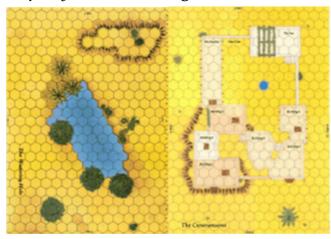
#### Scenario Caravanserai 1

# The Dust Cloud

# Background

1178: Saladin armies are raiding Galilea and killing who ever is trying to resist them. A small group of Hospitaler knights is heading towards Belvoir castle when night and fatigue force them to stop at a nearby caravanserai. The next morning, they realize that their resting place is now the last Christian compound in a plain full of angry Saracens ready to attack.

### Map Layout And Starting Positions



- > Hospitaler knights and their suite are installed anywhere in the Caravanserai. Their horses are in the stables. The Alep gate is closed.
- > Saracens are deployed anywhere on the Watering Hole
- > The game is played in 15 turns.
- > The Saracens take their phase first

#### **Counters**

Counters							
The Defenders		The Attackers					
Templars  Turcopoles	Sir Roger Sir Balian Sir Raoul Sir Gerard Kamal Merton Mosul Tamara	Sudan Bows Seljuk Inf.	Osewel Sadik Jellal Mustafa  Farhad Mohammed Ageel Shammin	Light Seljuk	Arghun Ruzzik Bar Yesugai	Horse Archers	Rashid Qutuz Fakr Imad Mongka Ayub Usamah
Shortbow	Ansel Robert Hugh Simon	Syrian Inf.	Tossaun Mesuf Baysan Ali Husseyin Abdul	9 16 10 10 10 10	Baha Rashid Vezelay Fa'iz Taki Yaghi	18 Autok	Ashok Moonga Nassin Kukburi Mohammed Suejac
Crossbow	Jordan George Bernard Adam	Fatimid	Mehmet Magid Ahmed Mohsen Hashmi Jamil	Light Mameluk	ū	Syrian Heavy Cavalry	·

Saracens can use 4 ladders.

#### Special Rules

- > The gate is old and in bad condition: it will collapse if the saracens try to take it down. The gate has a defense value of 5. It will break with any E or F result on the combat table against an opponent on foot.
- > After Turn 5, the Christian player rolls 1D10. On a result of 10, all contenders can see the dust cloud formed by heavily armoured knights that come straight towards the Caravanserai to help their brothers of arms. After Turn 10, a result of 9 or 10 will bring the rescue party.

## Scenario Caravanserai 1

> The rescue party is made of the following forces:



> The rescue party enters through the side 3 of the Caravanserai

# **Victory Conditions**

Saracens will only stop attacking the Caravanserai when all defenders are killed or captured. For Hospitalers, they must simply resist until a rescue force comes from Belvoir castle.

At the end of the 15 turns, the Saracen player wins if all Hospitalers who started the game in the Caravanserai are dead or surrendered. Otherwise, it is a Hospitaler victory.