## Claymore 1 – Scenario 2 for Croisades/Outremer

# The Ford

## Background

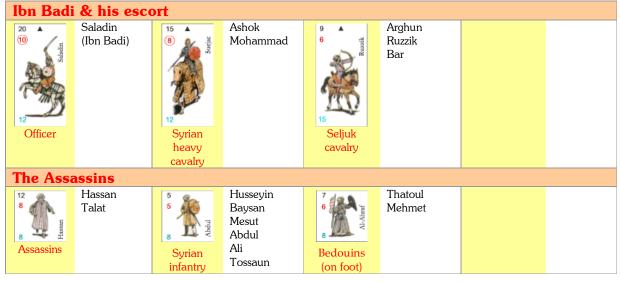
In 1119, Ibn Badi, head of the Aleppo militia and the sworn enemy of the Ismailis was expelled from Aleppo. The Assassins lie in wait for him at a ford...

#### Map Layout & Starting Positions



The Ismaili player enters onto the Temple map through that part of side 3 behind the river, then the Seljuk player enters through side 1.

#### The Sides



## **Special Rules**

The "bridge" hexes are considered to be "ford" hexes. Crossing the river at the ford is possible for all characters, and costs 3 movement points. The influence of the ford on combat and missile-fire is identical to that of water hexes. It is impossible to pick up the weapons of a character that died in the ford. A character stunned on a "ford" hex is killed. A dead character on a "ford" hex remains on the spot (unlike the rule in "Samourai") and could therefore possibly obstruct movement.

All the men of the Assassin side have throwing daggers.

## **Victory Conditions**

The Seljuk player must make Saladin leave through that part of map-edge 3 located behind the river. If he succeeds, that player wins. If he is unsuccessful [Saladin is killed], the Assassin player wins even if all his men are killed.

In the situation that the heavy cavalryman has insufficient movement points to cross the ford [i.e. the assassins and all the horses have been killed, but Saladin is dismounted and wounded, or only Saladin survives but the ford is blocked], then it is a draw.

#### Sources

B. Lewis, Les assassins, Paris 1982, page 146