusaders as hard as he could.

In this variant of the historical battle of Marj Ayyun, the opposing sides of King Baldwin IV and Saladin, will engage a day earlier. Both combatants were able to identify their enemy's approach and moved quickly to engage west of the valley of Marj Ayyun.

Recommended Rules: [Default]

Intended to be played as either side against the AI or Head-to-Head.

049. Siege of Jacob's Ford_a – 25 Turns – Historical

Date: August 29th, 1179 - Size: Medium - Location: Chastelet Castle beside Jacob's Ford.

Crusade: Period between 2nd and 3rd Crusades

Scenario Briefing: Not long after his victory at Montgisard, King Baldwin IV set about trying to strengthen his northern borders from Saladin's incursions. A point of strategic importance was at a place north of the Sea of Galilee called Jacob's Ford. This was an easy place to cross the Jordan river and if left undefended, would certainly be used as a crossing point for Saladin to invade Crusader lands to the south. In order to prevent this Baldwin built a strong fortress called Chastelet Castle. With walls 10 meters high,

it was indeed formidable. Also, it was close enough to Tiberias, about 65 kilometers to the south, that if attacked, reinforcements could be sent to relieve the castle before it could be taken in a siege.

In this scenario, the Muslims under Saladin's direct command have come to Jacob's Ford with the intention of taking it before a relief force can arrive.

Recommended Rules: [Default]

Intended to be played as the Anti-Crusader Alliance against the Crusader Alliance AI. It can also be played Head-to-Head.

Suggested Reading; Asbridge, Thomas. The Crusades: The Authoritative History of the War for the Holy Land.

050. Siege of Jacob's Ford_b – 27 Turns – Variant

Date: August 29th, 1179 - Size: Medium - Location: Chastelet Castle beside Jacob's Ford.

Crusade: Period between 2nd and 3rd Crusades

Scenario Briefing: Not long after his victory at Montgisard, King Baldwin IV set about trying to strengthen his northern borders from Saladin's incursions. A point of strategic importance was at a place north of the Sea of Galilee called Jacob's Ford. This was an easy place to cross the Jordan river and if left undefended, would certainly be used as a crossing point for Saladin to invade Crusader lands to the south. In order to prevent this Baldwin built a strong fortress called Chastelet Castle. With walls 10 meters high, it was indeed formidable. Also, it was close enough to Tiberias, about 65 kilometers to the south, that if attacked, reinforcements could be sent to relieve the castle before it could be taken in a siege.

In the previous scenario, concerning the siege of Chastelet Castle on Jacob's Ford, Saladin laid siege to the castle with no relief force coming in time to save the defenders. In this variant, King Baldwin was immediately informed of Saladin's intentions and rushed to the castle with what forces he could gather in a short period of time and set off to relieve the defenders with the intent of defeating Saladin for a second time.

Note that for this scenario, Saladin has brought onto the battlefield additional forces to bring the siege to a swift conclusion.

Recommended Rules: [Default]

Intended to be played as the Anti-Crusader Alliance against the Crusader Alliance AI. It can also be played Head-to-Head.

Suggested Reading: Asbridge, Thomas, The Crusades: The Authoritative History of the War for the Holy Land, and, R.C. Smail, "Crusading Warfare 1097-1193," Chapter VII, Crusading Castles.

051. Siege of Jacob's Ford_c – 27 Turns – Variant

Date: August 29th, 1179 - Size: Medium - Location: Chastelet Castle beside Jacob's Ford.

Crusade: Period between 2nd and 3rd Crusades

Scenario Briefing: Not long after his victory at Montgisard, King Baldwin IV set about trying to strengthen his northern borders from Saladin's incursions. A point of strategic importance was at a place north of the Sea of Galilee called Jacob's Ford. This was an easy place to cross the Jordan river and if left undefended, would certainly be used as a crossing point for Saladin to invade Crusader lands to the south. In order to prevent this Baldwin built a strong fortress called Chastelet Castle. With walls 10 meters high, it was indeed formidable. Also, it was close enough to Tiberias, about 65 kilometers to the south, that if attacked, reinforcements could be sent to relieve the castle before it could be taken in a siege.

This scenario has removed all the Muslim catapults that are present in the preceding two scenarios. The writer, William of Tyre, a contemporary of this time and one of our main sources of information, only mentions the use of arrows and sappers by the Muslims to gain entry into the castle. That does not mean none existed or were used, only that none are mentioned. So, this variant of the siege takes on a more literal interpretation. Therefore, if entry into the castle is to be successful, the Muslim player must learn how to both protect and use the available sappers.

Recommended Rules: [Default]

Intended to be played as the Anti-Crusader Alliance against the Crusader Alliance AI. It can also be played Head-to-Head.

Suggested Reading; Asbridge, Thomas, *The Crusades: The Authoritative History of the War for the Holy Land*, and, R.C. Smail, "Crusading Warfare 1097-1193," Chapter VII, *Crusading Castles*.

052. Battle of Belvoir Castle_a – 40 Turns – Historical

Date: July 15th, 1182 - Size: Large - Location: Belvoir Castle

Crusade: Period between 2nd and 3rd Crusades

Scenario Briefing: In terms of the number of men engaged, the battle of Belvoir Castle was one of the largest and ended inconclusively. The exact number engaged cannot be known. The numbers represented in this scenario is an aggregate of the various sources and given the state of affairs from the perspective of both sides, the most logical. Though Saladin's army could have exceeded 35,000, not all would have been available for this day and on this site, as many would have been sent to various locations to ensure his lines of supply were secure and that the Crusader's supplies and cultivated lands were harassed as much as possible.

For this scenario, darkness will prevail for the first few turns as the battle will start before sunrise. Be sure you understand the rules for moving under the cover of darkness. The initial setup is fairly straight forward, but the darkness is intended to allow both players to be sneaky during these early turns.

Recommended Rules: [Default]

Can be played as either side against the AI or Head-to-Head.

Suggested Reading; Runciman, Steven - A History of the Crusades, Volume II: The Kingdom of Jerusalem and the Frankish East, 1100-1187.

053. Battle of Belvoir Castle_b – 40 Turns – What if

Date: July 15th, 1182 - Size: Large - Location: Belvoir Castle

Crusade: Period between 2nd and 3rd Crusades

Scenario Briefing: Meeting engagement! Based on the forces present at the Battle of Belvoir Castle, this scenario starts with the bulk of the troops off-map and scheduled to arrive over a period of a few hours.

Recommended Rules: [Default]

Can be played as either side against the AI or Head-to-Head.

Suggested Reading: Runciman, Steven, A History of the Crusades, Volume II: The Kingdom of Jerusalem and the Frankish East, 1100-1187.

054. Battle of al-Fule (La Fève)_a – 40 Turns – What if

Date: October 6th, 1183 - Size: Large - Location: Near the Castle of La Fève

Crusade: Period between 2nd and 3rd Crusades

Scenario Briefing: King Baldwin IV, was at this time unable to command the army due to his progressing leprosy. As a result, his sister's husband, Guy of Lusignan was made regent and commanded the field army. His charge was to safeguard the kingdom and its lands. Saladin, on the other hand, was determined to invade and destroy as much Crusader property as he could. This would reduce the kingdom's source or revenue. This revenue was derived, in large part, from the rents collected from those that farmed the land. If these lands could be laid waste, then there would be no rents to collect. That would severely hamper the ability to keep the kingdom safe from Saladin.

Guy, at this time, seemed a bit more cautious than what he would later demonstrate at Hattin in 1187. But for now, and equipped with a large army, perhaps numbering more than 15,000, Guy held fast and declined the option for open battle. And the army was kept largely intact. Eventually, and after only a few small skirmishes, both Guy and Saladin, low on supplies, withdrew their armies to fight another day.

In this scenario, it will be assumed that the battle, which was avoided by both sides, actually took place. Both sides are near to each other and ready to fight. Prepare for battle!

Recommended Rules: [Default]

Can be played as either side against the AI or Head-to-Head.

Suggested Reading; Smail, R. C. Crusading Warfare 1097-1193, Pg.155.

055. Battle of al-Fule (La Fève)_a – 18 Turns – What if

Date: October 6th, 1183 - Size: Large - Location: Near the Castle of La Fève

Crusade: Period between 2nd and 3rd Crusades

Scenario Briefing: Prepare for a cavalry battle. No infantry! Both sides are similarly equipped. Though the Muslims of Saladin have a numerical advantage, the Crusaders are better equipped with a slightly higher average quality rating.

Recommended Rules: [Default]

Can be played as either side against the AI or Head-to-Head.

Suggested Reading: Smail, R. C. Crusading Warfare 1097-1193, Pg.155.

056. Siege of Kerak_a – 26 Turns – Historical

Date: December 4th, 1183 - Size: Small - Location: Castle of Kerak

Crusade: Period between 2nd and 3rd Crusades

Scenario Briefing: Built in 1142, the great castle of Kerak had long stood as a stepping stone to attack Muslim lands and to defend against Muslim incursions into the Crusader states. By the early 1180s, Saladin was in full control of the Muslim lands from Egypt to Damascus. His determination to wage Jihad upon the Crusaders was designed to eradicate all Christians from the Levant. To do this, Kerak, under the lordship of that great enemy of Islam, Raynald de Ch tillon, must be taken. To do this, the castle must be taken before Baldwin IV can react and send a relief force.

In this scenario, if you play against the AI Crusaders defending Kerak, you will have 8 siege engines, and two sapper units to breach the walls. There are no siege towers. With these siege engines, your skill as a besieger, will be tested.

Recommended Rules: [Default]

Intended to be played as the Anti-Crusader Alliance against the Crusader Alliance AI. It can also be played HTH.

Suggested Reading; Smail, R. C. Crusading Warfare 1097-1193. Also, Hugh Kennedy, Crusader Castles.

057. Siege of Kerak_b – 30 Turns – Variant

Date: December 4th, 1183 - Size: Small - Location: Castle of Kerak

Crusade: Period between 2nd and 3rd Crusades

Scenario Briefing: Built in 1142, the great castle of Kerak had long stood as a stepping stone to attack Muslim lands and to defend against Muslim incursions into the Crusader states. By the early 1180s, Saladin was in full control of the Muslim lands from Egypt to Damascus. His determination to wage Jihad upon the Crusaders was designed to eradicate all Christians from the Levant. To do this, Kerak, under the lordship of that great enemy of Islam, Raynald de Ch tillon, must be taken. To do this, the castle must be taken before Baldwin IV can react and send a relief force.

In this variant King Baldwin IV has arrived to the relief of the garrison of Kerak Castle. At this point in history, the Sultan Saladin, withdrew his forces to avoid a Crusader pincer movement. However, in this scenario, no such withdrawal of his Muslim forces will take place. At best, Saladin has relocated his 8 siege engines and arrayed his men for battle.

If you choose to play as the Crusader, you can attempt to destroy the aforementioned siege engines. They are fixed and will be easy to destroy, if you can reach them. Note also that the garrison of Kerak is fixed and will remain within the castle walls. Also, Saladin has brought onto the field his men that were raiding and foraging.

Recommended Rules: [Default]

Intended to be played as the Anti-Crusader Alliance against the AI but can be played from either side or Head-to-Head.

Suggested Reading: Smail, R. C. Crusading Warfare 1097-1193. Also, Hugh Kennedy, Crusader Castles.

058. Battle of Cresson_a – 18 Turns – Historical

Date: May 1st, 1187 - Size: Small - Location: Springs of Cresson

Crusade: Period between 2nd and 3rd Crusades

Scenario Briefing: Following the death of the young King Baldwin V in 1186, there was a brief power struggle for the crown of Jerusalem. There were essentially three contenders. Raynald of Chatillon, Count Raymond III of Tripoli, and Guy of Lusignan, the husband of Sybilla, sister of King Baldwin IV and mother to King Baldwin V. Prior to the death of Baldwin IV, it was agreed under oath, that if King Baldwin V died without an heir, the crown would be chosen by arbitration. However, before that could take place, Sybilla and her supporters crowned Guy King of Jerusalem. This was seen as a violation to the oath all had taken in 1185. As a result, Raymond III withdrew to his lands and agreed to a non-aggression pact with Saladin.

In 1187, Saladin wished to raid and perform reconnaissance of the Crusader lands west of Raymond's territory and Saladin was granted permission to pass through the lands controlled by Raymond. So, while Saladin was in the middle of the siege of Kerak, he dispatched a Muslim force of 700 mounted raiders called "el-maghirin." Some contemporary sources put this number to as high as 7,000. But 700 is the modern historian's accepted strength.

In this scenario, the forces are roughly equal with a small edge given to the Muslims. The Muslims were initially surprised and will start the scenario with many disrupted and disorganized. However, the Crusaders were lined up to attack without the support of the infantry, in an attempt to take advantage of the surprise situation.

Will this moment be too much for the Muslims to recover from, or will they rally and counter-attack before the Crusader infantry can arrive.

Recommended Rules: [Default]

Can be played as either side against the AI or Head-to-Head.

Suggested Reading: Steven Runciman, A History of the Crusades, vol. II: The Kingdom of Jerusalem. Pgs. 359-360.

059. Battle of Cresson_b – 21 Turns – Variant

Date: May 1st, 1187 - Size: Small - Location: Springs of Cresson

Crusade: Period between 2nd and 3rd Crusades

Scenario Briefing: Following the death of the young King Baldwin V in 1186, there was a brief power struggle for the crown of Jerusalem. There were essentially three contenders. Raynald of Chatillon, Count Raymond III of Tripoli, and Guy of Lusignan, the husband of Sybilla, sister of King Baldwin IV and mother to King Baldwin V. Prior to the death of Baldwin IV, it was agreed under oath, that if King Baldwin V died without an heir, the crown would be chosen by arbitration. However, before that could take place, Sybilla and her supporters crowned Guy King of Jerusalem. This was seen as a violation to the oath all had taken in 1185. As a result, Raymond III withdrew to his lands and agreed to a non-aggression pact with Saladin. In 1187, Saladin wished to raid and perform reconnaissance of the Crusader lands west of Raymond's territory and Saladin was granted permission to pass through the lands controlled by Raymond. So, while Saladin was in the middle of the siege of Kerak, he dispatched a Muslim force of 700 mounted raiders called "el-maghirin." Some contemporary sources put this number as high as 7,000. But 700 is the modern historian's accepted strength.

This variant of the battle of Cresson has more than tripled the strength of the original Muslim forces. Though still not at the 7,000 number provided by disputed contemporary sources, this number still allows for a vastly superior Muslim army of mounted units.

In this scenario, the expectation is not that the Crusaders can win the field and drive off the Muslims, rather it is intended to test the Muslim capability to achieve a historical result. That being the almost total annihilation of all Crusaders. To that end, there are no objective hexes and if you decide to play the Crusaders, it is not allowed that you should exit the map with any of your units. That would violate the scenario's design. As the Muslim player, and to win, you must completely, or at least nearly completely eliminate every Crusader unit on the map.

The initial set up will remain the same as in the previous scenario. The Crusaders are unaware of the size of their enemy and will want to attack as in the previous scenario, but the numerical advantage of the Muslims will soon be felt.

If you choose to play as the Crusader against the AI controlled Muslims, you must be prepared to fight near the center of the map. Running away will weaken your playing experience. Also, due to the nature of this scenario, the best gaming challenge will come when played HTH or PBEM.

Recommended Rules: [Default]

Intended to be played as the Crusader Alliance against the Anti-Crusader Alliance AI, or Head-to-Head. Note that Head-to-Head will likely favor the Anti-Crusader Alliance.

Suggested Reading: Steven Runciman, A History of the Crusades, vol. II: The Kingdom of Jerusalem. Pgs. 359-360.

060. Battle of Hattin_a – 25 Turns – Historical

Date: July 3rd 1187 - Size: Large - Location: West of the Horns of Hattin

Crusade: Period between 2nd and 3rd Crusades

Scenario Briefing: With the death of Baldwin V in 1186, the new King of Jerusalem, Guy of Lusignan was initially content to be less aggressive toward Saladin than many of those around him would wish. In particular, the powerful overlord of Kerak, Raynald de Châtillon and the Grand Master of the Templars, Gerard de Rideford, wished that Guy bring war upon the land. To help bring this about and to force the hand of King Guy, Raynald would need to break the fragile truce with Saladin. He would do this without the King's permission and in a manner sure to provoke Saladin to war. From Kerak, Raynald led a force to the roads where caravans travelled. These caravans would escort Muslim pilgrims on their way to the holy city of Mecca, for the Hajj. On this occasion, the sister of Saladin was one of the travelers. She and all the other Muslim travelers were attacked and killed by Raynald de Châtillon. This was an outrage that Saladin could not ignore. When his demands for recompense were refused, and these included the surrender of Raynald de Châtillon, war was declared. Following this declaration, both Saladin and King Guy assembled their forces. The numbers arrayed were the largest seen since the initial stages of the 1st Crusade, nearly 100 years earlier. Though exact numbers are not available for an event nearly 1000 years old, it is generally accepted that King Guy's army numbered over 15-20,000 and for Saladin 20-30,000.

After weeks of organizing and maneuvering, and with only limited contact such as the Battle of Cresson in May. Both armies were ready, but it was Saladin who made the initial move. His target was the walled city of Tiberias, on the western shore of the Sea of Galilee. In response to this attack, King Guy moved his army to La Saphorie. This was a well defended location with good water sources. The march to Tiberias would normally take 2 days from La Saphorie.

At this time, the wife of Raymond III of Tripoli was within the walls of Tiberias. Shortly after the walls were breached and Tiberias was held by Saladin, King Guy was given the choice to attempt a counter attack, or stay in La Saphorie and hope that Saladin would attack him. Though initially convinced by Raymond and most of the other barons to stay at La Saphorie, King Guy then changed his mind after speaking with Gerard de Rideford. Gerard said that it would be a dishonor to allow Saladin to hold Tiberias and the wife of Raymond. This was in spite of the fact that Raymond himself was in favor of staying at La Saphorie.

In the early hours of July 3rd, King Guy issued the order to begin the march to Tiberias. Though water would be scarce, Guy believed that Tiberias could be reached before the hazards of fatigue and thirst could begin to take its toll on the Crusader army.

With the stage set, let us review this first scenario that will cover the Battle of Hattin.

By the time the battle begins in this scenario, the Crusader army will have been on the march for over 10 hours under a hot July desert sun. Supplies will be very low for the Crusaders. Saladin has ordered that only his mounted bowmen confront Guy's army. Their task is to slow the army down and force them to stop short of a water source. If this task can be accomplished, then Saladin will order a general attack on the tired and thirsty Christians for the next day.

If possible, the Crusader army should try to exit the map and win victory points. This can be done using the exit hexes located at 105,2 and 105, 31. If playing as the Muslim commander, use hit and run tactics. Do not try to rush the Crusader army.

Recommended Rules: [Default]

Intended to be played as the Anti-Crusader Alliance against the AI's Crusader Alliance or can be played Head-to-Head.

Suggested Reading: Runciman, Steven (1952). A History of the Crusades, Volume II: The Kingdom of Jerusalem and the Frankish East.

061. Battle of Hattin_b – 36 Turns – Historical

Date: July 4th 1187 - Size: Large - Location: West of the Horns of Hattin

Crusade: Period between 2nd and 3rd Crusades

Scenario Briefing: With the death of Baldwin V in 1186, the new King of Jerusalem, Guy of Lusignan was initially content to be less aggressive toward Saladin than many of those around him would wish. In particular, the powerful overlord of Kerak, Raynald de Châtillon and the Grand Master of the Templars, Gerard de Rideford, wished that Guy bring war upon the land. To help bring this about and to force the hand of King Guy, Raynald would need to break the fragile truce with Saladin. He would do this without the King's permission and in a manner sure to provoke Saladin to war. From Kerak, Raynald led a force to the roads where caravans travelled. These caravans would escort Muslim pilgrims on their way to the holy city of Mecca, for the Hajj. On this occasion, the sister of Saladin was one of the travelers. She and all the other Muslim travelers were attacked and killed by Raynald de Châtillon. This was an outrage that Saladin could not ignore. When his demands for recompense were refused, and these included the surrender of Raynald de Châtillon, war was declared. Following this declaration, both Saladin and King Guy assembled their forces. The numbers arrayed were the largest seen since the initial stages of the 1st Crusade, nearly 100 years earlier. Though exact numbers are not available for an event nearly 1000 years old, it is generally accepted that King Guy's army numbered over 15-20,000 and for Saladin 20-30,000.

After weeks of organizing and maneuvering, and with only limited contact such as the Battle of Cresson in May. Both armies were ready, but it was Saladin who made the initial move. His target was the walled city of Tiberias, on the western shore of the Sea of Galilee. In response to this attack, King Guy moved his army to La Saphorie. This was a well defended location with good water sources. The march to Tiberias would normally take 2 days from La Saphorie.

At this time, the wife of Raymond III of Tripoli was within the walls of Tiberias. Shortly after the walls were breached and Tiberias was held by Saladin, King Guy was given the choice to attempt a counter attack, or stay in La Saphorie and hope that Saladin would attack him. Though initially convinced by Raymond and most of the other barons to stay at La Saphorie, King Guy then changed his mind after speaking with Gerard de Rideford. Gerard said that it would be a dishonor to allow Saladin to hold Tiberias and the wife of Raymond. This was in spite of the fact that Raymond himself was in favor of staying at La Saphorie.

In the early hours of July 3rd, King Guy issued the order to begin the march to Tiberias. Though water would be scarce, Guy believed that Tiberias could be reached before the hazards of fatigue and thirst could begin to take its toll on the Crusader army.

In this scenario, the 2nd day of the battle, King Guy's army is nearly exhausted and are completely without supplies. Many have been killed or wounded and most will start in a state of disorder. The Crusaders are now completely surrounded. Only a miracle can save them. Saladin has waited a long time for this moment. As commander of the Muslim forces, you have one goal, the complete annihilation of the Crusader army. With such a victory, Saladin hopes to recover the holy city of Jerusalem and destroy all remaining Crusader strongholds. But first must come the battle you see before you.

Be aware that the Crusaders have 3 exits. Use them if you can get to them.

Let the battle begin.

Recommended Rules: [Default]

Intended to be played as both sides against the AI or can be played Head-to-Head.

Suggested Reading: Runciman, Steven (1952). A History of the Crusades, Volume II: The Kingdom of Jerusalem and the Frankish East.

062. Siege of Jerusalem 1187_a – 30 Turns – Historical

Date: September 24th, 1187 - Size: Large - Location: The Holy City of Jerusalem

Crusade: Period between 2nd and 3rd Crusades

Scenario Briefing: Following the catastrophic defeat by King Guy at the Battle of Hattin, almost the entire Crusader army was destroyed. Only Balien d'Ibelin and Raymond III of Tripoli managed to escape with a contingent of the army. After retreating from Hattin, Balien arrived in Tyre. There, he asked and was granted permission to travel to Jerusalem so that he could escort his wife, Maria Komnene, Queen of Jerusalem and his family out of the city and back to Tripoli. However, upon his arrival, he was asked, in the name of Christ, to stay and defend the city. With his decision to stay, he sent word to Saladin to explain his decision. Saladin not only accepted his apology but also sent an escort to take Maria and the family to Tripoli. There she would await the fate of Jerusalem.

While waiting for Saladin to lay siege to Jerusalem, Balien set about organizing the defense of the holy city. Among those that would defend the city were a handful of knights and the survivors of Hattin. Along with these, said to number about 3,000, Balien knighted as many as he could find that would contribute to the defense of Jerusalem. Perhaps as many as 60 squires were knighted and many more able-bodied men were trained to fight as part of the city militia. The total number of defenders is unknown, but it would have had to be in the low thousands to have held off the army of Saladin for over a week. An army that numbered close to 30,000. Almost 10 times that which Balien could call upon.

This scenario covers the first phase of Saladin's siege. The main focus of his attack was against the northern and upper western wall.

During the first phase, Saladin was not willing to accept any terms other than complete and unconditional surrender. Without this, he was determined to breach the walls and annihilate the entire population. Much the same way the victors of the 1st Crusade treated the civilians of Jerusalem in 1099. Then, many thousands were massacred. Although the total number of the slain has been disputed, it ranged from 3,000 to 30,000. Either way, the number was in the thousands. To represent this determination to kill the Christian inhabitants, you will find many civilian unit counters. As the Anti-Crusader player, you must not

only eliminate as many of the military targets as you can, but also the civilians. This may seem cruel, but it was a basic part of medieval siege warfare.

Ladders have been allocated to select Muslim units

As mentioned, there are Christian civilian units that occupy the city. If you take note of the overall army strength, be sure to subtract them from the army total as they do not have military value.

Recommended Rules: [Default]

Intended to be played as the Anti-Crusader Alliance against the Crusader Alliance AI. It can also be played Head-to-Head.

Suggested Reading: Smail, R.C., *Crusading Warfare, 1097-1193*. And Runciman, Steven, *A History of the Crusades, Volume II: The Kingdom of Jerusalem and the Frankish East*.

063. Siege of Jerusalem 1187_b – 30 Turns – Historical

Date: September 29th, 1187 - Size: Large - Location: The Holy City of Jerusalem

Crusade: Period between 2nd and 3rd Crusades

Scenario Briefing: Following the catastrophic defeat by King Guy at the Battle of Hattin, almost the entire Crusader army was destroyed. Only Balien d'Ibelin and Raymond III of Tripoli managed to escape with a contingent of the army. After retreating from Hattin, Balien arrived in Tyre. There, he asked and was granted permission to travel to Jerusalem so that he could escort his wife, Maria Komnene, Queen of Jerusalem and his family out of the city and back to Tripoli. However, upon his arrival, he was asked, in the name of Christ, to stay and defend the city. With his decision to stay, he sent word to Saladin to explain his decision. Saladin not only accepted his apology but also sent an escort to take Maria and the family to Tripoli. There she would await the fate of Jerusalem.

While waiting for Saladin to lay siege to Jerusalem, Balien set about organizing the defense of the holy city. Among those that would defend the city were a handful of knights and the survivors of Hattin. Along with these, said to number about 3,000, Balien knighted as many as he could find that would contribute to the defense of Jerusalem. Perhaps as many as 60 squires were knighted and many more able-bodied men were trained to fight as part of the city militia. The total number of defenders is unknown, but it would have had to be in the low thousands to have held off the army of Saladin for over a week. An army that numbered close to 30,000. Almost 10 times that which Balien could call upon.

This scenario covers the second and final phase of Saladin's siege. During the first 5 days, little progress was made and Saladin decided to relocate his entire army to begin an assault on the eastern walls of Jerusalem.

For the first few hours, Saladin's cavalry will remain fixed. They were to be used in the event of an external threat, or to penetrate deep into the city as needed.

Also, and as in the previous scenario, there are Christian and Muslim civilian units that occupy the city. If you take note of the overall army strength, be sure to subtract them from the army total as they do not have military value. Additionally, the Muslim civilians are not enemy combatants that the Crusaders should attack. Their deaths would only add points to the Anti-Crusader alliance. This is due to the fact that during a siege, most civilians would become collateral damage regardless of where their loyalties lay.

Recommended Rules: [Default]

Intended to be played as the Anti-Crusader Alliance against the Crusader Alliance AI. It can also be played HTH.

Suggested Reading: Smail, R.C., *Crusading Warfare, 1097-1193*. And Runciman, Steven, *A History of the Crusades, Volume II: The Kingdom of Jerusalem and the Frankish East*.

064. Siege of Jerusalem 1187_c – 27 Turns – Historical

Date: September 24th, 1187 - Size: Large - Location: The Holy City of Jerusalem

Crusade: Period between 2nd and 3rd Crusades

Scenario Briefing: Following the catastrophic defeat by King Guy at the Battle of Hattin, almost the entire Crusader army was destroyed. Only Balien d'Ibelin and Raymond III of Tripoli managed to escape with a contingent of the army. After retreating from Hattin, Balien arrived in Tyre. There, he asked and was granted permission to travel to Jerusalem so that he could escort his wife, Maria Komnene, Queen of Jerusalem and his family out of the city and back to Tripoli. However, upon his arrival, he was asked, in the name of Christ, to stay and defend the city. With his decision to stay, he sent word to Saladin to explain his decision. Saladin not only accepted his apology but also sent an escort to take Maria and the family to Tripoli. There she would await the fate of Jerusalem.

While waiting for Saladin to lay siege to Jerusalem, Balien set about organizing the defense of the holy city. Among those that would defend the city were a handful of knights and the survivors of Hattin. Along with these, said to number about 3,000, Balien knighted as many as he could find that would contribute to the defense of Jerusalem. Perhaps as many as 60 squires were knighted and many more able-bodied men were trained to fight as part of the city militia. The total number of defenders is unknown, but it would have had to be in the low thousands to have held off the army of Saladin for over a week. An army that numbered close to 30,000. Almost 10 times that which Balien could call upon.

This scenario assumes that the Crusader defeat at Hattin, though a terrible blow, was not as decisive as was the historical event. As a consequence, more survived the defeat and retreated to Jerusalem in an effort to defend the city against the numerically superior Muslim army commanded by Saladin.

Recommended Rules: [Default]

Intended to be played as the Anti-Crusader Alliance against the Crusader Alliance AI. It can also be played Head-to-Head.

Suggested Reading: Smail, R.C. (1956). *Crusading Warfare, 1097-1193*. And Runciman, Steven (1952). *A History of the Crusades, Volume II: The Kingdom of Jerusalem and the Frankish East*.

065. Siege of Tyre_a – 27 Turns – Historical

Date: December 30th, 1187 - Size: Large - Location: City of Tyre

Crusade: Period between 2nd and 3rd Crusades

Scenario Briefing: Following the Siege of Jerusalem and its capture by Saladin, many of the survivors were allowed to vacate the Holy City and make for lands still controlled by the Crusaders. The city chosen by most was the port of Tyre. A city strongly defended by both the sea and high walls. And now with many coming from Jerusalem, its defending manpower was greatly increased. The exact number of defenders can never be ascertained. Some have it as many as 40,000. However, there is little doubt that this number is greatly exaggerated or includes many that were either unfit for combat with many being non-combatants. The more likely number of Crusader defenders that were capable of bearing arms numbered just over 10-12,000 men. These men would have included all types of military orders and Crusader state contingents.

Opposing these defenders was Saladin's army. This would have numbered over 25,000 men. Many of these would have consisted of mounted archers and spear. As such, not suited for scaling walls. Rather, these mounted men would stay on the outskirts and make ready to engage any Crusaders that might come to aid the city and bring relief to the siege.

Notes: Though there is a moat, there are three locations that are partially filled and can be used by both the besieged and those conducting the siege. Naval forces can both move and fire ranged weapons. The city has a supply source and cannot be isolated unless that source is captured from the inside.

Ships are symbolically represented and cannot maneuver.

The "Green Knight" is ready to attack. He is Sancho Martin and can be found at 25, 19.

Recommended Rules: [Default]

Intended to be played as the Anti-Crusader Alliance against the Crusader Alliance AI or Head-to-Head.

Suggested Reading: A History of the Crusades II: The Kingdom of Jerusalem, by Steven Runciman-Book I, The Establishment of the Kingdom. Part V - The Horns of Hattin.

066. Siege of Tyre_b – 36 Turns – Variant

Date: December 30th, 1187 - Size: Large - Location: City of Tyre

Crusade: Period between 2nd and 3rd Crusades

Scenario Briefing: Following the Siege of Jerusalem and its capture by Saladin, many of the survivors were allowed to vacate the Holy City and make for lands still controlled by the Crusaders. The city chosen by most was the port of Tyre. A city strongly defended by both the sea and high walls. And now with many coming from Jerusalem, its defending manpower was greatly increased. The exact number of defenders can never be ascertained. Some have it as many as 40,000. However, there is little doubt that this number is greatly exaggerated or includes many that were either unfit for combat with many being non-combatants. The more likely number of Crusader defenders that were capable of bearing arms numbered just over 10-12,000 men. These men would have included all types of military orders and Crusader state contingents.

Opposing these defenders was Saladin's army. This would have numbered over 25,000 men. Many of these would have consisted of mounted archers and spear. As such, not suited for scaling walls. Rather, these mounted men would stay on the outskirts and make ready to engage any Crusaders that might come to aid the city and bring relief to the siege.

Notes: Though there is a moat, there are three locations that are partially filled and can be used by both the besieged and those conducting the siege. Naval forces can both move and fire ranged weapons. The city has a supply source and cannot be isolated unless that source is captured from the inside.

In this variant of the previous Siege of Tyre scenario, the battle takes place outside the city and before the arrival of Saladin and his Center wing of the army.

Ships are symbolically represented and cannot maneuver.

Recommended Rules: [Default]

Can be played as either side against the AI, or Head-to-Head.

Suggested Reading: A History of the Crusades II: The Kingdom of Jerusalem, by Steven Runciman-Book I, The Establishment of the Kingdom. Part V - The Horns of Hattin.

067. Siege of Belvoir Castle_a – 30 Turns – Historical

Date: December 12th, 1187 - Size: Small - Location: Belvoir Castle

Crusade: Period between 2nd and 3rd Crusades

Scenario Briefing: With Jerusalem in Saladin's control, great efforts were made to capture as many of the remaining Crusader held towns, cities and castles as possible. This scenario will cover the siege of Belvoir castle. Defended by the order of the Knights Hospitaller, the castle was well stocked with supplies and cannot be isolated as it has an internal supply source. During this time of the siege, Saladin was busy with the siege of Tyre and only a smaller contingent of the Muslim army was sent to Belvoir.

As the commander of the Muslim force, you must use your numerically superior cavalry and attempt to suppress the Hospitaller cavalry, then breach the walls using a combination of catapults and sappers.

Recommended Rules: [Default]

Intended to be played as the Anti-Crusader Alliance against the Crusader Alliance AI. It can also be played Head-to-Head.

Suggested Reading: Ronnie Ellenblum, Crusader Castles and Modern Histories, p. 283-284 & Hugh Kennedy, Crusader Castles.

068. Siege of Belvoir Castle_b – 12 Turns – Variant

Date: January 7th, 1188 - Size: Small - Location: Belvoir Castle

Crusade: Period between 2nd and 3rd Crusades

Scenario Briefing: With Jerusalem in Saladin's control, great efforts were made to capture as many of the remaining Crusader held towns, cities and castles as possible. This scenario will cover the siege of Belvoir castle. Defended by the order of the Knights Hospitaller, the castle was well stocked with supplies and cannot be isolated as it has an internal supply source. During this time of the siege, Saladin was busy with the siege of Tyre and only a smaller contingent of the Muslim army was sent to Belvoir.

In this variant of the previous scenario, the siege has been ongoing for several weeks with little progress. Each night, the Muslim besiegers would retire to their 2 camps about 500 meters apart. Because they are confident that their Hospitaller opponents are safely locked in their castle, they become negligent and fail to properly defend their individual camps. After observing this continued negligence, the Hospitallers will attempt a dawn sortie. The Hospitaller leadership has reasoned that with the evening storms, the Muslims will be even more complacent than usual. Under these conditions, an attack upon the north camp is planned to take place just before sunrise. If successful, it will certainly deal a crushing blow to the besieging forces.

Most of the Muslims will start both fixed and disrupted in order to simulate their negligence. Due to the storms and high winds, the southern camp will not have time to organize a counter-attack.

Recommended Rules: [Default]

Intended to be played as the Crusader Alliance against the Anti-Crusader Alliance AI. It can also be played Head-to-Head.

Suggested Reading: Ronnie Ellenblum, *Crusader Castles and Modern Histories*, p. 283-4 & Hugh Kennedy, *Crusader Castles*.

069. Siege of Belvoir Castle_c – 27 Turns – Variant

Date: January 14th, 1188 - Size: Small - Location: Belvoir Castle

Crusade: Period between 2nd and 3rd Crusades

Scenario Briefing: Since the beginning of the siege on the 12th of December, things have not be going well for the Muslim besiegers. The defenders are well trained Hospitallers and the castle is well supplied. Finally, the Muslim camp was attacked on the 7th of January with heavy Muslim loses. Resulting from a bold dawn sortie from the castle. Since hearing of these set backs, Saladin has dispatched his veteran general Qaimaz. His force of 500 cavalry, along with additional supporting infantry, has brought along a banner of sappers.

As commander of the Muslim forces, you must use the catapults and sappers to gain entry to the castle. Failure is not an option.

Recommended Rules: [Default]

Intended to be played as the Anti-Crusader Alliance against the Crusader Alliance AI. It can also be played Head-to-Head.

Recommended Reading: Ronnie Ellenblum, *Crusader Castles and Modern Histories*, p. 283-4 & Hugh Kennedy, *Crusader Castles*.

070. Siege of Sahyun Castle 1188_a – 24 Turns – Historical

Date: July 29th, 1188 - Size: Medium - Location: Sahyun Castle

Crusade: Period between 2nd and 3rd Crusades

Scenario Briefing: For much of 1188, Saladin was determined to capture and eliminate as much of the remaining Crusader strongholds as possible. Among his targets was Sahyun Castle. The castle, near Latakia, was held by Knights Hospitallers. It was a formidable fortress built on a steep ridge on three sides. It's one weakness, located on its northeast side, was defended only by a 60-inch trench.

To breach the castle, the forces of Saladin must use their mangonels and sappers to good effect. As the castle is well equipped, the castle has a supply source and cannot become isolated. Be aware that time is crucial. To win, you must breach, penetrate and destroy.

Historically, the defenders surrendered after the castle had been breached. In this scenario, Saladin will offer no terms and all defenders must be annihilated.

Recommended Rules: [Default]

Intended to be played as the Anti-Crusader Alliance against the Crusader Alliance AI. It can also be played HTH.

Suggested Reading: Stanley Lane-Poole, Saladin and the Fall of the Kingdom of Jerusalem, p. 246

071. Siege of Sahyun Castle 1188_b – 18 Turns – Variant

Date: July 25th, 1188 - Size: Small - Location: Sahyun Castle

Crusade: Period between 2nd and 3rd Crusades

Scenario Briefing: Variant - For much of 1188, Saladin was determined to capture and eliminate as much of the remaining Crusader strongholds as possible. Among his targets was Sahyun Castle. The castle, near Latakia, was held by Knights Hospitallers. It was a formidable fortress built on a steep ridge on three sides. It's one weakness, located on its northeast side, was defended only by a 60-inch trench.

To breach the castle, the forces of Saladin must use their mangonels and sappers to good effect. As the castle is well equipped, the castle has a supply source and cannot become isolated. Be aware that time is crucial. To win, you must breach, penetrate and destroy.

In this variant, the Knights Hospitallers have decided to abandon Sahyun Castle. With no chance of a relief force, to stay would be death. To make good this plan, they must leave quickly as Saladin's army is fast approaching with its siege engines. For now, none have arrived as the battle begins. To ensure success as the Crusaders, you must use the exit hex at 49,29 and select "Remove from Map."

Recommended Rules: [Default]

Intended to be played as the Anti-Crusader Alliance against the Crusader Alliance AI but can be played as either side or Head-to-Head.

Suggested Reading: Stanley Lane-Poole, Saladin and the Fall of the Kingdom of Jerusalem, p. 246.

072. Siege of Safed_a – 24 Turns – Historical

Date: November 5th, 1188 - Size: Small - Location: Safed

Crusade: Period between 2nd and 3rd Crusades

Scenario Briefing: By the end of 1188, most of the Kingdom of Jerusalem was now in the hands of the Sultan Saladin. With it now November and winter coming, the village of Safed, with its Templar castle, was positioned next on Saladin's continuing quest to remove all Crusaders from the Levant.

Leading his army, Saladin ordered the march to Safed. His plan was simple. Surround the village and castle, bombard it with his trebuchets and undermine its walls with his sappers. Once its Templar defenders were convinced of their defeat, Saladin was certain they would surrender with little to no loss of Muslim lives.

This scenario supposes that Saladin approached Safed with only a vanguard of men. His main army was several days behind. He merely wished to surround the village and await the balance of his army to commence the siege. In this, Saladin was overconfident. He expected little opposition and a quick surrender.

Unbeknownst to Saladin, a contingent of Hospitallers had reached Safed a few days earlier to warn the garrison and to explore their options. With their scouts returned, they reported that Saladin's vanguard consisted of an army of equal size to that of the combined Templar and Hospitaller contingents. With that information, the decision was made to attack the approaching Muslims. If Saladin's army could be destroyed and perhaps even Saladin himself killed or captured, it could turn the tide in the Levant back in favor of the Crusaders.

Recommended Rules: [Default]

Intended to be played as the Crusader Alliance against the Anti-Crusader Alliance AI. But can be played as either side or Head-to-Head.

Suggested Reading: Kennedy, Hugh, Crusader Castles.

073. Siege of Safed_b – 35 Turns – Variant

Date: November 5th, 1188 - Size: Medium - Location: Safed

Crusade: Period between 2nd and 3rd Crusades

Scenario Briefing: By the end of 1188, most of the Kingdom of Jerusalem was now in the hands of the Sultan Saladin. With it now November and winter coming, the village of Safed, with its Templar castle, was positioned next on Saladin's continuing quest to remove all Crusaders from the Levant.

Leading his army, Saladin ordered the march to Safed. His plan was simple. Surround the village and castle, bombard it with his trebuchets and undermine its walls with his sappers. Once its Templar defenders were convinced of their defeat, Saladin was certain they would surrender with little to no loss of Muslim lives.

In this variant of the Siege of Safed, the day begins with rain and mud. Movement will be slightly impacted as will visibility due to some mist and ground fog.

Unlike the previous scenario, the Templars will be on their own. The contingent of Hospitallers were ambushed on route to Safed and routed. However, much of Saladin's army is also delayed. With Saladin,

will be the siege engines and sappers. The catapults being transported and deployed are trebuchets and can fire longer range with larger stones capable of doing serious damage to the walls of Safed. To be effective, they must roll up a bit closer and setup before they can fire. Though they can fire indirectly, meaning no line of sight is needed, it is recommended that they do use LOS to ensure the best results possible.

Though Saladin has offered to spare all the lives of the defenders if they will surrender, this offered has been refused by Master Templar Landry de Lauzon. Therefore, as the Muslim commander, you must be prepared to show no mercy. Only the complete destruction of all occupants will ensure victory. Use sappers to breach the inner castle walls.

Recommended Rules: [Default]

Intended to be played as the Anti-Crusader Alliance against the Crusader Alliance AI. This scenario can also be played Head-to-Head.

Recommended Reading: Kennedy, Hugh, Crusader Castles.

074. Siege of Safed_c – 40 Turns – Variant

Date: November 5th, 1188 - Size: Medium - Location: Safed

Crusade: Period between 2nd and 3rd Crusades

Scenario Briefing: By the end of 1188, most of the Kingdom of Jerusalem was now in the hands of the Sultan Saladin. With it now November and winter coming, the village of Safed, with its Templar castle, was positioned next on Saladin's continuing quest to remove all Crusaders from the Levant.

Leading his army, Saladin ordered the march to Safed. His plan was simple. Surround the village and castle, bombard it with his trebuchets and undermine its walls with his sappers. Once its Templar defenders were convinced of their defeat, Saladin was certain they would surrender with little to no loss of Muslim lives.

In this variant the day begins with rain and mud. Movement will be slightly impacted as will visibility due to some mist and ground fog.

Unlike the previous scenario, the Templars will be on their own. The contingent of Hospitallers were ambushed on route to Safed and routed. However, much of Saladin's army is also delayed. With Saladin, will be the siege engines and sappers. The catapults being transported and deployed are trebuchets and can fire longer range with larger stones capable of doing serious damage to the walls of Safed. To be effective, they must roll up a bit closer and setup before they can fire. Though they can fire indirectly, meaning no line of sight is needed, it is recommended that they do use LOS to ensure the best results possible.

Though Saladin has offered to spare all the lives of the defenders if they will surrender, this offer has been refused by Master Templar Landry de Lauzon. Therefore, as the Muslim commander, you must be prepared to show no mercy. Only the complete destruction of all occupants will ensure victory. Use sappers to breach the inner castle walls.

Recommended Rules: [Default]

Intended to be played as the Anti-Crusader Alliance against the Crusader Alliance AI. This scenario can also be played Head-to-Head.

Suggested Reading: Kennedy, Hugh, Crusader Castles.

075. Siege of Acre_a – 36 Turns – Historical

Date: August 31st, 1189 - Size: Medium - Location: Port city of Acre

Crusade: The Third Crusade

Scenario Briefing: Much has happened since the fall of Jerusalem in 1187. The Sultan Saladin has consolidated his power base in both Egypt and Syria. The Kingdom of Jerusalem has been greatly diminished by Saladin's sweeping attacks of reconquest throughout the Kingdom. In fact, so secure was Saladin in his dream of removing all Latin Crusaders from the Levant, that he felt it safe to release King Guy from his chains of bondage. Perhaps his release was a stratagem to cause more instability in what was left of the Crusader-held territories.

Was all this premature? Perhaps! Though hugely successful in his reconquest of the Levant, it was not without its challenges and even failures. For instance, the city of Tyre successfully resisted Saladin's attempt to capture it. Despite being challenged and denied entry into Tyre by his rival, Conrad of Montferrat, King Guy managed to gather a relatively small but potent force. This force proved crucial when he set out to besiege Acre, giving him a chance of success.

While all this was happening in the Levant, even more was taking place in Europe. To start, Pope Gregory VIII issued the papal bull "Audita tremendi" calling for the Third Crusade. And unlike the previous two Crusades, the Third Crusade would include not one, not two, but three of the most powerful Kings of Europe. Maybe even four kings if we count King Guy. Aside from King Guy, the three were Richard I of England, Philip II of France, and Frederick I "Barbarossa" of Germany. This was an amazing accomplishment given the intense rivalries and hatred each had for the other.

Though each of the three kings, just mentioned, has by this time taken the Cross, their time for being an active participant in the Levant has not yet come. In fact, their arrival would be more than a year in the future, so for now, King Guy was alone. But his bold moves to halt and even push back against Saladin, inspired lesser known, but still important participants. Some of these included Crusaders from Pisa, Flanders, other parts of Italy as well as early arrivals from England, France and Germany.

In this first scenario depicting the struggle for the port of Acre, King Guy would only have a small army of Kingdom of Jerusalem loyalists and a fair number of Pisan Crusaders who wished to join him. As this was a lightning strike, the only siege equipment available for the Crusaders to use in scaling the massive walls of the city was ladders.

As the Crusader army approached, the Muslim defenders were not impressed and felt little to no anxiety in their ability to successfully defend Acre from this failed and seemingly incompetent king. Having been decisively defeated at the battle of Hattin and the cause for the ruin of nearly the entirety of the Kingdom of Jerusalem, Guy failed to invoke fear into the hearts of Acre's defenders. Time will tell if King Guy can redeem his tattered reputation.

Now is your chance to prove the Muslim defenders wrong, should you choose to play as a Crusader, or right if you choose to play as a defender of Acre.

The Third Crusade has begun. Take up your sword and may the will of your creator guide you in your efforts.

Recommended Rules: [Default]

Intended to be played as the Crusader Alliance against the Anti-Crusader Alliance AI but can be played Head-to-Head.

Suggested Reading: Asbridge, Thomas, The Crusades: The Authoritative History of the War for the Holy Land (chapters 14 & 15).

076. Siege of Acre_b – 24 Turns – Historical

Date: September 3rd, 1189 - Size: Medium - Location: Port city of Acre

Crusade: The Third Crusade

Scenario Briefing: A few days before, King Guy, the disputed king of Jerusalem, attacked the city of Acre. It was so abrupt and without hesitation that the defenders of Acre were not prepared and almost succumbed to its ferocity. Indeed, so quick was the attack that there was no time to build even a single siege engine. Only ladders were used to reach the top of the walls. The attack almost succeeded and only faltered due to the timely arrival of Saladin and his vanguard of Mamelukes.

This scenario depicts the Muslim attempt to attack the Crusader army camped in and around Mount Toron. A small hill with a top elevation of 120 feet. Though small, it does provide some natural protection and a good view of all the ground around it.

Should you choose to play as the Crusaders, you must successfully repel the attackers coming at you from both the front and rear. If on the other hand, you prefer to play as Saladin, then take the opportunity to crush this so-called siege and end the Third Crusade before it can even begin. Bonne Chance

Recommended Rules: [Default]

Intended to be played as either side against the AI or play Head-to-Head.

Suggested Reading: Asbridge, Thomas. The Crusades: The Authoritative History of the War for the Holy Land (chapters 14 & 15).

077. Siege of Acre_c – 25 Turns – Variant

Date: October 4th, 1189 - Size: Large- Location: Port city of Acre

Crusade: The Third Crusade

Scenario Briefing: Since the earliest days of the siege, both armies have received fresh troops. For the Crusaders, came Danes, Welsh and Cornish men in mid-September. A few days later, more men from Europe arrived. These men were Flemish, German, Bretons and Frisians. Perhaps as many as 12-14,000 in total. They were led by James Avesnes and Ludwig III of Thuringia. All were eager to join in battle with their common foe and reap the glory they felt would come with victory.

For Saladin, his army too had grown with new reinforcements arriving every day from around the Ayyubid Sultanate. Most came from Egypt and Syria.

With his army fresh and eager to engage the enemy, King Guy assembled his men and marched them in view of Saladin. With the horn blown that ordered the advance, each army headed into combat. Both were certain of victory and neither hesitated as each felt God was on their side.

Pick your side and advance. Only victory can prove your worth on the field of battle!

Note: In this battle, Acre is not the objective. For the Crusaders, advance east and drive the enemy from the field as you progress. You may use the exit hex at 109, 21 to remove units from the map and gain victory points. You also have a reserve force, led by Jacques d'Avesnes. This force is fixed and their task is to defend the Crusader's camp, on top of Mount Toron, from the garrison troops of Acre. The garrison troops of Acre will also start fixed, but they have a release time. The fixed Crusader's will only release upon the attack of the Muslims.

As the Muslim commander (aka Anti-Crusader side) you must defend against the Crusader attack and if possible, destroy them. Now to your post and prepare for battle.

Recommended Rules: [Default]

This scenario is best played, for a greater challenge, as the Crusader against the Anti-Crusader AI, but can be played as either side against the AI or play Head-to-Head.

Suggested Reading: Asbridge, Thomas. The Crusades: The Authoritative History of the War for the Holy Land (chapters 14 & 15).

078. Siege of Acre_d – 36 Turns – Historical

Date: July 11th, 1191 - Size: Large- Location: Port city of Acre

Crusade: The Third Crusade

Scenario Briefing: The Kings of Europe have arrived! King Philip II of France in April of 1191 and King Richard I of England in June of 1191. King Richard was delayed while he was taking the island of Cypress. This conquest would be one of the lasting accomplishments of the Third Crusade as it would serve as a logistical base for future Crusades and remain a Christian strong hold for nearly 400 years.

Before their arrival, the Crusaders of King Guy and Conrad of Montferrat had managed to survive, for nearly two years despite the many attempts of the Sultan Saladin to break the Siege of Acre. However, time was not benefiting Saladin. He has waited too long and now the fate of Acre would soon be resolved. Either the Crusaders would finally take the city, or Saladin will break the Crusaders will to continue the siege.

Don't forget to look for "Mal Voisine" and "Mal Cousine." They will be shooting at each other.

Recommended Rules: [Default]

Intended to be played as the Crusader side against the Anti-Crusader AI or play Head-to-Head.

Recommended Reading: Asbridge, Thomas, The Crusades: The Authoritative History of the War for the Holy Land (chapters 14 & 15).

079. Siege of Acre_e – 36 Turns – Variant

Date: July 11th, 1191 - Size: Large- Location: Port city of Acre

Crusade: The Third Crusade

Scenario Briefing: The Kings of Europe have arrived! King Philip II of France in April of 1191 and King Richard I of England in June of 1191. King Richard was delayed while he was taking the island of Cypress. This conquest would be one of the lasting accomplishments of the Third Crusade as it would serve as a logistical base for future Crusades and remain a Christian strong hold for nearly 400 years.

Before their arrival, the Crusaders of King Guy and Conrad of Montferrat had managed to survive, for nearly two years despite the many attempts of the Sultan Saladin to break the Siege of Acre. However, time was not benefiting Saladin. He has waited too long and now the fate of Acre would soon be resolved. Either the Crusaders would finally take the city, or Saladin will break the Crusaders will to continue the siege.

In this variant the battlefield has been changed to provide smooth and unobstructed access to the enemy. The trenches and trench obstacles have been removed. Albeit the dry moat around the city of Acre itself is unchanged.

Also, most troop deployments have been changed to reflect this alteration in the terrain. Other refinements include an increase in many of the unit's strengths and victory hexes have also been modified.

Good luck in this revised and probably bloodier battlefield.

Don't forget to look for "Mal Voisine" and "Mal Cousine." They will be shooting at each other.

Recommended Rules: [Default]

Intended to be played as the Crusader side against the Anti-Crusader AI or play Head-to-Head.

Suggested Reading: Asbridge, Thomas, The Crusades: The Authoritative History of the War for the Holy Land (chapters 14 & 15).

080. Siege of Arsuf_a – 36 Turns – Historical

Date: September 7th, 1191 - Size: Large- Location: Coastal plain above Arsuf

Crusade: The Third Crusade

Scenario Briefing: Following the successful conclusion of the siege of Acre, on the 12th of July 1191, there was both celebration and turmoil. King Philip had decided that his vow had been fulfilled and preparations were made for his near immediate departure. Also, Duke Leopold of Austria decided to leave the Crusade as he felt slighted by the forceful removal of his banner that had for, a brief moment, stood beside that of both King Richard's and King Philip's banners. With their absence, King Richard remained as the undisputed leader of the Crusade.

Along with the surrender of the Muslim garrison, Saladin agreed to pay a ransom of 200,000 gold dinars, free 1500 Crusader captives and return the relic of the true cross that had been captured at the battle of Hattin. After some time had passed and with it, repeated deadlines missed, King Richard decided that Saladin was playing for time and had no intention of adhering to the original terms. At least not in a timely manner. And time is what concerned Richard the most. Not only was the campaigning season beginning the wane in the Levant; Richard had apprehensions about leaving his kingdom for an extended period of time. This was even more critical since King Philip had begun his journey back to France. And despite an oath to not attack, Richard had little faith that Philip would honor his oath. With all this to consider, Richard made the odious choice that would put a black stain on his reputation. He decided that Saladin could not be trusted to honor his agreement and put the entirety of Acre's surviving garrison to the sword. In total, this number was said to be about 2700. In response, Saladin too put to death the 1500 Crusaders whom he had in captivity.

With the fate of the prisoners decided, Richard took the bulk of his army south along the coastal road. The initial goal was Jaffa, and as Jaffa was the closest port to Jerusalem, he could move the army east and begin the reconquest of Jerusalem. Once this was complete; Richard could return to England with his vow fulfilled.

Though the exact number of troops on either side cannot be known with 100% certainty, the arguable estimates are 15,000 for Richard. This number would include about 2,000 mounted knights. And about 25,000 men comprising the army of Saladin. Though Saladin outnumbered Richard by almost 2-1, the morale difference for each army was certainly on the side of the Crusaders. Saladin's defeat at Acre, and failure to take Tyre had tarnished his reputation. Richard's reputation on the other hand was at its peak. He was, after all, the Lionheart "Richard Coeur de Lion." A name that was earned time and time again.

This scenario takes place along the road to Jaffa, just north of the ruined city of Arsuf. Saladin had been shadowing the Crusader army and was looking for a place that could be used with his army having the advantage of his mostly mounted archers and mounted spears.

As you decide with side to play, you have a chance to take revenge on the Crusaders, or solidify Richard's reputation as a warrior king that no one can hope to defeat in fair battle.

Note: If desired, the Crusaders have an exit hex at 89, 16. Exiting troops here would be seen as an act of pursuing the retreating army of Saladin.

Recommended Rules: [Default]

Intended to be played as either side or play Head-to-Head.

Recommended Reading: Asbridge, Thomas. The Crusades: The Authoritative History of the War for the Holy Land (p. 469).

081. Siege of Arsuf_b – 19 Turns – What if

Date: September 8th, 1191 - Size: Small - Location: Forest of Arsuf

Crusade: The Third Crusade

Scenario Briefing: The battle of Arsuf is over, King Richard has defeated Saladin, who has retreated into the Forest of Arsuf. King Richard realizes that a full-scale advance in the forest would be a grave mistake. However, he cannot resist the idea that a pursuit might enable him that great prize, the capture of Saladin himself.

This scenario affords the player, willing to take on the role of King Richard, the opportunity to take a small force of under 2,000 infantry and seek out Saladin. His capture would ensure the success of this Third Crusade.

Be it known that though game mechanics will allow for the withdrawal of units off a map edge, for this scenario, that tactic is forbidden. Any attempt to withdraw units or leaders from the map edge constitutes a broken rule and results in the automatic defeat for the side that withdraws. Note, what you just read is not a game feature, but a concept specific to this scenario.

Recommended Rules: [Default]

Intended to be played as either side against the AI or Head-to-Head.

082. Battle of Jaffa_a – 21 Turns – Historical

Date: August 8th, 1192 - Size: Small - Location: City of Jaffa

Crusade: The Third Crusade

Scenario Briefing: During the months following King Richard's victory at Arsuf, several plans were discussed that would address the "elephant" in the room. "When do we attack Jerusalem and complete our vows?" This was a question that Richard was not willing to immediately answer. Why? Unlike Acre and Arsuf, both being on the coast with easy access to critical supplies, marching on Jerusalem would be marching through rugged terrain, all of which Saladin controlled. In many cases, the watering wells had been poisoned in preparation for a Crusader attack on the Holy City. Marching under these conditions was a recipe for disaster. And this was not a risk Richard was prepared to take. At least not now.

Richard's plan was to isolate Jerusalem from its primary base, Egypt. Egypt was the Sultan's primary source for money, men and supplies. Its loss would be catastrophic for all of Islam and most especially to Saladin himself.

Fortunately for Saladin, there were many in the Crusader camp that did not agree with this plan to take Egypt and wanted to immediately retake Jerusalem. The most vocal of this Jerusalem first policy was the leader of the French Contingent, Henry Duke of Burgundy.

With no consensus on what would be the most expedient option to retake Jerusalem, The Crusaders only made half-hearted efforts to retake the Holy City. None came within sight of the city.

In the meantime, Richard set about repairing the walls of the coastal ports. These included Ascalon and Jaffa.

Richard knew that Saladin would not just wait out the lack of Crusader planning. Instead, the Sultan planned to take the offensive. He needed a victory that would rejuvenate the sagging spirits of the Ayyubid army and his own reputation. His first target was Jaffa. With Richard and most of the remaining Crusader army returned to Acre, Jaffa was left with only a small garrison to hold the city. Richard reasoned that if Saladin attacked, it could hold out long enough for a relief force to raise the siege.

This scenario depicts the main battle between Saladin's numerically superior Ayyubid army and the vanguard of Richard's relief force. Not long before this battle, Richard had indeed raised the siege. A siege that was only a few hours from total success. By the time Richard arrived, the garrison of Jaffa had abandoned the greater part of the city and retreated to the relative safety of its citadel. Less than a day before, the garrison's commander, Aubrey de Riems, made an agreement with Saladin that if Richard did not arrive within 24 hours, he and the garrison survivors would surrender the citadel, and Jaffa would be wholly in Ayyubid control. Thankfully for the Crusaders, Richard did arrive and in dramatic fashion. He and others leapt from his boat into waist high water, armed with a crossbow and sword, charged the Ayyubids defending the beach. Shocked by this act of crazy heroism, the Muslims broke from their formations and took refuge in the city. Unfortunately for them, the gate was still a pile of rubble from the earlier Ayyubid attack and Richard was able to pursue them out of the city as they ran past the gate on its southern side. In this effort, Richard and his Crusaders were joined by the garrison men from inside the citadel.

With this victory, Richard had again proved himself, Coeur de Lion. Or as was said in old Norman, "Quor de Lion."

Now, in this final battle of the Third Crusade, you can choose to become the Quor de Lion, or Saladin, the greatest and most remembered Muslim leader from the middle ages.

By the time of this battle, morale in the Muslim camp was very low. to depict this, the fatigue levels are set at medium and several units will begin the scenario in a state of disorder.

Recommended Rules: [Default]

Best played as the Crusader vs the Anti-Crusader AI, but can be played as either side against the AI or play Head-to-Head.

Suggested Reading: Asbridge, Thomas, The Crusades: The Authoritative History of the War for the Holy Land (Part III - Chapter 18).

083. Battle of Jaffa_b – 25 Turns – Historical

Date: August 8th, 1192 - Size: Small - Location: City of Jaffa

Crusade: The Third Crusade

Scenario Briefing: During the months following King Richard's victory at Arsuf, several plans were discussed that would address the "elephant" in the room. When do we attack Jerusalem and complete our vows? This was a question that Richard was not willing to immediately answer. Why? Unlike Acre and Arsuf, both being on the coast with easy access to critical supplies, marching on Jerusalem would be marching through rugged terrain, all of which Saladin controlled. In many cases, the watering wells had

been poisoned in preparation for a Crusader attack on the Holy City. Marching under these conditions was a recipe for disaster. And this was not a risk Richard was prepared to take. At least not now.

Richard's plan was to isolate Jerusalem from its primary base, Egypt. Egypt was the Sultan's primary source for money, men and supplies. Its loss would be catastrophic for all of Islam and most especially to Saladin himself.

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Richard knew that Saladin would not just wait out the lack of Crusader planning. Instead, the Sultan planned to take the offensive. He needed a victory that would rejuvenate the sagging spirits of the Ayyubid army and his own reputation. His first target was Jaffa. With Richard and most of the remaining Crusader army returned to Acre, Jaffa was left with only a small garrison to hold the city. Richard reasoned that if Saladin attacked, it could hold out long enough for a relief force to raise the siege.

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With this victory, Richard had again proved himself, Coeur de Lion. Or as was said in old Norman, "Quor de Lion."

Now, in this final battle of the Third Crusade, you can choose to become the Quor de Lion, or Saladin, the greatest and most remembered Muslim leader from the middle ages.

Recommended Rules: [Default]

Intended to be played as either side against the AI or play Head-to-Head.

Suggested Reading: Asbridge, Thomas, The Crusades: The Authoritative History of the War for the Holy Land (Part III - Chapter 18).

084. Battle of Philomelion_a – 25 Turns – Historical

Date: May 7th, 1190 - Size: Medium - Location: On the way to Philomelion

Crusade: The Third Crusade

Scenario Briefing: Of all the Crusader leaders that participated in the various Papal proclamations, designed to retake, and maintain the Holy City of Jerusalem, none were more powerful than the Holy Roman Emperor Frederick "Barbarossa". When Pope Gregory VIII called for a Third Crusade to retake Jerusalem from Saladin and his Ayyubid Empire, the Emperor took up the Cross for a second time on the 27th of March 1188. Some have estimated the size of his army to be as many as 600,000. Others, at 200,000 or 100,000. If any of these had been true, Saladin could not have defended his land holdings, nor could the Seljuks of the Sultanate of Rum. Fortunately for the Muslims and even for fellow Christians that lay en route to Jerusalem, all of these estimates are greatly exaggerated. As someone once said, no territory, friendly or otherwise, benefit as an army passes through. As for the true number of Germans in the Emperor's army, there is no definitive agreement. However, for our purposes, we will estimate them, as do most modern historians, at 20,000 plus combatants. Whatever the true number, when combined with the Western European Crusaders that have taken the Cross, the total must have exceeded 50,000 combatants. Interestingly, this is about the same number that comprised the army of those in the First Crusade.

With the Emperor, accompanied by his son, Frederick VI, Duke of Swabia, the German Crusaders would take the same roads as did the First and Second Crusades. Their first major obstacle would be the city and capital of the Byzantine Empire, Constantinople. Here, the Byzantine Emperor initially refused passage, but later relented and ferried the Germans, as fast as he could, across the Dardanelles and into Anatolia. At first, all went peacefully as the army marched through Byzantine held lands, but soon, the German Crusaders would be passing through Seljuk lands held by the Sultanate of Rum's potentate, Izz al-Din Kilij Arslan II.

With the Crusaders now fully committed in their passing through Seljuk territory, they were almost immediately set upon by Seljuk mounted archers. These tactics were initially only meant to harass and isolate the different German contingents. The plan was to isolate the vanguard and attack with a numerically superior force. Then destroy it before moving on to the remaining German contingents and destroying them in detail as well. Regarding the former, the Seljuk plan was successful.

What happens next is for you to determine. You may choose to head the German Vanguard and defend against the initial attack of the Seljuks, or choose to ambush the Crusaders with thousands of mounted warriors along with a smaller force of infantry. This will be a battle that is not too dissimilar to the first Battle of Dorylaeum in 1097. Good Luck!

In this version, the Germans will not receive any assistance.

Recommended Rules: [Default]

Intended to be played as either side against the AI or play Head-to-Head.

Suggested Reading: Loud, G. A., *The Crusade of Frederick Barbarossa: The History of the Expedition of the Emperor Frederick*. And Asbridge, Thomas, *The Crusades: The Authoritative History of the War for the Holy Land* (p. 420 - The fate of the German crusade).

085. Battle of Philomelion_b – 21 Turns – Variant

Date: May 7th, 1190 - Size: Medium - Location: On the way to Philomelion

Crusade: The Third Crusade

Scenario Briefing: Variant -

With the Emperor, Frederick "Barbarossa", accompanied by his son, Frederick VI, Duke of Swabia, the German Crusaders would take the same roads as did the First and Second Crusades. Their first major obstacle would be the city and capital of the Byzantine Empire, Constantinople. Here, the Byzantine Emperor initially refused passage, but later relented and ferried the Germans, as fast as he could, across the Dardanelles and into Anatolia. At first, all went peacefully as the army marched through Byzantine held lands, but soon, the German Crusaders would be passing through Seljuk lands held by the Sultanate of Rum's potentate, Izz al-Din Kilij Arslan II.

With the Crusaders now fully committed in their passing through Seljuk territory, they were almost immediately set upon by Seljuk mounted archers. These tactics were initially only meant to harass and isolate the different German contingents. The plan was to isolate the vanguard and attack with a numerically superior force. Then destroy it before moving on to the remaining German contingents and destroying them in detail as well. Regarding the former, the Seljuk plan was successful.

For this variant of the Battle of Philomelion, the Crusader vanguard has been successfully isolated from the rest of the Imperial Crusader army. As a result, its contingent leader and younger son of the Emperor, Frederick VI Duke of Swabia has elected to take on a defensive position. In fact, this battle is not unlike that of the Battle of Dorylaeum from the First Crusade. Here again, the Crusaders are surrounded by mostly mounted archers and most hold on until fresh troops arrive. In this case, Hungarian lancers are on the way. In the meantime, the surrounded Crusaders must stay calm and maintain their discipline.

This worked for the First Crusaders and will need to repeat itself if the Germans are to survive the Seljuk assault.

Recommended Rules: [Default]

For what is likely the best challenge, play as the Crusader against the Anti-Crusader AI but can be played as either side against the AI or Head-to-Head.

Suggested Reading: Loud, G. A., *The Crusade of Frederick Barbarossa: The History of the Expedition of the Emperor Frederick*. And Asbridge, Thomas. *The Crusades: The Authoritative History of the War for the Holy Land* (p. 420 - The fate of the German crusade).

086. Battle of Philomelion_c – 27 Turns – What if

Date: May 7th, 1190 - Size: Medium - Location: On the way to Philomelion

Crusade: The Third Crusade

Scenario Briefing: With the Emperor, Frederick "Barbarossa", accompanied by his son, Frederick VI, Duke of Swabia, the German Crusaders would take the same roads as did the First and Second Crusades. Their first major obstacle would be the city and capital of the Byzantine Empire, Constantinople. Here, the Byzantine Emperor initially refused passage, but later relented and ferried the Germans, as fast as he could, across the Dardanelles and into Anatolia. At first, all went peacefully as the army marched through Byzantine held lands, but soon, the German Crusaders would be passing through Seljuk lands held by the Sultanate of Rum's potentate, Izz al-Din Kilij Arslan II.

With the Crusaders now fully committed in their passing through Seljuk territory, they were almost immediately set upon by Seljuk mounted archers. These tactics were initially only meant to harass and isolate the different German contingents. The plan was to isolate the vanguard and attack with a numerically superior force. Then destroy it before moving on to the remaining German contingents and destroying them in detail as well. Regarding the former, the Seljuk plan was successful.

In this scenario neither side will have the benefit of any type of cavalry. The forces are roughly equal; however, the Seljuks have been given a slight edge numerically. This will compensate the Seljuk player for the Crusaders having a slightly better average quality rating. Also, the Seljuks have a few more archers, but the Crusader bows have a one hex longer range. Crossbows have the same range regardless of which side they are one.

This battle is all about infantry tactics in the late 12th century.

Note that the objective hexes have been given a value of one. This is necessary to help guide the AI towards its target. In terms of gaining a victory, they should not be a factor. And in Head-To-Head play they should simply be ignored.

Recommended Rules: [Default]

Intended to be played as either side against the AI or play Head-to-Head.

087. Battle of Konya_a – 40 Turns – Historical

Date: May 18th, 1190 - Size: Large - Location: The Seljuk capital of Konya (Iconium)

Crusade: The Third Crusade

Scenario Briefing: Following the Battle of Philomelium, Emperor Frederick Barbarossa continued his march through the Sultanate of Rum with the ultimate goal of retaking Jerusalem. However, the Seljuk Sultan of Rum, Izz al-Din Kilij Arslan II, was determined to impede the Emperor's progress. Because of this, it was necessary to remove this threat. To do this, it was decided that the best way to accomplish this goal would be to attack the capital city of Konya, also known as Iconium.

This scenario depicts that effort by the Emperor on the 18th of May 1190. The plan was simple: place Konya under siege, storm the walls by infantry carrying ladders and put the city to the sword with all its wealth confiscated and added to the Imperial coffers being used to finance the Crusade.

Though weakened by a lack of adequate food and tired from several preceding battles and constant Seljuk mounted archer harassment, Barbarossa commenced the attack with approximately 20,000 Crusaders. Opposing him was a slightly numerically superior enemy under the overall command of the Seljuk general Qutb al-Din.

To win this battle, the Crusaders are tasked with two objectives. First, the Emperor's son Frederick VI, Duke of Swabia must take a portion of the army and storm the walls of Konya. Once inside, secure the city and its wealth. Second, the Emperor himself will lead the remaining portion of the army and crush the Seljuk army, removing it once and for all as a threat to the continued advance to the Levant and finally to Jerusalem.

Prepare for battle.

Recommended Rules: [Default]

Intended to be played as the Crusaders against the Anti-Crusader AI or play Head-to-Head.

Suggested Reading: Loud, G. A., The Crusade of Frederick Barbarossa: The History of the Expedition of the Emperor Frederick.

088. Battle of Konya_b – 26 Turns – Variant

Date: May 18th, 1190 - Size: Large - Location: The Seljuk capital of Konya (Iconium)

Crusade: The Third Crusade

Scenario Briefing: In this variant of the Battle for Konya, two hours have elapsed and the Crusaders have successfully breached the city with its ladders and have forced the remaining defenders to retreat to the citadel for safety. Meanwhile, the bulk of the Seljuk army has maneuvered to put the Crusaders in a position where they are pinned against the walls of Konya and its army.

Note that both the Crusaders and the Seljuk city defenders have been fixed and unless unfixed by enemy movements, will not participate in this battle.

As the Crusader commander, you must rout the enemy and destroy it before it can recapture the city. As the Seljuk commander, you have the opportunity to crush Barbarossa and nail his Crusaders to the walls of Konya. Also, you will notice that the northern city gates have been left open by the advancing Crusaders and may be used freely by either side. Should the Seljuks feel energized, there is a juicy VP hex at hex {41,74}.

Recommended Rules: [Default]

Intended to be played as either side against the opposing AI or play Head-to-Head.

Suggested Reading: Loud, G. A., The Crusade of Frederick Barbarossa: The History of the Expedition of the Emperor Frederick.

089. Approach to Galata – 26 Turns – Historical

Date: July 5th, 1203 - Size: Medium / Large - Location: Galata, just north and across the Golden Horn to Constantinople

Crusade: The Fourth Crusade

Scenario Briefing: With the conclusion of the Third Crusade, Jerusalem remained in the hands of Ayyubid Muslims under the control of Saladin and his successors. This despite the fact that King Richard I and his Crusaders never lost a battle. However, much of the land that had been lost after the defeat at Hattin in 1187 had been recovered. Nevertheless, that defeat cost the Crusaders the Holy City of Jerusalem and until it could be recovered, the Popes in Rome were determined to continue their calls to all the lords of Europe to pay heed and take the vow of the cross for another Crusade.

In January 1198, a new Pope began the next chapter of preaching for another Crusade. He was Innocent III and upon the placement of the crown of St Peter upon his head, he immediately published his bull "Post miserabile." In it called for the recovery of Jerusalem and for the redemption of Christendom in the Levant.

This new Crusade, now the Fourth Crusade, was slow in attracting the powerful kings and lords of Europe. Most were too busy fighting each other to take time out and spend money and lives on a risky venture that Crusading has proven to be. But those willing to risk it all on the familiar promise of Heaven, did eventually come forward. The first of these was Count Thibaut of Champagne. A nephew of King Richard

of England, who had died in France in 1199. Others soon followed; Louis of Blois, Baldwin of Flanders, and Boniface of Montferrat were some of the earliest.

With the untimely death of Count Thibaut, Boniface was elected as the Crusade leader. The first decision to be made was the formulation of a plan and how to get the army to its destination. The plan was an adoption of one that King Richard has proposed in 1192 but was unable to implement it. Simply stated, to take Jerusalem, Egypt must first be captured. On how to get there, a fleet would be needed. A fleet large enough to transport 30,000 or more Crusaders, their horses, animals, siege engines and supplies to last many months. The only state that had or could build a fleet of the size needed, was the city state of Venice.

At this time, Venice was led by Doge Enrico Dandolo. Very old and nearly totally blind, Enrico Dandolo agreed to build a fleet large enough. However, the money required for this expense would be great, 85,000 silver marks. When the time came to pay this fee, the Crusaders were short, almost by half.

To allow the Crusade to continue, Dandolo proposed a solution. A solution that would violate Papal edicts. Dandolo demanded that to allow the Crusade to continue, the city of Zara be captured. Zara had once been the property of Venice but was taken over by the Empire of Hungary. The catch was, Zara was a Roman Catholic city and the Pope had forbidden any attack on a Latin Christian city. Any violation of this command would result in immediate excommunication. It was the belief during this time that if excommunicated, Heaven would be denied. Any non believer wanted to be denied Heaven. After all, Heaven was the main reason for going on Crusade in the first place.

Despite the threat of excommunication, the majority of Crusaders agreed. As a result, Zara was taken and the Crusaders were excommunicated, as promised by the Pope.

Now comes Alexios IV, son of the deposed Byzantine Emperor Isaac II. He proposed to the Crusaders that if they would escort him to Constantinople and help retrieve the Imperial throne for him, he would provide both treasure and men to continue their Crusade to recapture Jerusalem. Additionally, he promised to make the Pope the head of the Church in the entire Byzantine Empire. This would end the schism that had existed between the Church in Rome and the Church in Constantinople since 1054.

The promise of Church reunification was enough for Pope Innocent III to remove the edict of excommunication on all the Crusaders except the Venetians, who remained unrepentant, but continued on to Constantinople with an expectation of a vast treasure in rewards.

With the task to recover a throne for Alexios underway, the Crusaders reached Constantinople in early July 1203. Upon their arrival, it became clear that the current Emperor and usurper, Alexios III, would not give up the throne and that the Crusaders, Venetians and the few followers of Alexios IV, would have to lay siege to a city that had never fallen to an invading army in its nearly 900-year existence.

Fortunately for the Crusaders, the city was weak and without a fleet capable of taking on the 200 plus ships of the Venetians. Still, its conquest would not be easy. To land troops in an area that could be approached by ladders and other siege engines, the fleet must be able to enter the Golden Horn, a water way that led to the landed interior of the city. Although Alexios III did not have a fleet, he did have a giant floating chain that could block all ships trying to enter the Gold Horn. Also, he had about 15,000 garrison troops and this number included 5,000 Varangian body guards. The Varangians were mostly comprised of professional fighters from the lands of the Vikings and Kievan Rus. These Varangian fighters were the equal of any Crusader.

Now that you have read this "short" introduction concerning why we have arrived near the city Constantinople; it is time to march into battle. This first scenario will depict the battle for Galata. Galata was a critical piece of land due to the fact that its capture would allow for the breakage of the floating chain that would allow the fleet to enter into the Golden Horn and lay siege to this mighty city. The largest in Christendom with a population of perhaps 500,000.

Alexios III has positioned a large part of his army just to the north of the walled town of Galata. His plan was to stop the Crusaders and end their siege before it could become a threat to his throne. As for the Crusaders, they are ready and eager to end this siege as soon as possible so they can continue their mission to capture Egypt and recapture Jerusalem.

As the Crusader, you must capture the Byzantine fortified camp and take Galata if possible. Be sure to take care as you approach the camp, It is surrounded by pointed stakes. To overcome the walls, you have ladders. If you choose to take control of the Byzantine army, your task is simply stated, stop the Crusaders.

NOTE: Except for the forces that are near to actual battle site, all the Byzantines within Constantinople are fixed and will not participate in the battle. Ships are symbolically represented and cannot maneuver.

Recommended Rules: [Default]

Intended to be played as either side against the AI or Head-to-Head.

Suggested reading: Nicolle, David, The Fourth Crusade 1202–04. Osprey Campaign Series. Vol. 237. Also, J. Phillip "The Fourth Crusade and the Sack of Constantinople".

090. Siege of Galata_a – 26 Turns – Historical

Date: July 5th, 1203 - Size: Medium - Location: Galata, just north of Constantinople

Crusade: The Fourth Crusade

Scenario Briefing: For a detailed historical preview of the Fourth Crusade, please refer to the pervious scenario description (scenario 089).

This scenario depicts the first stage of the siege of Galata. The Byzantine camp has been taken and its defenders have retreated to the relative safety of Galata. As the Crusader, you must take the city. In doing so, the floating chain, that is currently preventing the Venetian fleet from entering the Golden Horn and laying siege the Constantinople, can be broken and the Golden Horn opened.

Ships are symbolically represented and cannot maneuver.

Recommended Rules: [Default]

Intended to be played as the Crusader against the AI or Head-to-Head.

Suggested reading: Nicolle, David, The Fourth Crusade 1202–04. Osprey Campaign Series. Vol. 237. Also, J. Phillip "The Fourth Crusade and the Sack of Constantinople".

091. Siege of Galata_b – 30 Turns – Historical

Date: July 6th, 1203 - Size: Medium - Location: Galata, just north of Constantinople

Crusade: The Fourth Crusade

Scenario Briefing: This scenario depicts the final stage of the siege of Galata. The town has been breached and the Crusader forces are pouring into the area with the intent of breaking the chain that blocks the Venetian fleet from entering the Golden Horn. Its breakage will allow for the siege of Constantinople to begin. And with its capture, the Crusaders hope to begin their journey to the Holy Land for the recapture of Jerusalem. This being the intended purpose of the Crusade from its inception. To achieve victory as the Crusader, you must not only clear out the city of Galata but must drive toward the exit hex and remove as many friendly units from the map as possible. The exit hex is located at hex {0, 23}.

Recommended Rules: [Default]

Intended to be played as the Anti-Crusader alliance against the Crusader Alliance AI or Head-to-Head.

Suggested reading: Nicolle, David, The Fourth Crusade 1202-04. Osprey Campaign Series. Vol. 237. Also, J. Phillip "The Fourth Crusade and the Sack of Constantinople".

092. Siege of Constantinople_a – 38 Turns – Historical

Date: July 15th, 1203 - Size: Large - Location: Constantinople, using the full map of the city

Crusade: The Fourth Crusade

Scenario Briefing: With Galata taken and the great floating chain broken, the siege is about to begin in earnest. (Historical Note: A portion of the chain was sent to Acre to help bolster its defenses.)

The bulk of the Crusader force is marching along the coastal road and has crossed the Golden Horn via the bridge just northeast of the city. The Crusaders have not marched with heavy siege engines but will

attempt to breach the city with scaling ladders. As the Crusader, be mindful of the many gates from which the defending imperial forces of Alexios III, can exit from and use to launch surprise counter attacks.

Note that the Venetians are fixed and have been left near Galata, along with Alexios IV and his small but loyal contingent. Both forces are to defend the rear area against any possible attacks on the Crusader lines of supply.

Special Notice: Be sure to save a few units that are equipped with ladders to be used against the secondary wall. Once you have secured a gate ownership and have deemed it safe, you can pass through the gate with units that are still equipped with ladders and travel to the secondary city wall. The walls of Constantine. Be sure you identify all your units that are equipped with ladders using the View>Highlight>Units With Ladders pathway.

Ships are symbolically represented and cannot maneuver.

Recommended Rules: [Default]

Intended to be played as the Crusader against the Anti-Crusader AI. This scenario can also be played Head-to-Head.

Suggested reading: Nicolle, David, The Fourth Crusade 1202-04. Osprey Campaign Series. Vol. 237. Also, J. Phillip "The Fourth Crusade and the Sack of Constantinople".

093. Siege of Constantinople_b – 40 Turns – Variant

Date: July 15th, 1203 - Size: Large - Location: Constantinople, using the full map of the city

Crusade: The Fourth Crusade

Scenario Briefing: This scenario is a variant of the previous scenario and supposes that as the Crusaders approached the city from the north, and while many have yet to cross the bridge across the Golden Horn, Alexios III has amassed a large part of his available defending army and is preparing to attack before the full force of the Crusading army is assembled and ready for the siege to begin.

As the Crusader commander, you must not only defeat this pre-emptive attack but successfully lay siege to the city.

Special Notice: Be sure to save a few units that are equipped with ladders to be used against the secondary wall. Once you have secured a gate ownership and have deemed it safe, you can pass through the gate with units that are still equipped with ladders and travel to the secondary city wall. The walls of Constantine. Be sure you identify all your units that are equipped with ladders using the View>Highlight>Units With Ladders pathway.

Ships are symbolically represented and cannot maneuver.

Recommended Rules: [Default]

Intended to be played as the Crusader against the Anti-Crusader AI. This scenario can also be played Head-to-Head.

Suggested reading: Nicolle, David, The Fourth Crusade 1202-04. Osprey Campaign Series. Vol. 237. Also, J. Phillip "The Fourth Crusade and the Sack of Constantinople".

094. Siege of Constantinople_c – 70 Turns – Variant

Date: July 15th, 1203 - Size: Large - Location: Constantinople, using the full map of the city

Crusade: The Fourth Crusade

Scenario Briefing: In this variation of the full siege of Constantinople, the city is surrounded. And this time, the Venetians have assembled their fleet and will land their contingent along the shores of the city's sea wall. Their ladders will attempt to scale the walls and overcome the defenders. Their Doge and leader Enrico Dandolo, over 90 years old and almost totally blind, will lead the attack of the Venetians. This is a maximum effort attack of the entire Crusader army. Even Alexios IV will participate and lead his followers.

Should you encounter any unarmed civilians, you are permitted to do as your conscience dictates.

Ships are symbolically represented and cannot maneuver.

Recommended Rules: [Default]

Intended to be played as the Crusader against the Anti-Crusader AI. This scenario can also be played Head-to-Head (PBEM).

Suggested reading: Nicolle, David, The Fourth Crusade 1202-04. Osprey Campaign Series. Vol. 237. Also, J. Phillip "The Fourth Crusade and the Sack of Constantinople".

095. Venetian's attack the sea wall – 18 Turns – Historical

Date: July 15th, 1203 - Size: Small - Location: Southeastern section of Constantinople's sea wall

Crusade: The Fourth Crusade

Scenario Briefing: Historical - This scenario uses a small map and represents the Venetian attack on the sea wall section of Constantinople that is directly opposite of Galata. Leading the attack is Doge Enrico Dandolo himself. The only siege equipment brought by the Venetians are scaling ladders that were tied to the masts of their boats as they sail across the Golden Horn water way. If you can successfully breach into the city, there are two exit hexes you will need to reach and remove as many friendly troops as possible. This will help you gain the points you will need for victory and will represent the Crusader's fanning out into the city proper.

Ships are symbolically represented and cannot maneuver.

Recommended Rules: [Default]

Intended to be played as the Crusader against the Anti-Crusader AI. This scenario can also be played Head-to-Head.

Suggested reading: Nicolle, David, The Fourth Crusade 1202-04. Osprey Campaign Series. Vol. 237. Also, J. Phillip "The Fourth Crusade and the Sack of Constantinople".

096. Siege of Constantinople_d – 24 Turns – Historical

Date: July 15th, 1203 - Size: Large - Location: Northern section of Constantinople

Crusade: The Fourth Crusade

Scenario Briefing: This scenario uses a smaller map and is intended to only represent the northern section of the city. The Varangians and other defenders have come out to attack a smaller portion of the Crusader army. As the Boli, the Imperial commander of the Varangians, you must drive out the Crusader and capture both ends of the bridge. Eliminate as many Crusaders as you can and save Constantinople.

Recommended Rules: [Default]

Intended to be played as either side against the AI. Probably best playing as the Crusader. This scenario can also be played Head-to-Head.

Suggested reading: Nicolle, David, The Fourth Crusade 1202-04. Osprey Campaign Series. Vol. 237. Also, J. Phillip "The Fourth Crusade and the Sack of Constantinople".

097. Siege of Constantinople_e – 70 Turns – Variant

Date: July 17th, 1203 - Size: Large - Location: Full map of Constantinople

Crusade: The Fourth Crusade

Scenario Briefing: In this variation of the siege, the Venetians have moved their fleet closer to the main Crusader army. It is here that the full attack on the city, from all sides, will begin. This battle will start early and last the entire day. Again, there are many unarmed civilians inside the city. They will likely beg for mercy. You must do as your conscience dictates. Just remember, their elimination is worth victory points. How is your conscience driving you now?

Special Notice: Be sure to save a few units that are equipped with ladders to be used against the secondary wall. Once you have secured a gate ownership and have deemed it safe, you can pass through the gate with units that are still equipped with ladders and travel to the secondary city wall. The walls of Constantine. Be sure you identify all your units that are equipped with ladders using the View>Highlight>Units With Ladders pathway.

Ships are symbolically represented and cannot maneuver.

Recommended Rules: [Default]

Intended to be played as the Crusader against the Anti-Crusader AI. This scenario can also be played Head-to-Head.

Suggested reading: Nicolle, David, The Fourth Crusade 1202-04. Osprey Campaign Series. Vol. 237. Also, J. Phillip "The Fourth Crusade and the Sack of Constantinople".

098. Alexios III attacks – 24 Turns – What if

Date: July 19th, 1203 - Size: Large - Location: North part of Constantinople

Crusade: The Fourth Crusade

Scenario Briefing: Alexios III has assembled his garrison and is preparing to crash into the Crusader camp. Historically, Alexios, for unknown reasons, decided not to attack. However, if you choose to play as the Anti-Crusader Byzantines, the battle will commence and blood will soak the grounds in and around the Crusader camp. As the Crusader, repulse this attack and continue the siege to ultimate victory. Once achieved, the Crusaders can continue their stated goal of retaking Jerusalem.

Ships are symbolically represented and cannot maneuver.

Recommended Rules: [Default]

Intended to be played as either side against the AI or played Head-to-Head.

Suggested reading: Nicolle, David, The Fourth Crusade 1202-04. Osprey Campaign Series. Vol. 237. Also, J. Phillip "The Fourth Crusade and the Sack of Constantinople".

099. The Final Chapter_a – 27 Turns – Historical

Date: April 9th, 1204 - Size: Large - Location: North part of Constantinople

Crusade: The Fourth Crusade

Scenario Briefing: Alexios III has fled the city and Alexios IV and his blinded father, Isaac II have regained the throne. But wait, after several months of civil and political unrest and court intrigue, both Alexius IV and Isaac II have been murdered. In their place, came Alexios Doukas, known as Mourtzouphlos, was crowned the new Emperor and become Alexios V.

This scenario depicts the "Final Chapter" in this, the Fourth Crusade. Alexios V has refused the harsh peace terms proposed by Doge Enrico Dandolo and closed off the city from the Crusaders. In response, the Crusaders have decided that enough is enough. If the Emperor, now the 4th they have had dealings

with, will not come to honor the original terms proposed by Alexios IV, then the city will be taken by force and a new Latin ruler placed on the throne.

The Crusaders plan is to take the city via its sea wall running along the shore of the Gold Horn. But this day will not go as planned. Heavy winds are threatening many of the ships and their Crusader troops that are waiting to scale the walls. As a result, only about half the intended force will reach the wall. As the Crusader, your task will be to take the city with this reduced fighting force. Plan well and execute better.

Note that there is an exit hex at 48,57. Use this to remove friendly units and gain more points.

Ships are symbolically represented and cannot maneuver.

Recommended Rules: [Default]

Intended to be played as the Crusader against the Anti-Crusader AI or played Head-to-Head.

Suggested reading: Nicolle, David, *The Fourth Crusade 1202-04*. Osprey Campaign Series. Vol. 237. Also, J. Phillip "The Fourth Crusade and the Sack of Constantinople".

100. The Final Chapter_b – 30 Turns – Historical

Date: April 12th, 1204 - Size: Large - Location: North part of Constantinople

Crusade: The Fourth Crusade

Scenario Briefing: This scenario takes place three days after the Crusader's first attempt to take Constantinople during the reign of Alexios V. Due to high winds that forced a Crusader withdrawal, the attack is set to begin. This time, Alexios V has chosen to assemble most of the defenders outside the city walls. The Emperor has made camp using the same location as had the Crusaders the previous July. The majority making up this force are Varangian guards. These are the elite troops of the Emperor and tasked to protect him. However, though brave and able, they have not been paid for many months and have decided to not risk their lives for non-payment of their promised wages and bonuses. You will see them withdraw from the map as the appointed time.

Therefore, it will be without these men, the core of the Imperial army, that Alexios V must defend Constantinople. As commander of the Crusader army, it is time to put this long chapter to rest. If Constantinople will not be a Crusader friend and ally in the task of retaking Jerusalem, then the Empire must fall and be Latinized. This means that the Pope in Rome will take over its spiritual leadership of the empire and that one of the Latin Crusader leaders will become its new emperor. Any who resists will be put to the sword.

Ships are symbolically represented and cannot maneuver.

Recommended Rules: [Default]

Intended to be played as the Crusader against the Anti-Crusader AI or played Head-to-Head.

Suggested reading: Nicolle, David, The Fourth Crusade 1202-04. Osprey Campaign Series. Vol. 237. Also, J. Phillip "The Fourth Crusade and the Sack of Constantinople".

101. The Final Chapter_c – 30 Turns – Variant

Date: April 12th, 1204 - Size: Large - Location: North part of Constantinople

Crusade: The Fourth Crusade

Scenario Briefing: Variant - This scenario will allow the Varangian guard, who historically abandoned Alexios V for lack of payment, to stand by their new emperor in the hopes that if victorious, they will be richly rewarded. To leave now would mean that all they have sacrificed will have been for nothing.

Also, in this variation, the balance of the Crusading army has crossed the river, at the great bridge and have assembled to attack the Byzantine camp. While this is going on, a larger force of Crusaders have crossed the Golden Horn via the Venetian fleet and are preparing to attack the sea wall. And this time, they have a siege tower that will appear on the shore at one of 4 selected beach hexes. Each hex has a 25% chance of being selected and can vary each time the scenario is played.

Ships are symbolically represented and cannot maneuver.

Recommended Rules: [Default]

Intended to be played as the Crusader against the Anti-Crusader AI or played Head-to-Head.

Suggested reading: Nicolle, David, The Fourth Crusade 1202-04. Osprey Campaign Series. Vol. 237. Also, J. Phillip "The Fourth Crusade and the Sack of Constantinople".