

Scenario Caravanserai 5

Abduction From The (Caravan)serai

Background

Surroundings of Antioch, 1119 : Blodwin, the wife of the Lord of Turbessel has been captured by Il-Ghazi, the Turkish Amir of Mardin, following the disaster of the Field of Tears. She is escorted towards Aleppo where only slavery or harem seclusion awaits her, based on the mood of her guardian. Balian of Turbessel, her husband, is committed to taking her back and is ready for a quick action at night as the kidnappers have stopped in a caravanserai for rest. His brother Dreux and him have dressed like arabs to try and penetrate into the buildings without being noticed.









Map Layout & Starting Positions



- > All the Turks are asleep (Stun side) with the exception of 3 pickets.
- > The Turk's horses and camels are placed in the stables and large bailey.
- > The Aleppo Gate is closed.
- > Install one ladder in each building with a roof access. Trapdoors are considered open.
- > Blodwin is located in one building of the medina at random, after throwing 1D6.
- > Balian and Dreux enter the map following a 1D6 result : 1-2 : side 1 ; 3 : side 2 ; 4-5 : side 3 ; 6 : side 4 . Each of them is equipped with a grapple.
- > Templars wait for the alert to be raised and enter the map the following turn through side 2.

The game lasts 12 turns. Crusaders begin to play.

The Sides

The Crusaders		The Turks	
 Hassan (Balian) Talat (Dreux) Hashishins		 Michael Roger Mathew Gérard Amalric Raoul Templars	
 Blodwin Civilians		 Abdelraman Ramak Yasser Camel Riders	 Baha Rashid Vezelay Taki Mamluks
 Ladders	6 ladders	 Grapples	 Yesugai Ruzzik Bar Arghun Seljuks

Special Rules

- > Use the rules related to the night, the terraces, the ability to climb them up or down through ladders or with a grapple, and the jump from a roof (see the Montjoie and Caravanserai extension rules).
- > The ladders used to climb onto the roof can be removed and located elsewhere. This action takes one full turn for one character.
- > No character in the caravanserai may move until the alarm is raised. The alarm is raised when any character of the other side is spotted, or when a friendly character is attacked and not stunned or killed at the first try.
- > Once the alert raised, the turks need 2 turns to put on armor. In the meantime, their attack strength is 2 and their defence value is their Stun one.
- > Once the alert raised, Balian and Dreux can put their arab clothes out (one full turn without moving or fighting) or keep them. Should they take them apart, they cannot put them back. They didn't wear their armor in order to climb the walls.
- > Blodwin is taken as prisoner and cannot move. She can move freely as soon as a friendly character is on an adjacent hex.

Victory Conditions

The Crusaders must free Blodwin and escape through whatever side of map to win. Should Hassan (Balian) be killed, the victory can only be marginal. Any other result is a Turkish victory.