

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 Hospitaller 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



- > Hospitaller 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 map.
- > The game is played in 15 turns.
- > The Saracens take their phase first

Counters

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




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.

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> The rescue party is made of the following forces:

The Rescue Party		
 <p>33 19 Sir Amalric 12</p>	Sir Amalric Sir Dreux Sir Mathew Sir Michael	
 <p>20 8 Sgr Baldwin 12</p>	Baldwin Guy	
 <p>18 10 Arnulf 15</p>	Arnulf Tamara	

> 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.