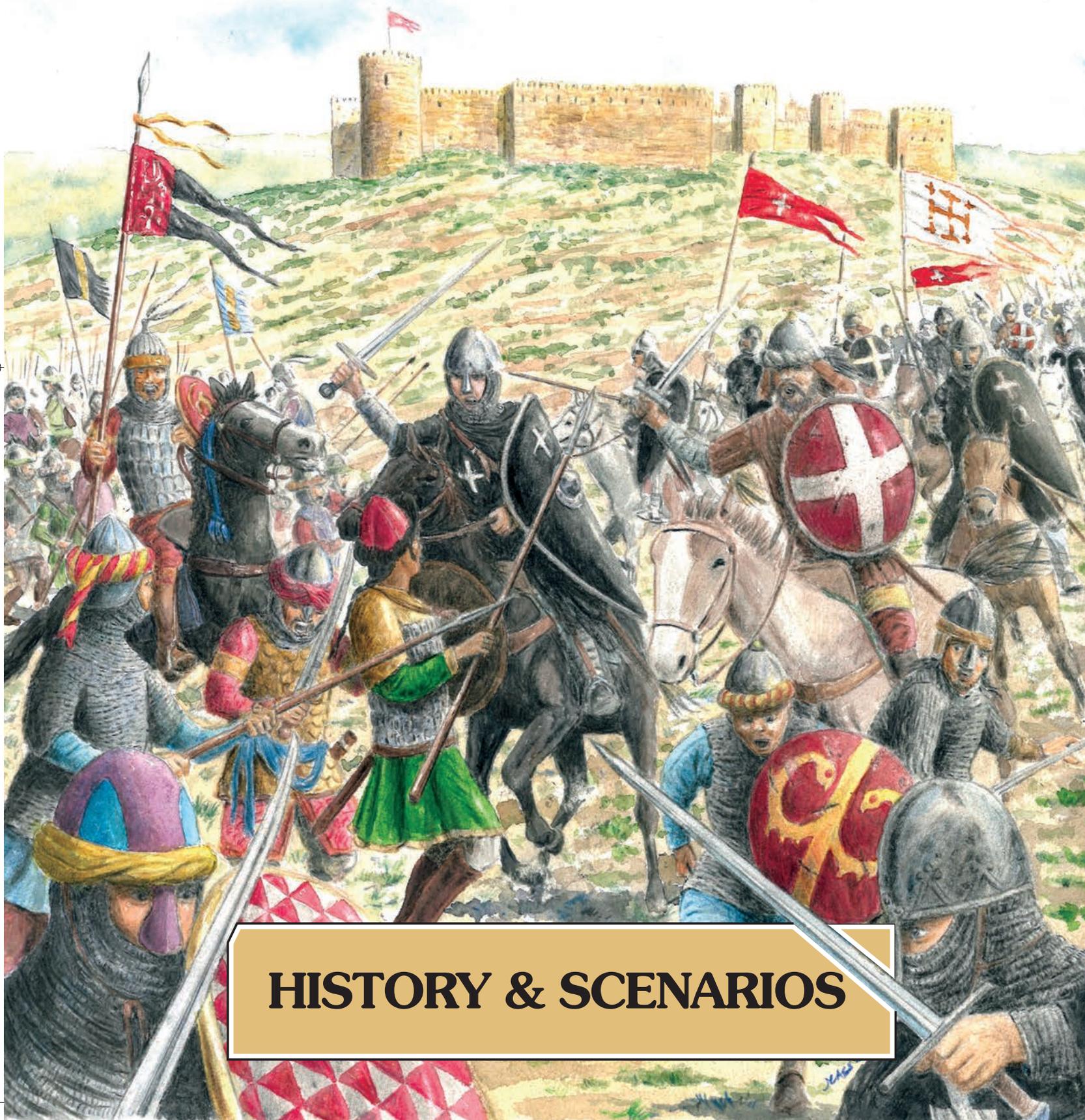




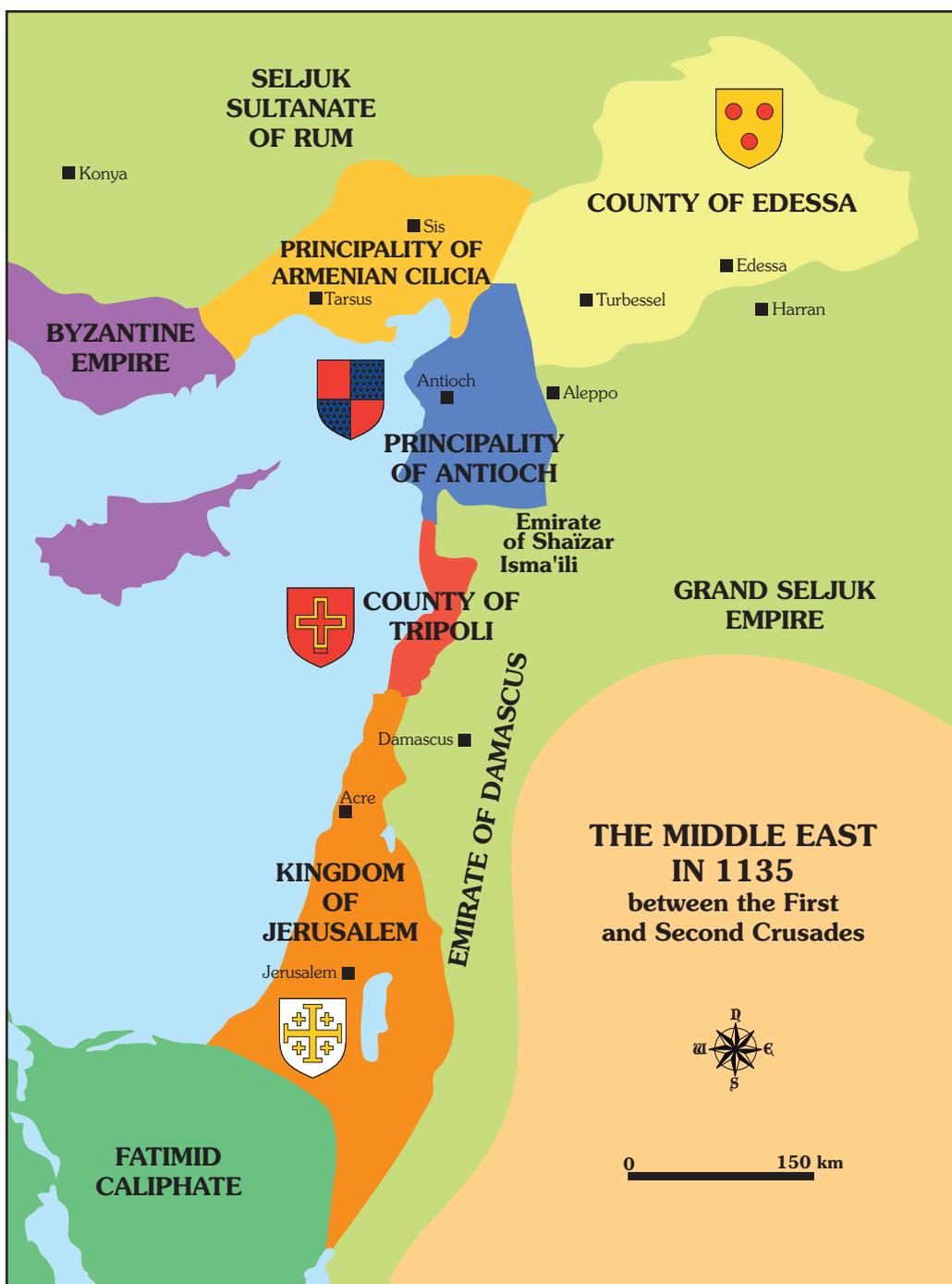
ager Sanguinis



HISTORY & SCENARIOS







History

The Normans in Northern Syria in the 12th Century

1. Historical background

Three Normans distinguished themselves during the First Crusade: Robert Curthose, Duke of Normandy and eldest son of William the Conqueror¹ whose actions were decisive at the battle of Dorylea in 1197, Bohemond of Taranto, the eldest son of Robert Guiscard², and his nephew Tancred, who led one of the assaults upon the walls of Jerusalem in 1099. Before participating in the crusade, Bohemond had been passed over by his younger half-brother Roger Borsa as Duke of Puglia and Calabria on the death of his father in 1085. Far from being motivated by religious sentiment like Godfrey of Bouillon, the crusade was for him just another occasion to wage war against his perennial enemy, Byzantium, and to carve out his own state in the Holy Land.

The opportunity presented itself with the city of Antioch. Antioch was an ancient Byzantine city that had only been conquered by the Muslims a dozen years earlier in 1084. Although Bohemond during his passage through Constantinople, like the other crusader leaders, had sworn to restore lands previously lost by the Byzantines to the Basileus Alexius Comnenus, he intended to seize the city and build a principality by force.

1.2. The conquest of Antioch

Faced with the difficulties of besieging Antioch, Bohemond first threatened to return to Italy to seek reinforcements, but the army needed his important contingent, and his qualities as a strategist. The leaders of the crusade promised him whatever he wanted. He took advantage of the departure of Tatizios, the Basileus' representative, to accuse him of treason, allowing him to release himself from his oath. Having made contact with the Antiochene Armenians and negotiated their opening the gates to him, he promised the other crusade leaders that the city would belong to the first of them who entered the city. When the city was stormed on June 3, 1098, it was no surprise that only Bohemond's banner floated on the towers.

But by a turn of the wheel of fortune, the hungry Franks, almost without horses, were suddenly besieged by a strong Seljuk army, led by the Emir Kerboga. The discovery of the Holy Lance (perhaps another subterfuge on Bohemond's behalf) restored vigor to the Crusaders, who put to flight their adversaries who were innumerable, but suffering from very poor morale. Bohemond became the undisputed leader of the city and Prince of Antioch, rather than the Byzantine title of Duke of Antioch, to mark his break with Byzantium.

1.3. Bohemond and Tancred

On June 13 1098, Bohemond watched the crusader army depart for Jerusalem; his priority was now to establish his authority and extend his principality. His reign was short-lived as he was captured as early as 1100 during a raid he organized to protect the Armenian city of Melitene in Cilicia, which was threatened by the Danishmend Turks. Left with only 300 knights, he fell into an ambush and was taken prisoner. The regency was assumed by his nephew Tancred, who extended the principality to the south by seizing Laodicea (now Latakia) and to the north Tarsus and Adana at the expense of the Byzantines.

Edessa, north-east of Antioch, became the first Latin state in the Levant in 1098 following the marriage of Baldwin of Boulogne, brother of Godfrey of Bouillon, to the daughter of the Armenian prince Thoros. Baldwin was not to reign long in the Armenian county because he was called in 1100 to replace his late brother on the throne of the Kingdom of Jerusalem. Edessa then passed to his cousin Baldwin of Bourcq. Taking advantage of a civil war among the Seljuk princes, Baldwin decided in 1104 to seize the fortress of Harran near Rakka in central Syria, as its capture would open the road to Mosul and Baghdad. For this campaign he was accompanied by his cousin and vassal Josselin of Courtenay, lord of Turbessel, and by his neighbours Bohemond of Tarento, prince of Antioch, who had been freed the year before, and his nephew Tancred of Hauteville. The siege of Harran began in the spring, but without siege machines, which caused it to drag on. This allowed the emirs Jekermish and Soqman to assemble an army to rescue the besieged fortress. The Franks decided to face the relief column, and deployed the contingents of Edessa on the left and the Antiochenes on the right. The Turks engaged the Edessans, but fell quickly back. Thinking victory within reach, the Edessans followed in pursuit without realizing the trap that had been set for them. When they were exhausted by the pursuit, the Turkish riders turned around and encircled the weakened Franks. They were joined by other Turkish squadrons who helped them crush the Edessans. On the right flank, and although in the process of overcoming the resistance of the Turks facing them, the sight of the Edessans inclined the Normans of Antioch to retreat at nightfall: Tancred fled towards Edessa to defend the city, but Baldwin and Josselin are taken prisoner while crossing a river. Meanwhile, Syrian peasants roam the countryside, exterminating crusader fugitives. Since their arrival in the East, this was the first time the Franks, believed to be invincible by the natives, had been beaten. The Turks of Aleppo took advantage of this victory, which weakened the Principality of Antioch, to take back all the territory east of the Orontes, while the Byzantines retook Laodicea and Cilicia.

Back in Antioch, Bohemond decided to leave Tancred as regent once more to seek reinforcements in Italy. Consumed by his intimate hatred of Byzantium, he raised an expedition to go fight in Illyria, but was defeated at Dyrrhachium and forced to sign, in 1107, a humiliating treaty by which he recognized the suzerainty of Constantinople over Antioch. This treaty was challenged by Tancred, who denounced it immediately upon the death of Bohemond at Canossa (Apulia) on 26 March 1111. He left an heir, his young son, Bohemond.

In April 1105, Tancred decided to take Artah (or Artesia) back. This fortress east of the Orontes River had been reconquered by the Turks after Harran. Like the previous year, a Turkish rescue army led by Ridwan of Aleppo lifted the siege. Tancred noticed that the battlefield was a rocky plain, unsuitable for cavalry fighting. He drew the Turkish cavalry onto the plain, where they expected to be able once again to employ their usual tactics of harassment and feigned flight. The rocks hampered the Turkish horsemen, and they were unable to resist the charge of Tancred. Forced to dismount, they broke and were crushed by the Franks. Thanks to this victory, the regent of Antioch recovered all the territories lost the previous year.

After the disaster of Harran and the capture of Baldwin of Bourcq, Tancred also became regent of Edessa. To guarantee his position and reap the incomes from the county, he allowed the negotiations for the release of Bourcq to drag on until 1108. It was following this dispute that a battle took place that same year at Menbij (between Aleppo and the Euphrates River) between Baldwin, supported by Jawali, Emir of Mosul and Tancred, supported by Ridwan, Sultan of Aleppo, which left 2,000 Franks dead on the battlefield. Although the victor, Tancred returned to Antioch to rule as regent only to succumb during the typhoid epidemic of 1112.

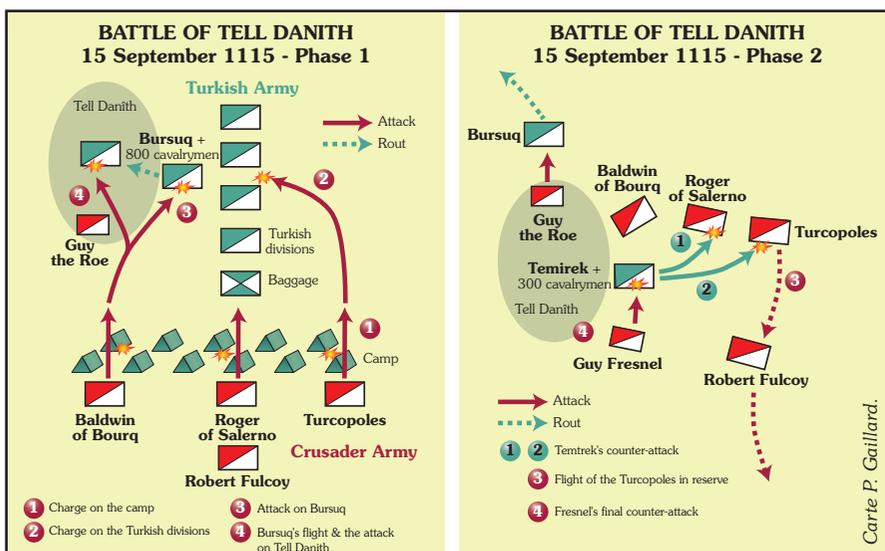
1. see the game *Diex Aie*.

2. see the game *Guiscard*.

1.4. Roger of Salerno

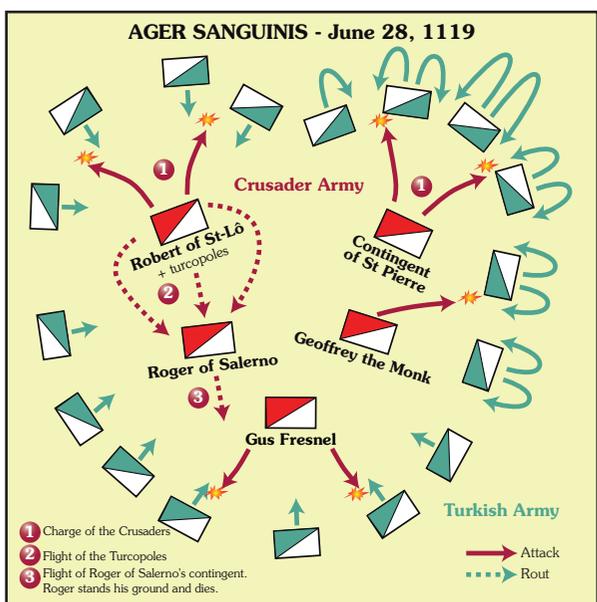
Bohemond II, still a child, succeeded him under the regency of Tancred's nephew, Roger of Salerno. In November 1114, Roger had to face the catastrophic consequences of a powerful earthquake that damaged many castles. While supervising the reconstruction work, he learned that Mohammed, Seljuk Sultan of Baghdad, had sent a powerful army commanded by Bursuq against the principality. However, the Turkish princes of the region were equally anxious, fearing that a victory for the Sultan would weaken their authority. Toghtekin of Damascus, the eunuch Lulu, regent of Sultan Shah of Aleppo and Il-Ghazi of Mardin joined forces with Roger and gathered at Apamea, where they were within easy reach of Aleppo, Antioch and Damascus. The camp of Bursuq's army was only 12 kilometers to the south. Made aware of the invasion, King Baldwin of Jerusalem headed north with 500 knights and 1,000 men, taking with him 200 knights and 2,000 men of Count Pons of Tripoli, and telling Roger not to start the battle before his arrival. After burning the city of Shaizar, which had rallied to the Sultan, the Frankish allies dispersed, thinking the campaign had ended. But Bursuq took this opportunity to seize the fortress of Kafartab, near Apamea,

following a siege and thanks to a mine which allowed the Turks to bring the barbican of the castle down. Roger recalled his troops from Antioch, supported by reinforcements from the County of Edessa. He encamped near the Jisr al-Shughr bridge, while Bursuq made for Zerdana and encamped near a watering hole called Tell Danith, near Sarmin. Roger organized his army into three corps, Baldwin of Edessa leading the left while Roger personally controlled the center. The Frankish charge was carried out in echelon, led by the Edessans. They forced the Turks onto a hill behind the camp while Roger occupied the enemy camp. Only the Frankish right fell into trouble: the turcoples were pushed back by a Turkish counter-attack and sowed confusion in the other army corps, but the knights regain the upper hand and won the battle. Fearing the arrival of the King of Jerusalem, Bursuq decided to withdraw and put an end to his campaign.



The prestige of Roger was at its zenith, which encouraged the semi-independent emirs of the region to approach the Sultan. Their mutual jealousy and disunity negated their numerical superiority, which enabled the Franks to become masters of the game in Northern Syria. In 1118, Roger pushed his advantage and besieged, with the help of the Armenians, the fortress of Azaz (which the Franks called Hasart) north-west of Aleppo. A mine breached the walls of the castle and the Muslim garrison was massacred. The latest Frankish conquests now encircled Aleppo, something the new atabeg³ Il-Ghazi could not afford to tolerate. He invaded the principality of Antioch with a strong army in 1119. As four years earlier, Roger appealed to the King of Jerusalem and the Count of Tripoli, and decided to wait for the reinforcements in the castle of Artâh. But the chatelains of the territories east of the Orontes River, constantly devastated by the raids of Turcoman bands, prompt him to strike immediately.

Roger leaves the shores of the Orontes and makes for Aleppo. He camps on a plain near the Sarmada canyon, where he is encircled by Il-Ghazi during the night of 27/28 June. The forces are disproportionate, as was often the case at the time: 700 knights and 3,000 foot soldiers on the Frankish side - assembled in 3 battles commanded by Roger, Geoffroy Le Moine and Guy Fresnel - against probably 40,000 men for the Turks. Roger still entered the battle and the first clashes turned to his favor. But fortune changed sides when the turcoples of Robert of St Lô were pushed back out of Roger's line, which became disordered. Roger was killed by a sword through the face at the foot of the cross adorned with precious stones which served him as a standard. The Frankish army was annihilated, only two knights managing to escape, hence the name of Field of Blood (Ager Sanguinis) given to this battle. Il-Ghazi could have taken advantage of his total victory to move on and seize Antioch, which was now defenseless, but he preferred to celebrate his victory with drunkenness. This indecision enabled Baldwin II of Jerusalem (former Count of Edessa Baldwin of Bourcq became King the previous year after the death of his cousin) and Pons of Tripoli to arrive at Antioch before the Turks and to put the city in a state of defense. Baldwin then kept the regency of the principality for himself, and directs his army against the Turks, whom he barely defeats at Hab, south-west of Zerdana. The principality of Antioch was saved for the years to come, and the King remained regent until the majority of Bohemond II.



1.5. Changing times

Baldwin II of Jerusalem led several campaigns in subsequent years to recover the lost territories and fortresses, and re-establish the borders of the principality. The Count of Edessa Josselin of Courtenay being made prisoner in 1122, the King assumed the regency of the northern county as well, but was himself taken prisoner the following year. His captivity lasted two years before being released for ransom, along with Josselin. He immediately laid siege to Aleppo. The city was close to surrender after three months when Baldwin learned that Bursuq, the atabeg of Mosul was besieging the fortress of Azaz (called Hasart by the Franks) with a large army to the north-west of Aleppo. The King lifted the siege of Aleppo to come to the rescue of the threatened fortress with the Counts of Edessa and Tripoli. A total of 1,100 knights and about 2,000 infantrymen faced many more Turcomans. The King feigned a retreat to Athareb and, while the Turks chased him, he suddenly turned and charged the disorganized Turkish horsemen, who were forced to fight in melee. The strength of the Frankish

3. Seljuk Governor appointed by the Sultan.

charge broke the army of Bursuq, which lost 2,000 men and abandoned a considerable booty.

In 1126, Bohémond II turned 18 years old. He left Italy to take possession of his inheritance, which the King granted him with relief, while marrying him to his daughter Alice. The King himself had much to do on other fronts, notably marrying his daughter Melisende to a man capable of succeeding him after his death. In 1129 he chose Fulk of Anjou, father of Geoffrey Plantagenet⁴. Bohemond, for his part, became famous as soon as he seized power by leading a raid to capture Kafartab, which Bursuq had taken the previous year. He sadly quarreled with Josselin of Courtenay, the Count of Edessa, and thus broke the unity of the Franks in Northern Syria at the moment when Sultan Mahmoud had just named Bursuq's son Imad ad-Din Zenghi as atabeg of Mosul, a man who considered himself the champion of Islam against the Franks. Bohemond's reign was short-lived as he was killed in an ambush in Cilicia in 1130 when he attempted to take the town of Anazarbe back from the Armenians. Bohemond had only a two-year-old daughter named Constance, and her mother, Alice, daughter of Baldwin II, plotted to become regent of Antioch. She went so far as to ask Zenghi for help against her father! King Baldwin struck quickly to restore order and once more became regent himself. However, he died the following year (21 August, aged 70), and so the regency passed to the new King Fulk. A few months later, the cousin of the late King and last survivor of the First Crusade, Josselin of Courtenay, Count of Edessa, died as well. His son Josselin II succeeded him, but was an isolated, cowardly but intriguing character. The new generation is more concerned with colonization than with crusading, and compromising with the less dangerous Muslim princes to guarantee the survival of their possessions. The spirit of the crusade is only found with the pilgrims who still arrive in the Holy Land, and the religious orders, which are beginning to become indispensable for the maintenance of the Franks overseas. The Hospitallers were originally a charitable institution created by Amalfians in 1070, which transformed into a military order under their second master from 1120 to 1158, Raymond du Puy, originally from Dauphiné. A constable is mentioned as early as 1126 and the Hospitallers participate in their first battles against the Muslims in 1137.

1.6. Raymond of Poitiers

King Fulk was in search of a husband for little Constance (10 years) who could defend the principality, and in 1136 he chose the son of Duke Guillaume IX of Aquitaine, Raymond of Poitiers, who then resided at the court of King Henry I of England, where his son Geoffrey had married the heiress Mathilde. Raymond was in the prime of life, 37 years old, when he became Prince of Antioch, a man of great physical strength, handsome but a little rough and impulsive. The new prince was at first intent on securing his rear before attacking Zenghi, and so attacked the Byzantine province of Cilicia. But the Basileus John II Comnenus retaliated and besieged Antioch while Raymond was away rescuing King Fulk in the County of Tripoli to the south. When the Prince of Antioch returned, the city was already besieged and its walls pounded by siege engines, but Raymond managed to re-enter the city by a backdoor. The situation deteriorated rapidly, and as King Fulk could not come to the rescue, Raymond decided to pay tribute to the Emperor for Antioch as part of an agreement that even called for the complete restitution of the principality to Byzantium if he succeeded in conquering Aleppo, Shaizar, Hama and Homs, which he would then keep for himself. Towards the end of March 1138 the Byzantine army advanced, reinforced by the troops of Raymond of Poitiers, the Count of Edessa Josselin II and a strong contingent of Templars. Their first objective was Aleppo, but the city was too well defended. The expedition turned south, occupying Athareb, Maarat al-Numan (La Marre) and Kafartab, and then laid siege to Shaizar, a city belonging to the Arab dynasty of the Munqidhids. The lower city is quickly taken, so the Emperor put his siege engines in battery to breach the walls of the upper city. But the ardor of John II Comnenus was not shared by the Franks: Raymond had no desire to abandon the sweetness of his city of Antioch for the harshness of Shaizar in the event of victory. As for Josselin, his hatred of Raymond is such that he did not wish to see him settling in Shaizar, or even Aleppo. The two Frankish commanders spent their time in their tents playing dice rather than under the walls of the besieged castle. Under threat of a counter-attack by Zenghi, and sickened by the attitude of the Franks, the Basileus negotiated the lifting of the siege in exchange for the vassalage of the emir. Once this was obtained, the army returned to Antioch where the Emperor made a triumphal entry.

In November 1143, King Fulk died of a horse fall in Acre. His 13-year-old son Baldwin III replaced him with his mother Melisende as regent of the Kingdom of Jerusalem. The child-king and his mother did not have the authority of Fulk to appease the dissensions between the two Frankish princes of Northern Syria, Raymond of Poitiers and Josselin II of Courtenay. As they quarreled once more to find out who is nearest to Aleppo, Zenghi laid siege to Edessa, while the Count and his best troops were far away. Josselin called on the Kingdom of Jerusalem and the Principality of Antioch for help. If Melisende agreed to send reinforcements, however, Raymond would refuse to intervene. By the time the army of Jerusalem joined the Count at Turbessel, it was already too late: Edessa fell on 26 December 1144, and the Turks slaughtered the population. Zenghi did not benefit from his success very long as he was assassinated by one of his eunuchs on September 14, 1146. Josselin II tried to take back Edessa in October 1146, but Nur al-Din, the son of the recently deceased atabeg, attacked his army in the rear. Josselin manages to flee but all the Christians of Edessa were massacred. The news of this catastrophe prompted the Pope to order a new crusade led by King Louis VII of France and King Conrad III of Germany. The Germans were surprised and annihilated by the Turks in an ambush near Dorylea, where the great victory of the first crusade had taken place. Louis VII arrived at Saint-Simeon, the port of Antioch, on March 19, 1148, accompanied by his wife Eleanor of Aquitaine, niece of Raymond of Poitiers. The latter counted on the support of the French army to attack Aleppo and to counter Nur al-Din, who had taken over all the fortified places to the east of the Orontes. But the King refused, arguing that his crusading vow had to take him to Jerusalem. Yet this was what he should



4. see the game *The Anarchy*.

have done, for the mortal danger to the Franks was indeed in Aleppo, and not in Damascus, an ally to the Kingdom of Jerusalem, where the crusade ended miserably: The useless siege would precipitate Damascus in the arms of Nur al-Din, the opposite of what should have been desired. The chronicler William of Tyre maintains that it was out of spite that Raymond of Poitiers seduced Eleanor, which would lead to the divorce of the royal spouses on their return from the crusade, and the remarriage of Eleanor with Henry Plantagenet, King of England.

The failure of the Second Crusade strengthened the confidence of the Turks, which Raymond had not taken at its true value. While preparing in 1149 to attack Aleppo, Nur al-Din launched a counter-attack at Yaghra, northeast of Lake Antioch. He routed the Antiochene army and killed many of them. Shortly afterwards, Raymond regained the advantage in a second battle nearby, where he seized the baggage of Nur al-Din after defeating his lieutenant, the Kurdish Shirkuh. Josselin II, still exasperated that Raymond did not come to his aid at the time of the fall of Edessa, left and even went so far as to come to terms with Nur al-Din. In May 1149, the Atabeg of Aleppo, assisted by Damascene reinforcements, ravaged the territory of Harim with 6,000 horsemen, and then made towards the fortress of Inab to the south, east of Ma'arat al-Numan. At this news, Raymond de Poitiers gathered a small troop of 400 cavalymen and 1,000 infantrymen. He was supported by a group of Nizari, a branch of the Isma'ili known as Hashishin, who hated Nur al-Din as a the Sunni more than the Christians. Without waiting for further reinforcements, he headed for Inab. Thinking to deal with the entire Frankish army, the Atabeg lifted the siege, but his spies quickly told him that Raymond only had a handful of men. Rather than seeking refuge in a neighboring castle, Raymond pushed on carelessly to camp his troops in open country 5 km south of Inab near a place called Font Murez for the night of 28/29 June 1149. The Atabeg took advantage of this to encircle them at night. In the morning, realizing his fatal error, Raymond decided to face his enemy rather than flee. He attempted a charge, but the ground was not favorable and the wind blew dust in the eyes of the knights the moment they spurred their horses. His army was wiped out and Raymond was killed by Shirkuh himself. His head was sent as a trophy to the Caliph of Baghdad. Exploiting his success, Nur al-Din took the fortresses of Artah, Harim and Imm which guarded the approach to Antioch, and besieged Afamiya (Apamea). After plundering the surroundings, he besieged Antioch, which was almost defenseless, but agreed to lift the siege against a large subsidy. The imminent arrival of King Baldwin III also prompted him to come to an early agreement. As a sign of victory, he went to Saint-Simeon and took a bath in the Mediterranean Sea, then returned to Afamiya, the last city held by the Franks east of Antioch. The principality was now reduced to the plain of Antioch and the coast as far as Latakia (Laodicea). This victory enhanced his prestige in the Muslim world, and he would continue the conquest of Northern Syria in the name of Jihad. Josselin II of Courtenay had initially welcomed the defeat of his personal enemy, but soon realized he would be next on the list. He was captured the following year and the last Latins were ultimately expelled from his county.

1.7. An adventurer at the head of the principality

Constance, Raymond's widow, was 22 years old and the mother of four young children. Baldwin III urged her to choose a new husband quickly, but she refused the King's preferred choice, forcing the King to assume the regency personally. A penny-less cadet, son of Hervé II de Donzy and lord of Gien, Châtillon-sur-Loing, and Donzy in Burgundy had come with the Second Crusade but decided to stay in Palestine as a mercenary. He had accompanied the royal army to Antioch in 1151 and had settled in the principality. The widowed princess had noticed him and she married him in 1153, after asking permission from the King. Baldwin III, happy to get rid of the burden of the regency, willingly accepted, especially since the suitor was a seasoned warrior. The inhabitants of Antioch only saw in him an adventurer, but it was he, Reynald de Châtillon, who became their prince-regent. He showed his true nature shortly after by torturing the patriarch of the city and launching a raid on Cyprus, a Byzantine possession, which he ransacked.

Nur al-Din joined Damascus to his Kingdom in 1154, which effectively united all the Muslims of Syria against the Frankish states, a new situation, whereas the Franks had until then benefited from the disunion of the different emirs of the region to go get the upper hand. They were now under constant threat. Taking advantage of the atabeg's illness in 1157, which led many to believe that his death was imminent, King Baldwin III, supported by Raymond of Tripoli, Reynald de Châtillon and the Crusader Thierry of Flanders, decided to seize Shaizar, town on the Orontes River to the south-east of the principality of Antioch, on the road to Hama. Baldwin's wish was to give the city to Thierry of Flanders in order to create a new Frankish state to defend the border. But Renaud disapproved of this choice and either wanted the city for himself, or that Thierry recognized his suzerainty. The great French baron could not accept such bargaining with an upstart, and the army of the King was forced to abandon the siege, which the troops of Nur al-Din occupied as soon as they left. The King consoled himself by besieging and taking Harim, the castle east of the Orontes on the road to Aleppo, which he gave to Reynald.

But the revenge of the Basileus for the abuses committed in Cyprus did not take long to fall on Reynald. He advanced in 1158 with his army to the gates of Antioch and demanded the submission of its prince. Baldwin III, who had just married the Emperor's niece, did not come to the rescue of his vassal, and Reynald had to go barefoot to the camp of Manuel Comnenus to recognize him as his suzerain. The simple regent, by his misconduct, had just dispossessed the natural heir, the young Bohemond III, of his principality!

Two years later, Reynald was informed of the presence of large herds of cattle and camels in the foothills of the Anti-Taurus, in the former County of Edessa. He decides to organize a raid to plunder them, but the governor of Aleppo was informed of the coup and decided to stop him. Slowed down and hampered by the beasts they were taking away, the Franks could not react and the regent of Antioch was made prisoner on November 23, 1160. He would remain in prison in Aleppo for 16 years until his release in 1176. He resumed his raids immediately, which led the Kingdom of Jerusalem to its demise in 1187 at the battle of Hattin, where Reynald de Châtillon was beheaded by the very hand of Salah al-Din.

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2. The characters

2.1. The Orders

2.1.1. The Hospitallers (Ock and Oik)

The Order of the Hospitallers was founded around 1070 by merchants from Amalfi. They provided care for pilgrims and were housed in the monastery of St. Mary of the Latins in Jerusalem. After the capture of the city by the Crusaders, the importance of the Hospital grew until the Pope transformed it into a religious order in 1113. It militarized from the year 1130 under the leadership of its master Raymond of le Puy. His first fortress, Gibelin, was given to him in 1136 by King Fulk.

The order had three levels: Brothers-at-arms, knights or sergeants who were intended to fight; the ordained brothers, priests and chaplains, who provided the chaplaincy; and the lay brothers who served the community as a whole. The brothers-at-arms wore an ample black cappa marked with a white cross over their hauberk. This impeded their movements, and it was not until 1248 that they would be allowed to wear a garment more suited to combat. Their weapon of choice is the spear. Their banner is a white cross on a red background.



2.1.2. The Turcoples (Oca et Ocl)

Turcoples are light cavalry raised from among Syrian Christians, Muslim converts to Christianity, and Latin Christians of Frankish/Levantine descent. They are employed in large numbers by the religious orders. They fight in the Arab/Persian school of combat, which means they do not fight as horse archers, but rather as light cavalry who would dismount to shoot, else shoot from the saddle of a stationary horse. They are usually armed with a composite bow, but they can also carry a short spear, a sword or a mace. Their small round shields also distinguish them from Frankish knights.



2.2. The Franks

2.2.1. The noble (Ncn) and his squire (Ncl)

Thibaud is a "poulain" knight, that is to say born in the Levant. He is the son of a Christian baron and an Eastern Christian mother. He is called the white knight because of his outfit inspired by the Oriental fashion. He speaks Arabic fluently and is respected by the Turks for his loyalty. He is therefore perfectly suited for diplomatic and other important missions. Thibaud is accompanied by his faithful squire Blanchot, a funny character though a little grumpy, who will never leave him⁵.



2.2.2. The knights (Nck)

These heavy cavalymen are feared by the Turks because their group charge is irresistible to a static defence. In Syria, the Frankish knights employ new tactics, such as always being protected by foot soldiers to avoid the shooting of horseback archers, or the use of the charge in reaction rather than as a preemptive strike.



2.2.3. The Frankish infantry (Nim and Nil)

Whether mercenaries or attached to the service of a baron, Frankish infantrymen are equipped like their counterparts in the West, with some Oriental adaptations, like turbans that cover their helmets. Their weapon of choice is the spear, but they can also be equipped with javelins, an ax, a mace or a dagger. To protect themselves from the hail of arrows shot at them by the Turkish cavalry when they are exposed, they are often equipped with mail or, alternatively, gambeson.



2.2.4. The archers (Nia)

Frankish archers do not use the composite bow of the Turks, and so they are less effective. They are protected like the rest of the infantry with mail and a helmet. The archers are usually assigned to the defense of the castles than to service in the open field.



2.2.5. The arbalesters (Nix)

The crossbow has been used in the Frankish armies from the First Crusade. Its power, precision, range and ease of use make it superior to the bow, even though the bow allows the archer to shoot much faster. The crossbowmen offset their vulnerability on the battlefield by wearing gambeson or mail, like the rest of the infantry.



2.2.6. The peasants (Nip)

These descendants of Crusaders who now cultivate their small gardens in Syria are perfectly integrated, and many speak Arabic. But they also know their chances of survival are low in the event of an attack.



2.3. The Crusaders

2.3.1. The pilgrims (Cic)

The pilgrims left home with only their characteristic stick and a satchel, to travel to the Holy Land to see Jerusalem. The dangers on the road are countless, and they cannot face them on their own. In the event of an attack by the Turks, they have no chance and are not even worthy of being ransomed. The Hospitallers' Order was founded to tend and protect them.



5. These 2 characters were the heroes of a French TV series of the late 60's which I fondly remember. Check on the web for "Thibaud ou Les Croisades" or "The Crusader" as translated by BBC TV. The theme music is a masterpiece!



2.3.2. The Crusader reinforcements (Cim & Cil)

These Crusaders have only recently arrived in the Levant, and are always eager to fight the Infidels to fulfil one of their crusading vows. Their inexperience of the region and ignorance of Turkish tactics mean these reinforcements are of low value for the Latin states, but they do, however, compensate by offsetting the Latin states' constant lack of manpower.

2.4. The Armenians and Oriental Christians



2.4.1. The Didebuls (Rcm)

The Didebuls are small landowners in Armenia, comparable to the vassal knights of Western Europe. They are in charge of the security of their region and must therefore be seasoned in the use of weapons and horsemanship. Their equipment is very much inspired by that of the Byzantines.

The fierce determination of the Franks to impose the Latin Rite on the Eastern Christians led some of them to rebel or to ally themselves with the Muslims, which would eventually bring about the loss of the County of Edessa.



2.4.2. The Armenian infantry (Rim and Ril)

The infantry forms the bulk of the Armenian forces. When Armenia was under Byzantine control, many of them joined the army of the Basileus and many of the fortresses of Asia Minor were defended by Armenian troops. All Armenians wear, and their usual weapons are the spear and the bow. Better armed infantrymen wear equipment similar to that of other Middle Eastern peoples, with lamellar armour, helmets and round shields.



2.4.3. The Armenian peasants (Rip)

They form the majority of the population of the County of Edessa and are also very numerous in the Principality of Antioch. Their ability to defend themselves is very limited and they cannot form the backbone of any army, but will sell their lives dearly if attacked.



2.4.4. The Maronite archers (Ria)

The Maronite Christians of the mountains of Syria and Lebanon are loyal allies of the Latin states. They fight like light infantry, particularly adapted to mountainous terrain. They wear the same outfit as the Muslims because they were forbidden to wear Western clothes. They wear a long beard which they are very proud of. They use the composite bow as a main weapon.

2.5. The Seljuk Turks



2.5.1. The Ghilman (Tcg)

The Ghilman (singular Ghulam) were originally slaves who were trained and educated to become faithful servants to their master. They can redeem their freedom over time. They can only marry other Turkish slaves. They became, overtime, an elite corps of well-equipped riders. Some wear a painted helmet with a characteristic leather neck protector. They are all equipped with lamellar armor to protect the torso. Their weapons are varied, spear, curved saber or mace. Their shield is round.



2.5.2. The Syrian cavalry (Tcm)

The use of the lance in the manner of the Frankish knights is not a common tactic among the Seljuk Turks, but some Syrian cavalry practise it. These riders are equipped with a lamellar cuirass made of horn which covers mail. The large, richly decorated round shield is typical of the Muslim armies.



2.5.3. The Turcoman cavalry (Tcm)

These riders are the spearhead of the Seljuk army. If they prefer the bow for range shooting, they also fight on contact with their saber. Their hair is knotted into three very long braids. The fur hat with a front metal plate is called the Sharbush. It seems to have been worn by emirs and chiefs of a certain rank as a distinctive sign.



2.5.4. The horse archers (Tca)

Their favorite weapon is the composite bow, with which they release volleys of arrows while riding at great speed away from their opponents. The Franks will be disoriented by this fighting tactic at the beginning, before discovering counter measures. They are equipped in the classic way with lamellar armour, a helmet with lateral protection in leather in the Byzantine manner, and a round shield.



2.5.5. The Bedouin (Tcb)

The camel is found throughout the region. The Bedouin use it to move around and can even fight mounted on them. They can act as auxiliaries to the Muslim armies, but also to Franks according to where their interests at that time are best served. Their efficiency is low but horses, especially those of the Franks, are afraid of these animals, which can create opportunities during combat. The camel rider is only equipped with a spear and a sword, which he wears on his shoulder. He is not of great value when dismounted.



2.5.6. The Turkish infantry (Tim and Til)

The Turkish infantry operated only in support of the cavalry. Its weaponry consists of spear, ax or sabre. If all the infantry wear a helmet, usually with a turban to protect themselves from the hot weather, the protection of the body is much more rudimentary: often a simple padded coat crossed over the front called a Muqallab or a padded doublet called al-Qutun (literally Cotton) that the Franks will adapt as aketon, then gambeson. Short hauberks are also worn. Their shields are typically round but some, called Tariqa, have the almond shape of Byzantine shields. Boots or sometimes shoes with leggings allow easy movement on the rocky ground.



2.5.7. The naphtha throwers (Tin)

The Muslims had discovered the secret of Greek Fire from contact with the Byzantines. The flammable liquid is enclosed in terra cotta pots, which are lit and cast with a sling. Their effectiveness is limited as the liquid does not burn for very long, but it is enough to impress adversaries. It is a very useful weapon for a besieged garrison.



2.5.8. The javelin throwers (Tij)

Javelin throwers are numerous in Seljuk armies. They play the role of skirmishers and stand in front of the army to harass the enemy. They only carry a helmet and a shield for their defense.



2.5.9. The archers (Tia)

Foot archers are not deployed on the battlefield, but are used for the defense of castles. Like their counterparts on horseback, they use a composite bow more powerful than the traditional bow used by the Franks.



2.5.10. The Hashishin (Tih)

The Nizari broke away from the Isma'ili in the 11th century, and became known to their adversaries as the Hashishin. Their leader, Hassan-i Sabbah, nicknamed the Old Man of the Mountain, left Persia to settle in the mountains of the Jebel Ansarieh south-east of Laodicea, where his men seized several fortresses including Masyaf. From their lair, they launch targeted attacks on Sunni leaders from the emirates of the region, even on Frankish dignitaries. Their weapon of choice is the dagger and they make a point of committing their murders in public to serve as an example.



2.5.11. The Syrian peasants (Tip)

The peasants and the inhabitants of the towns form militias which reinforce Seljuk armies. Their military value is very mediocre because they are simply equipped with a spear and sometimes a shield. They do not have helmets or chest protection of trained soldiers.



2.5.12. The civilians (Tic)

A carpet dealer and a woman carrying a jug of water are two examples of Syrians living in one of the villages of the region. Civilians have never really taken sides in the conflict between the Franks and the Seljuk atabegs. They may be Muslim but also Christian or Jewish. They are merely anxious to protect their property from incessant looting and even their lives, because massacres or deportation into slavery are frequent.



2.5.13. The pack camels

The large caravans that cross the desert are composed of camels used as pack animals. There may be up to 3000 per caravan, escorted by riders in large numbers. Camels are used by both Muslims and Franks. It is also possible to place a litter on their backs to carry important characters or women.



2.6. The characters from other games

Counters from other games in the series will have to be used for several scenarios and the campaign game.

2.6.1. The Normans

The Norman counters from *Guiscard* and *Diex Aie* can be used for any scenario that takes place between 1097 and 1130. Prefer the counters from *The Anarchy* for scenarios dated later. You can also use the counters from *OUTREMER/CROISADES* with the exception of the cavalrymen whose horses wear a caparison, the longbowmen, the halberdiers and the billmen, who are totally anachronistic for the 12th century.

2.6.2. The Turks

The following Arab counters from *Guiscard*: Emirs, the medium cavalry, the light, medium and heavy infantry and the javelin throwers can be used in the Turkish armies. A few of them are included in the box set.

2.6.3. The Fatimids

All the Arab counters from *Guiscard* can be used to simulate the armies of the Fatimid caliphate of Egypt.

2.6.4. The Byzantines

The Byzantine counters from *Guiscard* can be used to simulate the armies of Constantinople. The Huscarl counters from *Diex Aie* can be used to simulate the Varangian Guard of the Basileus. A few of them are included in the box set.

2.6.5. The Crusaders

The German and Lombard counters from *Guiscard* can be used to simulate German and Italian Crusaders. The Norman counters from *Guiscard*, *Diex Aie* and *The Anarchy* can be used to simulate French Crusaders.

2.6.6. The Templars

The extension *Montgisard* will include Templar counters. In the meantime, you can use the Templar counters that were provided in *OUTREMER/CROISADES*.



Scenarios

These 16 tactical scenarios of increasing difficulty are designed to familiarize you with the rules of *Ager Sanguinis*. A few scenarios involve game components not included in *Ager Sanguinis*, but which are commercially available, including the boxed games *Guiscard*, *Dix Aie* and *The Anarchy*, as well as several maps like The Desert, The Caravanserai, The Meadow, The Ditch and the Trail of the Crusaders. The proposed purchase table at the end of this booklet lets you create your own scenarios using balanced forces. An Excel utility on www.cryhavocfan.org is available to help you set up your scenarios more easily.

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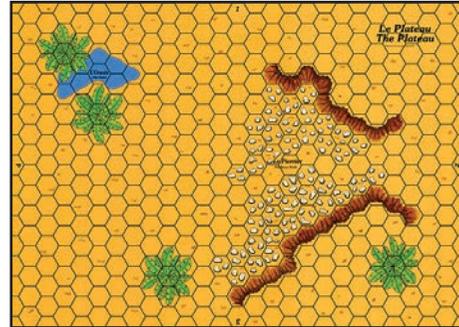
Scenario 1: Around the waterhole

Background

King Fulk is informed that the only water point between Apamea and Shaizar has fallen into the hands of a band of Turkish plunderers who are ransoming its water to pilgrims on their way to Jerusalem. He sends his emissary, Thibaud, accompanied by his faithful Blanchot, to ask the garrison of the neighboring castle, kept by the Hospitallers, to have the pillagers dislodged.

Map layout and starting positions

The Turks are deployed in the northwest quarter of the map, around the oasis.
 The Franks enter in the first turn through Side 3.
 The Franks play first.
 The game is played in 10 turns.



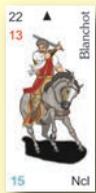
The sides

The Franks



Thibaud

Noble



Blanchot

Squire



Balian
Guérin
Ernoul

Hospitallers



Hagop

Turcopole
Lancers



Arnould
Adhémar

Hospitallers
knights

The Turks



Askin
Mansur

Ghilman



Ergun

Syrian
cavalrymen



Korham

Horse archers



Ridwan
Balak

Bedouins



Iskander
Kutbeddin

Medium
infantry 1



Abbas
Sinan

Medium
infantry 2



Yagmur
Umar
Sunduk
Ertas

Medium
infantry 3



Firouz
Irtash

Javelinmen 1



Güksün
Sabawa

Archers

Special rules

Any character who leaves the map, be it voluntarily or not (as a consequence of a retreat after combat) is permanently eliminated.

Victory conditions

The Franks must force as many Turks as possible to leave the left hand half of the map (where the oasis lies).
 At the end of the 10 game turns, count the number of Turks who are still alive on the left hand side of the map:
 > 14 or more: Striking Turkish victory. The road to Jerusalem will still be very hazardous for pilgrims.



- > From 9 to 13: Narrow Turkish victory. The pillagers hold on tight and the Hospitallers won't risk another assault unless they receive serious reinforcements.
- > From 4 to 8: Narrow Frankish victory. No more danger in the short term, but the pillagers could come back as soon as the Hospitallers are back in their castle.
- > 3 or less: Striking Frankish victory. The road is now cleared for future pilgrims!

Inspiration

TV Series « Thibaud ou les Croisades » – First season, episode 3

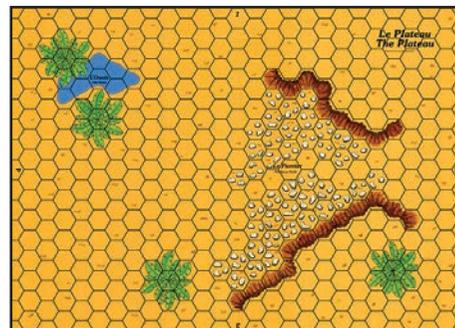
Scénario 2: The pass of chaos

Background

1137: King Fulk is leading his army through the Jebel Nosarai to rescue the fortress of Ba'rin (Montferrand) besieged by Zenghi. But the trails recommended by the Lebanese guides are not suitable for an army on the march. The columns are ambushed at the mouth of a valley by Turkish squadrons who hope to benefit from their advantageous position. Among the Frankish troops are the Hospitallers, whose order has just been militarized and are fighting for the first time.

Map layout and starting positions

The Franks are deployed on the right side of the map, between the two slopes. Once the Franks are positioned on the map, the Turkish player places his counters on either side of the slopes and / or on the left side of the map. The Turks play first. The game is played in 12 turns.



The sides

The Franks							
	Raymond Guérin Rainier		Avak Arshavir		Renaud Foulque		Reynard Rollin
Hospitallers		Lancers Turcopole		Knights		Medium infantry 1	
	Aubré Payen Daimbert		Ebreemar Albéric Denys		Achard Geldemar		Guimard Raoul
Medium infantry 2		Sergeants		Crossbowmen		Archers	
The Turks							
	Mansur Hamza Razin		Al-Djahiz Zâhir		Aitekin Kütchük		Korham Yusuf
Ghilman		Faris		Turcoman cavalrymen		Horse archers	
	Iskander Evhad		Abbas Basak Umar		Irtash Baldouk		Güksün Djawali
Medium infantry 1		Medium infantry 2		Javelinmen		Archers	



Victory conditions

The Franks must try to force the passage to exit the map through side 3. At the end of the 12 turns, count the number of Franks who have managed to leave by the left side of the map:

- > 15 or more: Striking Frankish victory. The royal army will be able to rescue the besieged garrison of Montferrand.
- > From 10 to 14: Narrow Frankish victory. Despite the losses, the army of King Fulk remains sufficiently threatening for Zenghi to be forced to review his plans.
- > From 5 to 9: Narrow Turkish victory. What remains of the royal army is no longer able to attack the Atabeg in his back.
- > 4 or less: Striking Turkish victory. If the few survivors manage to reach the besieged fortress, these additional mouths to feed will only accelerate the surrender of the castle of Montferrand.

Epilogue

Zenghi and his troops easily defeated the disorganized Frankish squadrons. The King succeeded in escaping and took refuge in the fortress of Montferrand, which only added to the difficulty of the siege, for his strong escort had no provision with them. The Atabeg, fearing the arrival of an relief army and knowing that a Byzantine army was also in the vicinity, preferred to negotiate the surrender of the place and allowed the King to leave Montferrand a free man..

Sources

René Grousset – History of the Crusades, Volume II - p. 76-78

Scenario 3: The caravan of the vizir

Background

May 1154: The vizier Abbas has just assassinated the Fatimid Caliph of Egypt al-Zafir. But the Black Guard is determined to avenge his murder, and so Abbas decides to flee to Syria with an enormous caravan loaded with treasure. His own servants then betray him and plunder his caravan. The vizier escapes with a small troop of which Usama, a member of the noble family of Shaizar, who would later write a history of the Crusades. He then survives an attack by Bedouin in the Sinai, but on approaching the region around Petra, the garrison of a small fort belonging to the Hospitallers falls on the remainder of the caravan.

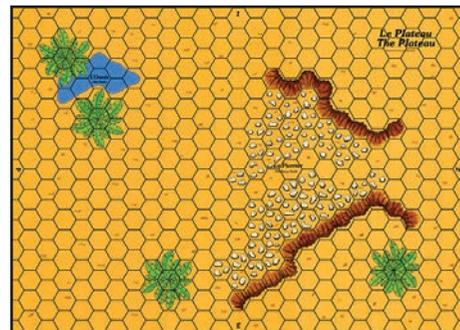
Map layout and starting positions

The Turks are deployed across 6 hexes on either side of an imaginary horizontal line between the figures on sides 4 and 2.

The Hospitallers enter on the first turn through the sides 1 and / or 3.

The Hospitallers play first.

The game is played in 12 turns.



The sides

The Hospitallers



Balian
Raymond
Ernoul
Ancelin
Guérin

Hospitallers



Vahan
Sarkis
Diran

Turcopole
Archers



Avak
Hagop
Arshavir

Turcopole
Lancers

The caravan of Abbas



Askin

Ghilman



Ergun
Odul

Syrian
cavalrymen



Al-Djahiz
Taqi al-Din
Qizil
Zahir

Faris



Ridwan
Balak

Bedouins



Iskander
Evhad
Murad
Kutbeddin

Medium
infantry 1



Muharrem
Dilman
Yazid

Light Infantry
1



Rachid
Jawhar
Haroun

Light Infantry
4



Faruq
Anouar
Yani

Javelinmen 2



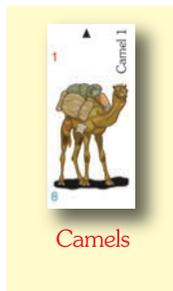
Mehmi
Shahib
Khattab
Daoud

Peasants



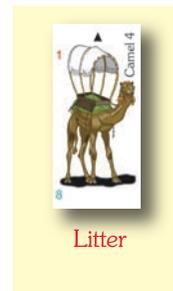
Bouri
Sanaa

Civilians



Camel 1
Camel 2
Camel 3

Camels



Litter

Litter

Special rules

No character or animal can leave the map.

If a camel dies, the goods it carries belong to the faction adjacent to the dead animal at the end of the game.

Victory conditions

The Hospitallers must capture as many camels as possible (including the litter). The members of the caravan must oppose them. At the end of the 12 turns, count the number of camels captured or controlled by the Hospitallers to assess the victory:

- > 4 - Striking Frankish victory: The booty will allow the Hospitallers to bring more brothers from the West to support them.
- > 3 - Narrow Frankish victory: The bulk of the caravan is captured. The Grand Master of the Order will be pleased.
- > 2 - Deuce: Each camp can claim victory despite fierce fighting.
- > 1 - Narrow Fatimid victory: The goods saved will be sold at a good price in the Damascus markets.
- > 0 - Striking Fatimid victory: Damascus is only a two-day march away, and the caravan's treasure will buy a lot of support to one day return to Egypt as a victor.

Epilogue

Abbas was killed in the fighting and the Franks seized his treasure. Usama managed to escape and eventually made it to Damascus after many adventures.

Sources

René Grousset – History of the Crusades, Volume II - p. 427-428

Scenario 4: Cease fire!

Background

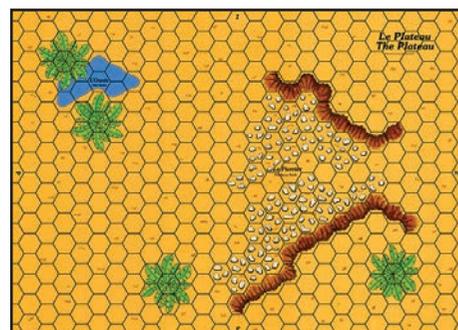
The Hashishins have made a temporary alliance with the Hospitallers to attack the small town of Tell al-Sultan by surprise. The Hashishins were driven out of the town the previous week by the population at the instigation of the Atabeg of Aleppo. Peasants who have seen the dust raised by the troop of horsemen in the distance warn the Atabeg, who sends a small troop to stop the infidels from advancing. To counterbalance the low value of his troops, the Turkish leader also sends some naphtha throwers.

Map layout and starting positions

The Turks are deployed on the right half of the map.

The Hashishins and Hospitallers enter the map during the first turn through side 4. They play first.

The game is played in 10 turns.



The sides

Les Hashishins



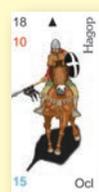
Ak
Sonqor
Dahak

Hashishins



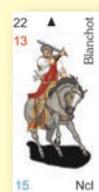
Balian
Raymond
Ernoul
Ancelin
Guérin
Rainier

Hospitallers



Hagop
Avak
Arshavir

Turcopole
lancers



Blanchot

Squire

The Turks

 13 7 ▲ Ridwan 12 Tcb Bedouins	Ridwan	 14 7 ▲ Kütchük 15 Tcl Turcoman cavalrymen	Kütchük Sandjar	 12 8 ▲ Yusuf 14 Tca Horse archers	Yusuf Tzakhas	 6 5 ▲ Emin 6 Tin Naphta throwers	Emin Kutlu Sulaym Bedir
 7 4 ▲ Muharrem 8 Til Light Infantry 1	Muharrem Dilman Yazid	 7 5 ▲ Sezgin 8 Til Light Infantry 2	Sezgin Aykut Marwan	 6 5 ▲ Borsok 6 Tia Archers	Borsok Djawali Güksün		

Victory conditions

The Hashishins and the Hospitallers must surmount this obstacle in order to attack the town, which is putting itself in a state of defence. The Turks must prevent them from achieving their goal, or at least delay them.

At the end of the 10 turns, the number of Hashishins and Hospitallers who have been able to leave the map through side 2 will decide the victory. Count 3 points per Hospitaller, 2 points per Hashishin, and 1 point per Turcopole or squire, total the points and check the table below:

- > 21 or more – Striking coalition victory: The Turkish delaying attack failed and the town of Tell al-Sultan, which is not in a state of defence, is only an hour away.
- > From 16 to 20 – Narrow coalition victory: A direct attack on the town is no longer possible, but spies are ready to open the gates of Tell Al-Sultan after nightfall.
- > From 11 to 15 – Deuce: An attack on the town is no longer immediately possible, but expected reinforcements should make it possible to try again tomorrow.
- > From 6 to 10 - Narrow Turkish victory: The city of Tell al-Sultan is saved. The infidels are no longer numerous enough to attempt an attack.
- > 5 or less - Striking Turkish victory: The Hashishins will think twice before reuniting with the infidel knights.

Scenario 5: Deadly indecisiveness

Background

October 1146: Zenghi seized Edessa two years ago, but Josselin II of Courtenay hopes to retake his city. He has conspired with the Armenians in the city to open the gates, but the Muslims got wind of the affair. Josselin and his small army have succeeded in penetrating the lower town, but the garrison of the citadel await him with firm resolve. Josselin is hesitating, especially since an army of relief led by Nur al-Din, the son of Zhenghi, has been seen and is threatening to surround him.

Map layout and starting positions

The Turkish infantry is deployed in the houses of the village. The Turkish cavalry enter through side 4 from the 5th turn as the Turkish player wishes.

Place a ladder in each of the 6 houses to access the terraces.

The Franks and Armenians enter through side 2 of the map in the first turn. They play first.

The game is played in 12 turns.



The sides

The Franks

 30 19 ▲ Josselin 12 Nck Knights	Josselin Foulque	 9 6 ▲ Reynard 8 Nim Medium infantry	Reynard Rollin Aymeri	 8 5 ▲ Lancelin 8 Nil Sergeants	Lancelin Denys Ebremer Albéric	 7 5 ▲ Joël 8 Nil Light Infantry	Joël Galeran Edgard
---	------------------	---	-----------------------	--	--------------------------------	---	---------------------

 <p>Guimard Raoul</p> <p>Archers</p>	 <p>Gérald Serlon Renaud</p> <p>Peasants</p>	 <p>Narkis Aramzd Hetoum</p> <p>Armenian peasants</p>	
The Armenians			
 <p>Roupen Sevan</p> <p>Didebuls</p>	 <p>Thoros Bagrat Zoravar Nahabed</p> <p>Armenian medium infantry</p>	 <p>Armen Bedrosian Karayan</p> <p>Armenian light infantry</p>	 <p>Sharbel Tanios</p> <p>Maronite archers</p>
The Turks			
 <p>Mansur Hamza Razin</p> <p>Ghilman</p>	 <p>Aïtekin Küтчүк Sandjar</p> <p>Turcoman cavalrymen</p>	 <p>Iskander Evhad Kutbeddin</p> <p>Medium infantry</p>	 <p>Kamaal Qadir Salih</p> <p>Light Infantry 3</p>
 <p>Muharrem Dilman</p> <p>Light Infantry 1</p>	 <p>Sezgin Kismet Aykut</p> <p>Light Infantry 2</p>	 <p>Imran Anouar</p> <p>Javelinmen 2</p>	 <p>Firouz Irtash</p> <p>Javelinmen 1</p>
 <p>Güksün Sabawa</p> <p>Archers</p>	 <p>Emin</p> <p>Naphta throwers</p>		

Victory conditions

The Franks must take possession of as many houses as possible in order to resist the attack of the Turkish cavalry.

A house is considered taken if all the Turkish occupants are dead or gone, and if at least one Frank or Armenian is there.

At the end of the 12 turns, count the number of houses taken by the troops of Josselin:

- > 6 or 7 – Striking Josselin’s victory: The cavalry of Nur al-Din can do nothing now against the Edessans who are sheltered in the houses.
- > 4 or 5 – Narrow Josselin’s victory: The Edessans hold most of the lower city. They only have to wait for the arrival of the rescue army of King Baldwin III.
- > 2 or 3 - Narrow Turkish victory: Josselin's attempt did not succeed as he had hoped. A sortie of the citadel garrison will be enough to get rid of the last pockets of resistance.
- > 0 or 1 - Striking Turkish victory: Josselin's attack failed miserably. Survivors have no choice but to surrender or die.

Epilogue

At the approach of Nur al-Din, Josselin decided to evacuate the city by night. The battle began next day on the banks of the Euphrates. An unfortunate counter-charge by Josselin was transformed into a rout and the Frankish army was annihilated. The Christian populations of Edessa were massacred following this disaster.

Sources

Steven Runciman – History of the Crusades – p. 480-481

Scenario 6: The camp of Saruj

Background

April 1112: Mawdud, emir of Mosul, has invaded the County of Edessa and tried to take the city by surprise, but with no success. He has retreated to Saruj, the County's second stronghold, and begun to lay siege to the fortress which houses Josselin de Courtenay, Sire of Turbessel, with 300 horsemen and 100 infantrymen. His camp is set up on the plain, with his 1,500 horses grazing nearby unguarded because he does not expect a counterattack. Quite an imprudent move, as on June 15, the doors of the fortress open to allow Josselin to make a bold sortie.

Map layout and starting positions

Place the various tents as shown in the illustration.

The Turks are deployed first on the map. Ten characters are positioned in the 6 small tents. 4 riders on foot must be in the big tent. 4 medium infantrymen must be placed in the guylines of the large tent and assigned to its guard.

The Edessans enter in the first turn through side 1. They play first.

The game is played in 12 turns.



The sides

Les Edessians		The Turks					
 Knights	Pons Miles Josselin Renaud Eudon Foulque	 Ghilman	Askin Hamza Mansur Razin	 Syrian cavalrymen	Ergun Odul	 Faris	Taqî al-Dîn Al-Djahiz Qizil Zâhir
 Didebuls	Roupens Vasil Sevan	 Turcoman cavalrymen	Aïtekin Kütchük Sandjar	 Horse archers	Yusuf Korham Tzakhas	 Medium infantry 4	Sadr Farid
 Turcoples	Avak Hagop Arshavir Vahan	 Medium infantry 3	Yagmur Sinan	 Medium infantry 2	Basak Umar	 Light Infantry 1	Muharrem Abdulaziz Dilman Yazid
		 Light Infantry 2	Kismet Sezgin Aykut Marwan	 Light Infantry 3	Kamaal Zahir Qadir Salih	 Light Infantry 4	Rachid Jawhar Haroun Ahmad

Special rules

Any character who leaves the map, whether by choice or following a retreat after combat, is treated as fleeing.

Victory conditions

The Edessans must kill or make as many Turks as possible flee. At the end of the 12 turns, the number of Turks still alive on the map is counted to determine the outcome of the game:

- > 30 or more - Striking Turkish victory: The Edessans are beaten and cannot even retreat to their castle, which is captured in the aftermath.
- > From 24 to 29 - Narrow Turkish victory: The sortie fails and the survivors have to retreat to the castle of Saruj. The fall of the castle is only a matter of days.
- > From 18 to 23 - Deuce: After the initial surprise, the Turks were able to recover and resisted well. The Edessans have to retreat into the castle while waiting for another opportunity.

- > From 12 to 17 - Narrow Edessian victory: The attack took the Turks off guard. The captured baggage will allow the Edessans to restock the castle to hold at least one more month.
- > 11 or less – Striking Edessian victory: The Turks are swept away and the siege is lifted.

Epilogue

Josselin’s sortie took the Turks by complete surprise. They lost their baggage, most of their horses and many men.

Sources

René Grousset – History of the Crusades, Volume I – p. 510-511

Scenario 7: The night stop

Background

Thibaud and his faithful Blanchot join a group of Hospitallers escorting pilgrims on their way to Jerusalem. The day’s journey has been exhausting and everyone hopes to rest at the night stop, because this Syrian village is reputedly friendly. But as the first houses of the village come into sight, a group of Turkish horsemen appears on the right. Will the small party have time to find shelter in the close-by village?

Map layout and starting positions

The Franks and villagers are managed by the same player.

The Franks are deployed on the left side of The Plateau map, at least 5 hexes away from sides 1 and 3.

The villagers are positioned on the village map. Each of the 6 houses has a ladder to climb onto their terrace.

The Turks show up in the first turn through side 1 of The Plateau map. They play first.

The game is played in 12 turns.



The sides

The Franks			
<p>Thibaud</p>	<p>Blanchot</p>	<p>Balian Ancelin</p>	<p>Vahan Diran</p>
<p>Hagop Arshavir</p>	<p>Camel 1 Camel 2 Camel 3</p>	<p>Vauquelin Edouard</p>	<p>Charles Amelin</p>
<p>Enguerrand Alphonse</p>	<p>Yvon Hubert Constance Mélisende</p>		

The villagers



Armen
Vasak
Bedrosian
Karayan

Armenian
light Infantry



Jebrayel
Maroun

Maronite
archers



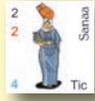
Narkis
Aramzd
Hetoum

Armenian
peasants



Shahib
Mehmi
Khattab
Daoud

Syrian
peasants



Sanaa
Bouri

Civilians

The Turks



Askin
Hamza
Mansur
Razin

Ghilman



Ergun
Odu

Syrian
cavalrymen



Al-Djahiz
Taqi al-Din
Qizil
Zahir

Faris



Kutchuk
Aitekin
Sandjar

Turcoman
cavalrymen



Yusuf
Korham
Tzakhas

Horse archers



Balak
Ridwan

Bedouins

Victory conditions

The Franks must protect the pilgrims and the villagers from the Turkish attack. At the end of the 12 turns, count the number of pilgrims, pack camels and surviving villagers. Count one point per survivor and check the table below:

- > 18 or more - Striking Frankish victory: The Turks were repulsed and they will no longer roam in the area, bringing well-deserved relief to the villagers.
- > From 14 to 17 - Narrow Frankish victory: The villagers have nothing more to fear, at least until the departure of the Franks towards Jerusalem.
- > From 10 to 13 - Deuce: The Turkish danger is minimized. The villagers, however, face the risk of having to face another attack as soon as the Franks leave.
- > From 6 to 9 - Narrow Turkish victory: The Turkish attack did a lot of damage. The survivors will not be able to resist another assault.
- > 5 or less - Striking Turkish victory: The infidels are defeated and the villagers who are not dead will sell at a good price in the slave markets of Aleppo.



Scenario 8: The siege of Kafartab

Background

September 1115: Bursuq, Atabeg of Damascus, takes advantage of the departure of the Frankish army to lay siege to the fortress of Kafartab, with the help of the Munquidhites of Shaizar. The Muslims dig a mine to take the barbican down. The garrison, feeling itself lost, sets fire to the hoardings which collapse on the stables where animals and captives are crowded. The assault is ready to begin as the Franks hold those ramparts still standing.

Map layout and starting positions

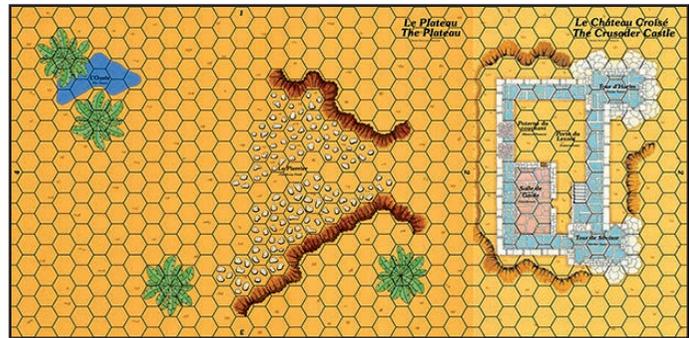
Partially cover the map of the castle with The Plateau map as far as the ditch. Ditch hexes are considered slope hexes.

The two rubble counters are placed side by side on the left vertical wall section, one of the counters covering the hex of the Western postern.

The Frankish player deploys his counters in the castle.

The Turkish player positions his counters on The Plateau map. He plays first.

The game is played in 12 turns.



The sides

The Franks



Pons Miles

Knights



Guibert Aymeri Reynard Rollin

Medium infantry 1



Lancelin Denys Ebremer

Sergeants



Evrard Geldemar

Crossbowmen



André Bérold

Archers

The Turks



Askin Hamza Mansur Razin

Ghilman



Ergun Odu

Syrian cavalrymen



Taqî al-Dîn Al-Djahiz Qizil Zâhir

Faris



Aïtekin Kütchük Sandjar

Turcoman cavalrymen



Yusuf Korham Tzakhas

Horse archers



Evhad Iskander Murad Kutbeddin

Medium infantry 1



Basak Umar Abbas

Medium infantry 2



Sadr Farid Yacoub Nasser

Medium infantry 4



Abdulaziz Muharrem Dilman Yazid

Light Infantry 1



Kamaal Zahir Qadir

Light Infantry 3



Djawali Borsok Güksün Sabawa

Archers



2

Rubble

Victory conditions

The goal of the Turks is to take the castle by killing or capturing as many Franks as possible. At the end of the 12 turns, count the number of Franks still alive and who are not prisoners:

- > 12 or more - Striking Frankish victory: Kafartab is saved and the disgusted Turks lift the siege.
- > From 9 to 11 - Narrow Frankish victory: The castle still resists. If the garrison can stand until the arrival of the rescue army, Kafartab can still be saved.
- > From 6 to 8 - Deuce: The assault did not succeed, but can the remaining defenders push back the next one?
- > From 3 to 5 - Narrow Turkish victory: It is only a matter of hours until the castle surrenders.
- > 2 or less - Striking Turkish victory: Kafartab is taken and given back to the Emir of Shaizar.



Epilogue

The Turks launched several assaults to capture the citadel. The survivors of the garrison were taken prisoner and the city returned to the Munqidhites.

Sources

René Grousset – History of the Crusades, Volume I – p. 541

Scenario 9: Freeing the King

Background

1123: After Josselin of Courtenay the year ago, it is now the turn of King Baldwin II himself to be made prisoner by the Turks. He has been sent to join the Count of Edessa in the jails of the castle of Kharput. Josselin is loved by his Armenian subjects, and about fifty of them decide to go to the castle to complain of so-called injustices to the governor of the place. Once inside the bailey, they take out the weapons hidden under their cloaks and head to the prison to free the prisoners.

Map layout and starting positions

The Frankish prisoners are positioned in the courtyard and the guardroom of the first castle.

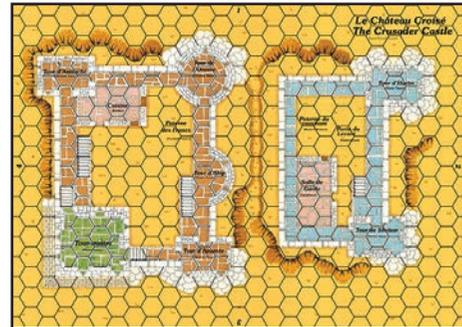
The Armenians are deployed in the courtyard of the second castle.

2 light Turkish infantrymen and 2 heavy infantrymen are assigned to guard the prisoners in the first castle. They are deployed on the curtain walls and in the towers.

The rest of the garrison is positioned on the curtain walls and in the towers of the second castle. The two gates of the first castle are closed while the one of the second is open. The bridge above the ditch is in place.

The Armenians play first and can play twice in a row to simulate the effect of surprise.

The game is played in 12 turns.



The sides

The Frankish prisoners

	Josselin Renaud Eudon		Guibert Aymeri		Payen Daimbert		Denys Albéric
Knights		Medium infantry 1		Medium infantry 2		Sergeants	
	Joël Galeran		Guimard Bérold		Bridge		
Light Infantry		Archers		Bridge			

The Armenians

	Vasil Roupen		Bagrat Thoros Zoravar		Bedrosian Vasak Armen		Jebrayel Maroun
Didebuls		Armenian medium infantry		Armenian light Infantry		Maronite archers	
	Narkis Aramzid						
Armenian peasants							

The Turkish garrison

 <p>Ghilman</p>	Razin Askın	 <p>Turcoman cavalrymen</p>	Aitekin Kutchuk	 <p>Medium infantry 1</p>	Iskander Murad	 <p>Medium infantry 2</p>	Ferhat Umar Abbas
 <p>Light Infantry 1</p>	Abdulaziz Dilman Yazid	 <p>Light Infantry 4</p>	Ahmad Haroun	 <p>Javelinmen 1</p>	Baldouk	 <p>Archers</p>	Borsok Güksün

Special rules

The prisoners: As long as they are held captive, the prisoners have only 2 attack points and 2 defense points (1 of each if they are wounded). Characters in armour receive the defense bonus. The prisoners are released as soon as the Western postern is open and they are not adjacent to a Turk in healthy condition. They can take a weapon by staying a complete turn without moving or fighting close to a stunned or dead character. They then regain their full combat potential if they are in good health, otherwise injured.

Josselin and Baldwin (represented by Renaud) have too much market value to be deliberately killed by the Turks. They can only be taken prisoners again if they free themselves.

Victory conditions

The release of the two prestigious prisoners is the objective.

- > If both Josselin and Baldwin are freed - Striking Frankish victory: The two important prisoners are now free and the fight will be able to resume.
- > If only Baldwin is freed - Narrow Frankish victory: Not having succeeded in freeing Josselin as well is disappointing, as his authority over the Armenian population is undeniable.
- > If only Josselin is freed - Narrow Turkish victory: The King is still in their hands, which is essential for future negotiations.
- > If none of the princes are freed - Striking Turkish victory: The failure of the Armenians condemns any future armed action. The two prestigious prisoners will have to pay their ransom to be released.

Epilogue

The King, Josselin and a score of prisoners were released and seized the castle. Baldwin stayed there while Josselin left at night with three Armenians to seek reinforcements. In Jerusalem, he raised a rescue army which, however, arrived too late because in the meantime the emir Balak retook the castle and again captured the King. While the King was spared, all the other prisoners, including the women and Armenians who had helped the previous month, were thrown into the void from the top of the ramparts. Baldwin was only released for ransom in August 1124.

Sources

René Grousset – History of the Crusades, Volume I – p. 622-626

Scenario 10: The prisoners of Athareb

Background

April 1138: A Franco-Byzantine army led by the Basileus John Comnenus seizes the fortress of Biza'a north-east of Aleppo. Continuing its route to the south, it takes over the castle of Athareb and continues its way south leaving a small garrison in the castle with the mission to guard the prisoners who are held in the ditches of the fortress. But some have managed to escape and sought the help of Governor Sawar. He quickly takes command of a party of horsemen to free the last prisoners of Athareb, while the garrison is asleep and the gates of the castle are not even closed.

Map layout and starting positions

The Turkish prisoners are deployed between the walls of the castle on the left and the first houses of the village on the right. The Byzantines and the peasants are positioned in the houses on The Village map. The peasants are asleep.

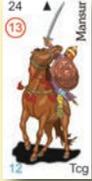
The Franks are deployed in the castle, 6 of them sentries on the walls of the castle, the others asleep in towers or houses. The gates of the castle are open.

The Turkish cavalry plays first.

The game is played in 12 turns.



The sides

Les Byzantines		The Franks	
 Skutatoi	Damian Diogenes Manueles	 Medium infantry	Mathieu Vauquelin
 Peltastoi	Dorian Alexio Filippo	 Medium infantry 1	Reynard Aymeri
 Archers	Guimard Raoul	 Peasants	Gérald Serlon Renaud
		 Light Infantry	Charles Raimbaud
		 Sergeants	Lancelin Denys
		 Armenian peasants	Narkis Aramzd Hetoum
		 Infantry with gambeson	Enguerrand Alphonse
		 Crossbowmen	Geldemar
The cavalrymen of the governor			
 Ghilman	Mansur Razin	 Faris	Al-Djahiz Taḳī al-Dīn Qizil Zāhir
		 Turcoman cavalrymen	Kütchük Aitekin Sandjar
The prisoners			
 Medium infantry 2	Ferhat Umar Abbas	 Medium infantry 3	Sunduk Sinan Ertas
		 Light Infantry 1	Muharrem Abdulaziz Dilman
		 Light Infantry 2	Kismet Sezgin Aykut Marwan

Special rules

The prisoners: Use the rules from scenario 9.

The sleeping characters: Turn their counters to their stunned face. They awaken on the turn following the passage of a character, friend or enemy, into an adjacent hex or after a watchman has sounded the alarm.

Sounding the alarm: A watchman can use his horn to wake the sleeping characters up if he has a Turkish rider in his line of sight within 10 hexes. Sleeping characters wake up upon the alert.

Victory conditions

The number of released prisoners determines victory. Count them at the end of the 12 turns:

- > 12 or more - Striking Turkish victory: Mission accomplished, Governor Sawar will undoubtedly be promoted by Zenghi.
- > From 9 to 11 - Narrow Turkish victory: Many prisoners were released, but the Governor probably hoped for more. The report to the Atabeg may be tense.
- > From 6 to 8 – Deuce: No one in either camp can be satisfied with this result.
- > From 3 to 5 – Narrow coalition victory: Some prisoners managed to escape but enough remain: there will be no sanctions on the part of the Basileus.
- > 2 or less – Striking coalition victory: Despite this heated alert, most prisoners are still captive, which should be worth a promotion for the Byzantine captain.

Epilogue

The Byzantine garrison imprudently settled in the suburbs. When the troop of Sawar arrived, the surprise was total and all the prisoners were released and brought back seated behind their rescuers to Aleppo.

Sources

René Grousset – History of the Crusades, Volume II – p. 106

Scenario 11: The inheritance of Bohemond II

Background

1126: Bursuki, the Atabeg of Mosul and Aleppo, has taken over the fortress of Kafartab from the principality of Antioch. The young prince of Antioch, Bohemond II, only 18 years old and freshly disembarked from Italy, decides to retake this place which he considers part of his paternal inheritance. He gathers a strong party and siege machines, and so heads to invest the castle.

Map layout and starting positions

Place 4 ladders against the walls of the two castles as shown in the illustration. The 3 gates of the castle are closed.

The Turks are deployed in the two castles.

The troops of Bohemond are positioned on The Plateau map.

The Antiochians play first.

The game is played in 12 turns.



The sides

The troops of Bohemond

	Renaud Josselin Pons Eudon		Guibert Aymeri Reynard Rollin		Lancelin Denys Albéric		Joël Galeran Edgard
Foot knights		Medium infantry 1		Sergeants		Light Infantry	
	Geldemar Evrard Manassé Achard		André Bérold Guimard Raoul		Mathieu Arnaud		Charles Amelin
Crossbowmen		Archers		Medium infantry		Light Infantry	
	Enguerrand Alphonse		Vasil Sevan		Thoros Bagrat Zoravar Nahabed		Sharbel Jebrayel Maroun Tanios
Infantry with gambeson		Didebuls		Armenian light infantry		Maronite archers	
	4 ladders						
Ladder							

The Turks

	Askin Hamza		Küтчүк Sandjar		Iskander Evhad		Basak Umar Ferhat
Ghilman		Turcoman cavalrymen		Medium infantry 1		Medium infantry 2	
	Sezgin Kismet Aykut Marwan		Kutlu Bedir		Irtash Baldouk		Borsok Djawali
Light Infantry 2		Naphta throwers		Javelinmen 1		Archers	

Victory conditions

Bohemond's troops must seize the castle. A castle is considered taken if all its curtain walls and its towers are in the hands of the besieger. The victory is awarded as follows at the end of the 12 turns of play:

- > Both castles are taken – Striking Antiochian victory: Bohemond has his inheritance back.
- > Only the large castle is taken – Narrow Antiochian victory: The last defenders in the small castle will be overthrown by the next assault.

- > Only the small castle is taken - Narrow Turkish victory: The master tower still resists, which should be enough to allow the relief army to arrive.
- > None of the castles are taken - Striking Turkish victory: Bohemond may no longer attempt a new assault before the arrival of the Atabeg Bursuki.

Epilogue

The castle was quickly taken and the most important prisoner proposed a ransom to Bohemond. But the latter ordered their heads cut off to celebrate the start of his personal war against the Turks. Three years later, Bohemond II was killed in turn by the Turks in Cilicia in an ambush. His head was sent to the Caliph of Baghdad.

Sources

René Grousset – History of the Crusades, Volume I – p. 679

Scenario 12: Cilician Vespers

Background

1104: The disaster of Harran has awakened the Armenians. They can no longer stand the tyranny of the Franks, who want to impose the Latin Rite on them. The Armenian population of Ablastha in Cilicia have decided to league with the Turks to be rid of the Frankish yoke. They invest the fortress by subterfuge and ask the Franks to leave the place. But the Franks, rather than obey, rush in arms against the inhabitants.

Map layout and starting positions

Drag The Plateau map over the map of the castle as far as the ditch. Ditch hexes are treated as slope hexes. The postern of the castle is open. Place 2 knights in the kitchen, Miles surrounded by 2 sergeants in the courtyard and the other Franks on the curtain walls of the castle. Armenians and Turks are deployed in the courtyard of the castle. Roupen surrounded by two medium infantry Armenians must be adjacent to Miles. The Franks play first. The game is played in 10 turns.



The sides

The Franks

	Miles Pons Josselin Renaud Eudon		Aubré Milon Daimbert		Ebreemar Lancelin Denys Albéric		Galeran Edgard Joël
Foot knights		Medium infantry 2		Sergeants		Light Infantry	
	Achard Manassé						
Crossbowmen							

The Armenians and the Turks

	Roupen		Bagrat Thoros Zoravar Nahabed		Bedrosian Vasak Armen Karayan		Sharbel Tanios
Didebuls		Armenian light infantry		Armenian light infantry		Maronite archers	
	Ergun Odul		Yagmur Sinan		Murad Iskander		Muharrem Abdulaziz Dilman Yazid
Syrian cavalrymen		Medium infantry 3		Medium infantry 1		Light Infantry 1	
	Firouz Baldouk		Dahak				
Javelinmen 1		Hashishins					

Victory conditions

The Armenians and Turks, who act together, must kill as many Franks as possible. Count the number of Frankish survivors at the end of the 12 turns:

- > 15 or more – Striking coalition victory: Ablastha is freed from the Frankish yoke.
- > From 11 to 14 – Narrow coalition victory: The Franks have learnt a tough lesson. The survivors will not be able to plunder the region as before, even if they still control the castle.
- > From 8 to 10 – Deuce: The scuffle left a lot of deaths on both sides. Now the time for negotiation has come.
- > From 4 to 7 - Narrow Frankish victory: The unexpected attack has been repulsed, but it will be necessary to call on reinforcements from Antioch to continue to hold the region.
- > 3 or less - Striking Frankish victory: The rebellion is crushed and a new tax will be immediately raised so these natives clearly understand who the ruler is here.

Epilogue

The Armenians gained the upper hand during the fighting and all the Franks, numbering 300, were massacred.

Sources

René Grousset – History of the Crusades, Volume I – p. 454

Scenario 13: The suburbs of Shaizar

Background

April 1138: The Emperor John Comnenus, supported by the Franks of Antioch and Edessa, wants to besiege the city of Shaizar. He launches his cavalry into the lower town. If he succeeds in taking possession of the suburbs, the siege of the citadel will be greatly facilitated.

Map layout and starting positions

The inhabitants of Shaizar are positioned on The Village map. Place 6 ladders to access the terraces of the buildings.

The Franco-Byzantine cavalry enters from side 1 of The Plateau map. They play first.

The game is played in 12 turns.



The sides

The Frankish-Byzantine cavalry



Pons
Josselin
Renaud
Eudon
Foulque

Knights



Theodoros
Nikephoros
Kosmas
Demetrios
Manasses

Cataphracts



Stelios
Theophilos
Perikles

Koursores

The inhabitants of Shaizar



Mansur
Razin

Ghilman



Murad
Evhad
Kutbeddin

Medium infantry 1



Basak
Umar
Ferhat

Medium infantry 2



Abdulaziz
Muharrem
Dilman
Yazid

Light Infantry 1



Sezgin
Kismet
Aykut
Marwan

Light Infantry 2



Kamaal
Zahir
Qadir
Salih

Light Infantry 3



Kutlu
Emin

Naphta throwers



Anouar
Yani

Javelinmen 2



Güksün
Djawali
Borsok
Sabawa

Archers



Ak Sonqor
Dahak

Hashishins



Shahib
Khattab
Mehmi
Daoud

Peasants



Bouri
Sanaa

Civilians

Victory conditions

The coalition cavalry must take as many houses in the suburb as possible.

A house is considered taken if all the Turkish occupants are dead or gone, and if at least one Frank or Byzantine is there.

At the end of the 12 turns, count the number of houses taken by the coalition troops:

- > 6 or 7 – Striking coalition victory: The suburb is taken, which will allow the siege of the citadel to begin tomorrow.
- > 4 or 5 – Narrow coalition victory: There are still some pockets of resistance, but a new assault tomorrow should sweep them away.
- > 2 or 3 - Narrow Turkish victory: The coalition’s attempt did not succeed as they had hoped. They may be swept away if the garrison of the citadel attempts a sortie.
- > 0 or 1 - Striking Turkish victory: The attack failed miserably. The siege machines are too far away from the citadel to do it any damage and the siege is expected to last long.

Epilogue

The inhabitants put up a fierce resistance which prevented the coalition from approaching the fortress.

Sources

René Grousset – History of the Crusades, Volume II – p. 108

Scenario 14: The riot of Antioch

Background

June 1138: The Basileus is exasperated by the casual attitude of the Frankish princes at the siege of Shaizar. On his return to Antioch he demands that the citadel of the city should be handed over to him under a treaty signed the year before. Raymond of Poitiers hesitates while Josselin II of Edessa raises the population of the city against the Byzantines. The streets of Antioch quickly become the theater of urban violence.

Map layout and starting positions

For this scenario the wall area where the Aleppo gate (3 hexes) is located and the one between the inn and the building F (5 hexes) are considered open field hexes.

The Basileus and two hoplites guarding him are positioned in the palace on The Village map.

The other Byzantines are deployed in the streets of the village and the caravan-serai. The Byzantines must be separated from one another by at least 3 hexes.

The inhabitants of Antioch are then positioned. They play first.

The game is played in 12 turns.



The sides

The inhabitants of Antioch

 <p>Reynard Rollin</p> <p>Medium infantry 1</p>	 <p>Daimbert Milon</p> <p>Medium infantry 2</p>	 <p>Galeran Edgard Joël</p> <p>Light Infantry</p>	 <p>Denys Lancelin Ebremar Albéric</p> <p>Sergeants</p>
 <p>André Bérold</p> <p>Archers</p>	 <p>Gérald Serlon Renaud</p> <p>Peasants</p>	 <p>Thoros Bagrat Zoravar Nahabed</p> <p>Armenian medium infantry</p>	 <p>Armen Vasak Bedrosian Karayan</p> <p>Armenian light infantry</p>
 <p>Jebrayel Maroun</p> <p>Maronite archers</p>	 <p>Narkis Aramzd Hetoum</p> <p>Armenian peasants</p>		

The Byzantines

 Foot Cataphracts	Ioannis Demetrios	 Foot Koursors	Theophilus Stelios	 Hoplites	Georgios Helios Evangelos Kephalos	 Skutatoi	Damian Diogenes Milo Manueles
 Peltastoi	Dorian Alexio Filippo Philemon	 Psiloi	Aegidios Agamedes Stephanos	 The Basileus	Isaac		

Special rules

The Basileus cannot be killed voluntarily. He can only be taken prisoner.

Victory conditions

The inhabitants of Antioch want to as many Byzantines as possible and seize the Basileus. At the end of the 12 turns, count the number of Byzantines still alive (except the Basileus):

- > 15 or more – Striking Byzantine victory: The riot is crushed and the flag of the Basileus now waves over the citadel.
- > From 12 to 14 – Narrow Byzantine victory: The Byzantines resisted well but the situation remains uncertain. If the Frankish princes do not call for the end of the insurrection, God alone knows what can happen tomorrow.
- > From 9 to 11 – Deuce: The scuffle left a lot of deaths on both sides. The Basileus summons Raymond and Josselin in his palace for a tense negotiation.
- > From 6 to 8 – Narrow Antiochian victory: The Byzantines withdraw outside the city but they can return at any time.
- > 5 or less – Striking Antiochian victory: The Basileus understands he will never be the master at Antioch. He renounces his initial demand and asks the Frankish princes to stop the riot.

Note : If the Basileus is captured, regardless the number of Byzantines still alive, it is a total victory for the Antiochians.

Epilogue

The Byzantine troops sent to quell the rebellion were defeated and the Emperor finds himself locked up in his palace. Fearing for his life, he abandoned his claim to the citadel and asked Raymond and Josselin to calm the population, which they manage to do easily since they were the ones who had asked them to rebel.

Sources

René Grousset – History of the Crusades, Volume II – p. 118 / 121

Scenario 15: The battle of Tizin

Background

April 1105: Tancred, regent of Antioch in the absence of Bohemond, besieges the fortress of Artah. Ridwan, Malik of Aleppo, rushes with his cavalry and the Aleppo militia to defend the castle. Battle is inevitable. The forces are very disproportionate and Tancred tries to parley. It is actually a trick to carefully choose the terrain of the battle. He notices a rocky plain where the Turkish light cavalry cannot manoeuvre so easily. He arranges his troops and waits for the enemy. After the Turks move past the rocks, he launches a furious charge.

Map layout and starting positions

Place the tents as shown in the illustration.

The Turkish cavalry is deployed on the The Plateau map, to the left of the rocks and less than 6 hexes away from them.

The Turkish infantry is positioned on the left half of The Ditch map.

The Frankish cavalry is deployed on The Meadow map.

The Frankish infantry is placed on the right half of The Desert map.

The Franks play first.

The game is played in 12 turns.



The sides

The Franks (Guiscard)		The Franks (Diex Aie)		
 <p>Counts</p>	Robert Roger	 <p>Knights</p>	Geoffroy Gaucher Mauger Arnoul	
 <p>Knights</p>	Tristan Odon Onfroy Sarlon Rainulf Drogon	 <p>Crossbowmen</p>	Asselin Gérolde Vougrin	
			 <p>Medium infantry</p>	Orderic Ernault Gervais Renouf
			 <p>Archers</p>	Fulbert Hamon Vital
			 <p>Brittonian infantry</p>	Erwan Gwendal Malo
The Turks				
 <p>Ghilman</p>	Askin Hamza Mansur Razin	 <p>Syrian cavalrymen</p>	Ergun Odul	
 <p>Horse archers</p>	Yusuf Korham Tzakhas	 <p>Light Infantry 1</p>	Abdulaziz Muharrem Dilman Yazid	
 <p>Archers</p>	Borsok Djawali			
			 <p>Faris</p>	Al-Djahiz Taḡī al-Dīn Qizil Zâhir
			 <p>Light Infantry 2</p>	Kismet Sezgin Aykut Marwan
			 <p>Turcoman cavalrymen</p>	Aitekin Kutchuk Sandjar
			 <p>Javelinmen 2</p>	Anouar Imran Faruq Yani

Special rules

The Turkish cavalry must simulate a feigned flight before the third turn. The Turkish infantry must attack the camp. Any character who leaves the battlefield is considered lost.

Victory conditions

At the end of the 12 turns, the number of Turkish survivors on the map is counted by counting one point for the infantry and two points for the riders (marked Tcx.), mounted or dismounted.

- > 39 or more - Striking Turkish victory: Tancred's maneuver has failed and the siege of Artha is lifted.
- > From 28 to 38 - Narrow Turkish victory: Tancred's troops have not succeeded in disrupting the rescue army. With fresh troops coming tomorrow, Tancred will not be able to resist a new attack.
- > From 21 to 27 - Deuce: Both factions have suffered heavy losses. Ridwan has to withdraw, but Tancred no longer has the resources to continue the siege of Artha.
- > From 10 to 20 - Narrow Frankish victory: The attack on the Aleppans has been pushed back, but it is to be hoped that they will not return as the tired army will no longer be able to cope with another attack.
- > 9 or less - Striking Frankish victory: Ridwan is routed and the garrison of Artah, losing faith at the sight of this disaster, decides to surrender.

Epilogue

Faithful to its tactics, the Turkish light cavalry attempted a feigned flight, but the rocky ground did not allow the horsemen to gallop. The Turks descended from their mounts or disperse, which gave the Normans the opportunity to crush them. Tancred then took on the Aleppo militia, which was looting the Frankish camp, and massacred them. There were about 3,000 dead on the Muslim side.

Sources

René Grousset – History of the Crusades, Volume I – p. 461-462

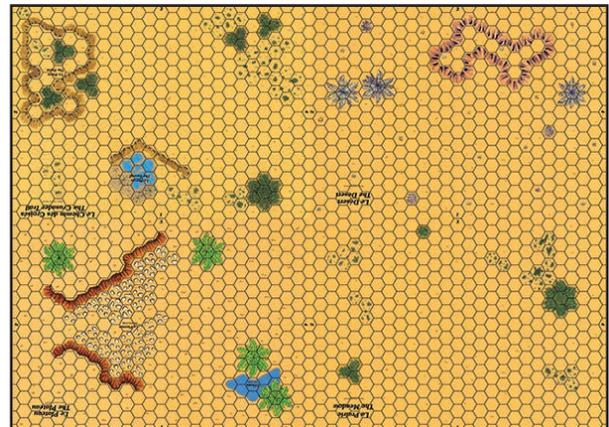
Scenario 16: The battle of Fons Murez

Background

June 29, 1149: Raymond of Antioch has forced Nur al-Din to lift the siege of Napa. Emboldened by this success, he encamps in open countryside near the town of Ma'arratha. An Isma'ili leader who has entered his service tries to counsel prudence, without success. The Atabeg, realizing his numerical superiority, encircles the camp of the Antiochians at night. The next day, Raymond realizing his mistake, is preparing to fight a battle that seems lost in advance.

Map layout and starting positions

The Franks are positioned in the center of the battlefield, within a 12-hex radius around the intersection of the 4 maps.
 The Turks are deployed beyond, at least 5 hexes away from the nearest Frank.
 The Turks play first.
 The game is played in 15 turns.



The sides

The Franks

 29 ▲ Aymar 17 12 Nck Knights (The Anarchy)	Aymar Gauthier Jehan Thierry Philippe Richard Josselin Amaury Henry Dreux Edmond	 28 ▲ Raymond 16 12 Ock Hospitallers	Raymond Ernoul Guérin Rainier	 13 ▲ Vahan 8 15 Oca Turcopole Archers	Vahan Sarkis	 17 ▲ Avak 10 15 Ocl Turcopole lancers	Avak Arshavir
 11 ▲ Guibert 8 6 Nim Medium infantry 1	Guibert Aymeri Reynard Rollin	 7 ▲ Aubré 4 6 Nim Medium infantry 2	Aubré Payen Daimbert	 7 ▲ Denys 5 6 Nil Sergeants	Denys Ebremar Albéric	 7 ▲ Joël 5 8 Nil Light Infantry	Joël Galeran
 6 ▲ Achard 5 6 Nix Crossbowmen	Achard Geldemar Manassé	 10 ▲ Mathieu 7 6 Cim Medium infantry	Mathieu Vauquelin Arnaud	 8 ▲ Charles 5 6 Cil Light Infantry	Charles Raimbaud Boniface	 6 ▲ Dudon 5 8 Cil Infantry with gambeson	Dudon Alphonse Herriot

The Turks

 25 ▲ Askin 14 12 Tcg Ghilman	Askin Hamza Mansur Razin	 16 ▲ Odlu 9 12 Tcm Syrian cavalrymen	Ergun Odul	 22 ▲ Al-Djahiz 13 12 Tcm Faris	Taqî al-Dîn Al-Djahiz Qizil Zâhir	 14 ▲ Kütchük 7 15 Tcl Turcoman cavalrymen	Aitekin Kütchük Sandjar
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 <p>Horse archers</p>	<p>Korham Yusuf Tzakhas</p>	 <p>Bedouins</p>	<p>Ridwan Balak</p>	 <p>Medium infantry 1</p>	<p>Iskander Evhad Murad Kutbeddin</p>	 <p>Medium infantry 2</p>	<p>Ferhat Basak Umar Abbas</p>
 <p>Medium infantry 3</p>	<p>Sunduk Yagmur Sinan Ertas</p>	 <p>Medium infantry 4</p>	<p>Sadr Farid Yacoub Nasser</p>	 <p>Light Infantry 1</p>	<p>Muharrem Abdulaziz Dilman Yazid</p>	 <p>Light Infantry 2</p>	<p>Sezgin Kismet Aykut Marwan</p>
 <p>Light Infantry 3</p>	<p>Kamaal Zahir Qadir Salih</p>	 <p>Light Infantry 4</p>	<p>Rachid Jawhar Haroun Ahmad</p>	 <p>Javelinmen 1</p>	<p>Irtash Baldouk Firouz Moudjir</p>	 <p>Javelinmen 2</p>	<p>Faruq Imran Anouar Yani</p>
 <p>Hashishins</p>	<p>Dahak Ak Sonqor</p>	 <p>Peasants</p>	<p>Mehmi Shahib Khattab Daoud</p>				

Victory conditions

For the Franks, the equation is simple: Conquer or die! At the end of the game, the surviving Franks are counted as follows: 1 point for the infantry, 2 points for the Turcoples and 3 points for the Knights and Hospitallers.

- > 64 or more - Striking Frankish victory: Against all odds, the troops of Raymond of Antioch manage to keep the upper hand. Nur al-Din ends his campaign and returns to Aleppo.
- > From 48 to 63 - Narrow Frankish victory: The fierce resistance of the Franks impresses the Turks, who withdraw cautiously. They will continue to monitor them from afar while waiting for a better time to attack them.
- > From 32 to 47 - Deuce: The losses are heavy on both sides. Raymond remains master of the field but reinforcements are already arriving from Aleppo to strengthen the army of the Atabeg.
- > From 16 to 31 - Narrow Turkish victory: Only a handful of Franks are still resisting. The next attack should be the final one.
- > 15 or less - Striking Turkish victory: The Frankish resistance falters and they are annihilated. The survivors' final choice is between death or captivity.

Epilogue

Despite acts of bravery, the Franks could not face such a multitude and were massacred. Raymond was killed and his head sent as a trophy to the Caliph of Baghdad.

Sources

René Grousset – History of the Crusades, Volume II – p. 268-272

Campaign scenarios

1 – Emissary of the King

Background

1141: The growing power of Zenghi worries King Fulk. He sends Thibaud on a delicate mission: Convince the cities of Ma'arat al-Numan, Al-Bara, Idlib and Ma'arat Misrin to join the alliance that Fulk has just signed with Damascus against the atabeg of Aleppo. The mission is very risky, and a group of Hospitallers is following the emissary of the king at a distance, ready to intervene in the event of an attack.

Counters & Setup

Type	#	Position	Headcount	Resources	Faith	Deniers	Prestige
Thibaud		Thibaud and his combat group, within 1 hex of Jisr al-Hadid (north west)	8		1	8	9
Hopitallers	H1	Balian and his combat group, within 2 hexes of Jisr al-Hadid (north west)	10		7	5	4
Antiochians	A1	Renaud and his combat group, within 1 hex of Antioch (north west)	14		6	5	3
	A2	Amaury and his combat group within 1 hex of Jisr al-Shughur (central west)	8		3	3	4
	A3	Combat group within 1 hex of Bourzet (north west)	9		4	6	
	A4	Combat group within 1 hex of Termanin (north)	6		3	3	
Turks	T1	Askin and his combat group within 1 hex of Al-Bara (south)	16		7	6	6
	T2	Razin and his combat group within 1 hex of Sarmin (central)	12		8	5	4
	T3	Mansur and his combat group within 2 hexes of Aleppo (north east)	10		9	7	5
	T4	Combat group within 1 hex of Al-Atarib (north)	8		7	4	
	T5	Combat group within 1 hex of Kafartab (south)	9		6	3	
Convoys	C1	Convoy at Apamea (south), plying between Apamea and Antioch (north west)	4	3			
	C2	Convoy at Aleppo (north east), plying between Aleppo and Apamea via Tel al-Sultan (south)	6	5			
	C3	Convoy at Jisr al-Hadid (north west), plying between Jisr al-Hadid and Aleppo via Ma'arat Misrin (north east)	5	4			

Thibaud's group is made of the following characters: Thibaud, Blanchot, the knights Eudon and Pons, the Turcoples Sarkis, Diran, Hagop and Avak.

The game is played in 15 days.

The Franks play first.

Special Rules

The following castles are played on the Eagle Nest map in the tactical game: Apamea, Chastel Rouge, Sirmanyah, Sarmin and Termanin.

Joining the alliance: To convince a town to join the King, Thibaud and his group must first enter the settlement, then both players must pass their faith test in order to begin negotiations. Roll 1D10 to learn the result of the negotiations:

- > 1-5: The town joins the alliance,
- > 6-7: The town principals need more time to reflect. Thibaud and his group will have to go back in 2 days (2 turns).
- > 8-9: Polite refusal. The city will not rally to the King, but Thibaud and his group can withdraw in peace.
- > 10: Definitive refusal. The inhabitants are outraged by such a proposal and immediately engage the Franks in combat.

Victory conditions

Victory depends on the number of towns rallied. At the end of 15 turns, or if Thibaud is killed, count the number of towns that have accepted the alliance:

- > If no town has rallied, it is a striking victory for the Turks: Zenghi can count on the total loyalty of his Syrian cities;
- > If only one town has rallied, it is a marginal victory for the Turks: Zenghi will soon come to make them understand their of their ways;
- > If two cities have rallied, there is equilibrium: the balance of forces promises long indecisive fighting for months to come.

- > If three cities have rallied, it is a marginal victory for the Franks: The Syrians no longer tolerate the Turkish yoke. It is a first diplomatic victory that will lead to others.
- > If all four cities have rallied, it is a total victory for the Franks: Thibaud can return to Jerusalem with the satisfaction of his duty accomplished. The power of Zenghi is severely weakened.

2 – The fortresses beyond the Orontes

Background

1141: Taking advantage of the dissensions between the Franks and Byzantines, three years ago the atabeg Zenghi seized several of the castles of Outre-Orontes like Atharib (Al-Atarib), Kafartab and Biza'a. Raymond of Antioch is committed to taking them back, and builds an army to achieve this.

Counters & Setup

Type	#	Position	Headcount	Resources	Faith	Deniers	Prestige
Antiochians	A1	Renaud and his combat group, within 1 hex of Harim (north west)	16		6	5	6
	A2	Pons and his combat group, within 1 hex of Jisr al-Shughur (central west)	10		3	3	1
	A3	Amaury and his combat group, within 1 hex of Jisr al-Hadid (north west)	12		4	6	3
	A4	Combat group within 2 hexes of Artah (north)	8		3	3	
Hospitallers	H1	Balian and his combat group, within 1 hex of Bassuet (north)	8		9	4	7
	H2	Raymond and his combat group, within 3 hexes of Cursat (north west)	10		7	5	4
	H3	Ernoul and his combat group within 1 hex of Bourzet (south west)	8		8	6	3
	H4	Combat group within 2 hexes of Saint Simeon (north west)	7		7	4	
Turks	T1	Askin and his combat group, within 2 hexes of Sarmin (central)	16		7	6	4
	T2	Mansur and his combat group, within 2 hexes of Al-Nayrab (north east)	12		8	5	5
	T3	Hamza and his combat group, within 2 hexes of Kafartab (south)	10		9	7	6
	T4	Combat group within 2 hexes of Al-Bara (south)	8		7	4	
	T5	Combat group within 1 hex of Idlib (central)	9		6	3	
Convoys	C1	Convoy at Apamea (south), plying between Apamea and Antioch (north west)	5	4			
	C2	Convoy at Aleppo (north east), plying between Aleppo and Ma'arat al-Numan (south)	4	3			
	C3	Convoy at Jisr al-Hadid (north west), plying between Jisr al-Hadid and Aleppo (north east)	6	5			

Each faction has a spy. He is positioned within 1 hex of a town, city or castle belonging to him.

The game is played in 15 days.

The Franks play first.

Special Rules

The following castles are played on the Eagle Nest map in the tactical game: Apamea, Chastel Rouge, Sirmanyah, Sarmin and Termanin.

Victory conditions

The Antiochians (helped by the Hospitallers) must capture as many fortresses as possible from the Turks. They score 1 point per castle captured. The Turks can counterattack by ravaging the territories belonging to the principality of Antioch. They score 1 point for every 10 resource points taken from the Antiochians or Hospitallers (ie 3 points for 34 resource points).

Calculate the difference between the points earned by each faction. The faction with the highest number of points wins. It will be a marginal victory if the difference is 1 point, superb victory if the difference is 2 points, striking victory if the difference is 3 points or more.

Epilogue

The Antiochians could not take back any of the fortresses and were content to ravage the Outre-Orontes lands. By way of retaliation, the Turks launched a chevauchée up to the gates of Antioch, which returned with much loot.

Sources

René Grousset – History of the Crusades, Book II - p. 144-145

3 – Decoy chevauchées

Background

Spring of 1157: Nur al-Din was busy fighting Baldwin III in Galilea in the region of Paneas. But to maintain the pressure on the Principality of Antioch and to prevent it from reinforcing the royal army, he launches raids beyond the Orontes with the mission of destroying everything in their path.

Counters & Setup

Type	#	Position	Headcount	Resources	Faith	Deniers	Prestige
Antiochians	A1	Renaud and his combat group, within 1 hex of Antioch (north west)	10		6	5	6
	A2	Pons and his combat group, within 1 hex of Jisr al-Shughur (central)	12		7	4	7
	A3	Combat group within 1 hex of Bourzet (south west)	8		5	3	
	A4	Combat group within 1 hex of Jisr al-Hadid (north west)	11		8	4	
Hospitallers	H1	Raymond and his combat group, within 1 hex of Balatonos (south west)	8		9	6	7
	H2	Rainier and his combat group, within 1 hex of Cursat (north west)	7		8	5	3
Turks	T1	Askin and his combat group, within 1 hex of Apamea (south)	13		8	5	6
	T2	Hamza and his combat group, within 1 hex of Chastel Rouge (central)	11		9	4	8
	T3	Mansur and his combat group, within 2 hexes of Cursat (north west)	10		7	4	5
	T4	Aïtekin and his combat group, within 1 hex of Harim (north)	8		5	5	4
	T5	Combat group within 1 hex of Artah (north)	9		6	3	
	T6	Combat group within 1 hex of Idlib (central)	12		5	2	
Convoys	C1	Convoy at Antioch (north west), plying between Antioch and Aleppo (north east)	4	3			
	C2	Convoy at Aleppo (north east), plying between Aleppo and Apamea (south)	4	3			
	C3	Convoy at Antioch (north west), plying between Antioch and Apamea (south)	6	5			
	C4	Convoy at Laodicea (south west), plying between Laodicea and Antioch (north west)	5	4			

Each faction has a spy. He is positioned within 1 hex of a town, city or castle belonging to him.

The game is played in 15 days.

The Turks play first.

Victory conditions

The Turks score 1 point for every 10 resource points taken from the Antiochians or Hospitallers (ie 3 points for 34 resource points).

Victory depends on the number of resources taken by the Turks:

- > 5 or less - Striking Frankish victory: The Turkish ruse has been countered and the few resources taken will soon be reconquered.
- > From 6 to 15 - Marginal Frankish victory: The towns and castles of the principality have resisted well and these new raids have not been more damaging than the previous ones, or those to come.
- > From 16 to 25 – Marginal Turkish victory: Antioch has suffered and its prince will be more concerned to heal his wounds than to join the army of Baldwin III.

> 26 and more - Striking Turkish victory: All the country is ravaged and the principality is permanently weakened. Upon his return, Nur al-Din can launch a great offensive to wipe this infidel state off of the map.

4 - Earthquake

Background

July, August 1157: 3 earthquakes of an exceptional violence shake Muslim Syria. Kafartab, Apamea, Ma'arat al-Numân among others are seriously damaged. King Baldwin III wants to take advantage of the arrival of Count Thierry of Flanders with a strong contingent to regain territories lost for several years. Nur al-Din is also very ill and little by way of a reaction is expected from the atabeg.

Counters & Setup

Type	#	Position	Headcount	Resources	Faith	Deniers	Prestige
Antiochians	A1	Pons and his combat group, within 1 hex of Jisr al-Shugur (central west)	12		6	6	6
	A2	Combat group within 1 hex of Jisr al-Shughur (central west)	8		4	2	
	A3	Aubry and his combat group, within 1 hex of Bikisrael (south west)	15		7	5	4
	A4	Combat group within 1 hex of Sirmanyah (central west)	7		3	3	
Crusaders	C1	Miles and his combat group, within 1 hex of Jisr al-Hadid (north west)	7		9	6	9
	C2	Combat group within 1 hex of Cursat (north west)	6		7	6	
Armenians	A1	Vasil and his combat group, within 2 hexes of Artah (north)	8		3	3	4
	A2	Roupen and his combat group, within 2 hexes of Bassuet (north east)	8		4	4	2
Hospitallers	H1	Guérin and his combat group, within 1 hex of Bourzet (south west)	6		9	7	5
	H2	Ancelin and his combat group, within 1 hex of Cursat (north west)	7		8	5	4
Turks	T1	Mansur and his combat group, within 1 hex of Hârim (north)	13		8	5	6
	T2	Razin and his combat group, within 1 hex of Kafartâb (south)	11		9	4	8
	T3	Aiïtekin and his combat group, within 1 hex of Kafr Latah (central)	10		7	4	5
	T4	Ridwan and his combat group, within 1 hex of Apamea (south)	8		5	5	4
	T5	Combat group within 1 hex of Al-Atarib (north)	9		6	3	
	T6	Combat group within 1 hex of Ma'arat al-Numan (south)	12		5	2	
Convoys	C1	Convoy at Antioch (north west), plying between Antioch and Aleppo (north east)	5	4			
	C2	Convoy at Aleppo (north east), plying between Aleppo and Apamea (south)	4	3			
	C3	Convoy at Jisr al-Hadid (north west), plying between Jisr al-Hadid and Apamea (south)	5	4			

Each faction has a spy. He is positioned within 1 hex of a town, city or castle belonging to him.

The game is played in 15 days.

The Franks play first.

Special Rules

Earthquake-related damage: Each town or castle that is the objective of a tactical battle must be tested for resistance to earthquakes. Roll 1D10 to check the results::

- > 1: Place 1 rubble marker,
- > 2: Place 2 rubble markers,
- > ...

- > 7: Place 7 rubble markers,
- > 8 – 10: No damage.

The rubble markers are placed in turn by each player; the first is placed by the attacker.

Victory conditions

The Franks and their Armenian allies must take over as many towns and fortresses from the Turks as possible. They score 1 point per settlement captured.

The Turks can counterattack by ravaging the territories belonging to the principality of Antioch. They score 1 point for every 10 resources taken from the Antiochians or Hospitallers (ie 3 points for 34 resources).

Then calculate the difference between the points earned by each faction. The faction with the highest number of points wins. Marginal victory if the difference is 1 point, superb victory if the difference is 2 points, striking victory if the difference is 3 points or more.

Epilogue

The combined forces of Baldwin III, Thierry of Flanders, Reynald de Chatillon, regent of Antioch and Thoros II of Armenia laid siege to Shaizar, whose entire ruling family had been killed during the earthquakes. The lower town fell and the final assault on the citadel was being prepared when a quarrel broke out between Thierry of Flanders and Reynald de Chatillon to establish who would rule Shaizar. No solution was found, and the siege was lifted. The army then proceeded to Harim, which it took after a one-month siege.

Sources

Pierre Aubé – Reynald de Chatillon, a Crusader against Saladin - p. 78-84

Purchase table

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

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

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

⁽¹⁾ Round down if necessary

Animals	
Pack camel	12
Horse	8

Siege engines	
Siege ladder	10

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



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Ager Sanguinis

The Normans in Northern Syria in the 12th Century



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Massimo PREDONZANI

