

CROISADES STRATEGIC, PART 2: THE SCENARIOS

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This translation by Bob Gingell contains Section 4 of the rulebook for “Croisades”, a set of campaign scenarios using the strategic map supplied with the game. An additional scenario and some supplementary notes have been added at the end. Part 1 of the ‘Croisades Strategic’ translation is separate from this Part and contains the rules for the strategic game.

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4. SECTION 4.2 OF THE RULEBOOK: THE STRATEGIC SCENARIOS

[Section 4.1 of the “Croisades” rulebook contains the tactical scenarios.]

The strategic scenarios presented here illustrate four important turning points in the history of the Crusader States. From the Kingdom of Jerusalem which negotiated as an equal in the XIIth century with the great powers of the Middle East, to the decline into a multitude of petty fiefdoms a hundred years later, these four scenarios offer an historic journey through the times of glory and decadence of the Latin States of the East.

Apart from the second scenario which dramatises the duel between Saladin and Richard the Lionheart during the Third Crusade, these scenarios chart multi-polar situations in which the qualities of a diplomat will be as important as those of a leader of armies. The two levels of tactical and strategic add to the flavour. By re-enacting each battle from a limited pool of troops, the ardour of the impetuous warrior is restrained while giving a chance for battles to be won other than by brute force. On the other hand, by forcing the players’ strategic choices into multiple and dispersed confrontations, the planning of reinforcing forces are avoided and spectacular reverses are possible.

Note also that each scenario contains a simple economic system, inspired by that proposed in the role-playing game, as well as offering the players a few geo-strategic guidelines to the two-century long historical period. Every five game-turns the players receive extra purchase points, which can be spent immediately to build up armies, or to buy supplies or ships. Points not spent can be saved and used when collecting taxes. It is important to note that, during the strategic game, the players do not have to pay for supply or siege engines. They must, however, buy adequate means to transport them, and are subject to delays in construction (see sections 2.62, 2.63, 2.71). Characters and means of transport that a player has bought must be placed in a controlled town that is not under siege.

Note - Choice of characters: Players are advised to follow the instructions below when creating their army or selecting reinforcements.

- A Crusader player will choose his characters first from among Crusader counters, and will then complete his army with counters from the games “Cry Havoc” and “Siege”.
- A Byzantine or Armenian player will choose characters first from among counters from “Cry Havoc” and “Siege”, completing the army with Crusader counters. *[Note: the ‘Byzantine Army Extension’ proposes alternative counters for these armies.]*
- An Egyptian player will choose characters first from among the Fatimid and Sudanese counters. A Syrian player will choose characters first from among Syrian and Seljuk counters. Both of the above can select Mamluks, which are in reality mercenaries, and horse archers.
- A Mongol player will first choose characters from among the counters from the game “Samourai”, completing the army with Saracen counters except Fatimids, Sudanese and Mamluks. *[Note: the ‘Mongol Army Extension’ proposes alternative counters for these armies.]*

4.1 Strategic scenario No. 1: THE RAID ON THE NILE 1164-1168 (for 4 players) (La course au Nil)

Background: After the fall of Edessa (1146) and the failure of the Second Crusade (1148), the Crusader expansion came to a halt. Syria, newly united under Nur-ed-Din, became daily more threatening. In the North, Byzantium began to regain its power, obtaining the submission of the Armenian prince Thoros and the prince of Antioch, Renaud of Chatillon. When Amaury the First mounted the throne of Jerusalem in 1163, the situation seemed precarious, with none of the protagonists sufficiently strong to act directly against the others. Also, gaze was gradually turning towards Egypt, where the reign of the Fatimids was reaching its end in the bare remains of an outdated and corrupt system of government. Poorly defended, Egypt seemed at first sight to be a tempting prize: whoever succeeded in capturing it would be able to claim, with a true title, to impose his rule on the whole Middle East. But the sleeping colossus on the banks of the Nile had not necessarily spoken its last word...

The four powers

The Kingdom of Jerusalem: Including in this period the County of Tripoli, it extends from hex 1112 (inclusive) in the South West then along the edges of the desert to the East dropping to Akaba before rising to Transjordan and Lebanon. List of border hexes: 1112, [1212,] 1211, 1210, 1209, 1208, 1107, 1007, 0906, 0807, 0706, 0607, 0506, 0407, 0406, 0505, 0605, 0705, 0806, 0905, 1005, 1105, 1206, 1305, 1406, 1506, 1606, 1706, [1707,] 1808, 1908, 2008, 2107, 2208, 2308, 2409, 2508, 2609, 2708, 2809, 2908, 3008, 3107, 3208, 3308, 3309. The Crusader player receives 900 points to build his initial army, 5 transport ships and 2 warships.

The Byzantine Empire: It controls the whole of the Island of Cyprus, and in the North / North West the territory extending to the following hexes: 3410, 3509, 3609, 3708, 3809, 3908, 4008, 4108, 4208, 4308, 4408, 4409, 4410, 4510, 4611, 4711, 4812. The Byzantine player receives 500 points to build his initial army, 6 transport ships and 3 warships.

Syria: It comprises all the territory to the East of the Byzantine Empire and the Kingdom of Jerusalem, except the desert hexes. The Syrian player receives 1000 points to build his initial army. He has no ships.

Egypt: It comprises all the territory to the West and South of hex 1112, except the desert hexes. The Egyptian player receives 350 points to build his initial army, 7 transport ships and 3 warships.

Starting positions and beginning the action: Once all the groups have been formed, each player notes secretly the starting position of his groups and ships (number of hex or name of town). These starting positions must of course be within his territory. Once the orders have been written, the groups and ships are placed on the map according to those written instructions. The players then roll a die to determine the order in which they will carry out their land movement. The game can then start. In each new game turn the procedure explained in rule 2.93 is followed.

Income: Every five game turns, at the end of the turn, the players receive reinforcement points, calculated in the following way:

- For each medium-sized town (with or without a port) conquered during one of the five preceding turns, a player receives 50 points. If it is an important town, he receives the number of points listed in the Income Table (see Game Aid No. 3). In this scenario, the Syrian town of Homs has the same importance as Aleppo and Acre and thus gives 150 points. The first player that succeeds in capturing Cairo receives 450 points. If the town changes ownership again, its capture will only give 300 points.

- For each important town controlled from the start or conquered more than 5 turns previously, a player receives half of the corresponding points listed in the Income Table.

Note: A town that is under siege at the time that income is collected does not give any points to its owner.

Special rule on flooding: The player that controls the town of Cairo can decide, at any time during the game, to break the banks of the Nile to counter an attempted invasion. The breaking of the banks has the following consequences on the land of Egypt:

- 1) Crossing a strategic hex containing a river will now take a whole game-turn, irrespective of the types of troops in the group.
- 2) It is impossible to move directly from one river hex to another river hex. Any enemy group that as a consequence finds itself unable to move will automatically be taken prisoner and thus eliminated.
- 3) If an enemy group enters a river hex containing an Egyptian group, the invading player must, before engaging in battle, roll 1D6 for each character in the group and consult the following table:

Troop type	Drowns	Safe and healthy
Character in armour	1 or 2 on the die	3 – 6 on the die
Unarmoured character	1 on the die	2 – 6 on the die

Characters that drown are eliminated and cannot take part in the battle.

- 4) A line of supply cannot cross a river hex unless that hex is occupied by a group of the same side as the group being supplied.

The Egyptian player is subject to restriction 1 but not to restrictions 2, 3 and 4. He has, in fact, at his command a multitude of small vessels navigated by experts in the holy river.

The effects of flooding can be annulled. To do this it is necessary for the player that controls Cairo to announce aloud that he is starting to repair the dykes. The effects of flooding are then ended at the beginning of the 4th game-turn after the announcement.

Victory conditions: A player wins if he controls 6 important towns at the moment of income collection.

4.2 Strategic Scenario No. 2: THE THIRD CRUSADE 1191-1192 (for 2 players) (La IIIème croisade)

Background: In the year 1191, the arrival of the troops of Richard the Lionheart and Philip II revived the courage of the Crusaders and allowed them to re-take the town of Acre after a two-year siege. At last, good news! The first since a long series of crushing defeats inflicted on the Franks by the troops of Saladin, master of Egypt, Syria and most of Palestine. 23 years earlier, the Kingdom of Jerusalem had lost the raid on the Nile (see Scenario No. 1) and it quickly found itself put under pressure by the Egyptian and Syrian forces now obedient to one leader.

The terrible defeat of Hattin (1187), in which the elite flower of Frankish chivalry was decimated by Saladin's troops, set in train the fall of Jerusalem and of most of the Crusader strongholds, deprived of their defenders. Only the support of the Christian fleets and the defection of part of the Saracen army, tired of the prolonged campaigns, allowed the survival of a few rare Crusader outposts along the coast. Thus, the Third Crusade had the task of a difficult re-conquest facing an enemy that was certainly weakened but which was victorious and led by a leader of great prestige, one who excelled in both tactics and strategy.

The two sides

The Crusaders: The Crusader territory comprises the whole of the Island of Cyprus, which Richard the Lionheart had seized from the Byzantines before arriving in the Holy Land, and the following hexes: 2011, 2110, 2210, 2309, 2409 for the Kingdom of Jerusalem; 2909, 3009, 3108, 3208 for the County of Tripoli; 3410, 3811, 3910, [3911,] 4011, 4012, 4110, 4111, 4211 for the Principality of Antioch. In the North the Byzantines remained neutral throughout the conflict, and their territory extends in the East to hexes 4311, 4411, 4510, 4611, 4711 and 4812. The Crusader player represents Richard the Lionheart and will thus take the corresponding character. He also receives 1000 points to build his initial army, 10 transport ships and 5 warships.

The Saracens: The territory controlled by Saladin and his ships consists of all the hexes on the strategic map except those which are part of Crusader or Byzantine territories as described above, and those desert hexes that do not contain a road. The Saracen player represents Saladin and will thus take the corresponding character. He also receives 1200 points to build his initial army, 7 transport ships and 3 warships.

Starting positions and beginning the action: The procedure is the same as in Scenario No. 1. However, the Crusader player must place at least 75% of his troops and ships in what remains of the lands of the old Kingdom of Jerusalem. For the first and second game-turns the Crusader player carries out land movement first. In the later turns each player rolls 1D10, and whoever obtains the highest number decides whether he will move first or second.

Income: At the end of the 5th game-turn the Crusader player receives an extra 500 points. He receives an extra 400 points on the 10th turn, 250 on the 15th, and 200 on the 20th. On each occasion the Saracen player receives 350 points. The players also receive points for towns conquered during the previous 5 game-turns preceding the collection of income. The formula used is the same as that in Scenario No. 1. However, the town of Homs is now considered to be a medium-sized town, and the capture of Cairo will only give 300 points. On the other hand, the capture of Jerusalem will give 400 points to the Crusader player for the first occasion that he seizes it.

Special rules

- 1) The special rule on breaking the banks of the Nile applies in this scenario (see Scenario 1)
- 2) All lines of supply for a Crusader force of more than 25 characters must include a port town. If this is not the case, the force is not considered to be in supply.
- 3) Neither side can move forces or ships into the land or naval hexes that are part of Byzantine territory.

Victory conditions: The Crusader player wins if, at the end of the 25th game-turn, he controls 4 important towns including at least one of the following: Jerusalem, Damascus or Cairo. The objective of Richard the Lionheart is to capture Jerusalem so as to fulfil his vow as a crusader. It seems likely however that capture of Cairo or Damascus would probably result in Saladin making an exchange for the Holy City.

If, at the end of the game, the Crusader player does not control Jerusalem, Damascus or Cairo, he can still obtain a drawn game if he controls either 5 important towns or 4 important towns and at least 12 medium-sized towns. With any lesser numbers of towns the Saracen player wins.

4.2 Strategic Scenario No. 3: THE FIFTH CRUSADE 1218-1219 (for 4 players) (La Vème croisade)

Background:

The truce signed by Saladin and Richard the Lionheart lasted 25 years. The two great leaders, who shared a mutual respect, had preferred compromise over a war to the death (see Scenario 2). Their successors followed their lead out of laziness, wisdom, or fear of losing everything ... to the benefit of their neighbour. The division of Saladin's inheritance between different branches of the Ayyubid family favoured this search for balance, with very great benefit to the Crusader states which were thus able to recover a measure of stability. The interests of Egypt and Syria diverged in fresh discord, and this allowed the Crusaders to attach themselves to one or the other with economic or territorial concessions in exchange for promises of alliance in the event of conflict.

Although the powers of the region eventually found a method of living together sufficient for this precarious peace, the European rulers and the Papacy on the other hand wished to launch many repetitions of the military expeditions, whose real motivation can be found more in the internal problems of Europe than in the actual situation in the Middle East. In fact, the sudden influx of troops led the Crusaders to retake the initiative on land. Each new crusade thus resulted in a temporary imbalance that threatened the existing status quo, without a final result that necessarily benefited the Christian states in the region.

In this period, the Fifth Crusade raised great hopes among the Crusaders who saw a long overdue revenge. Although it was ended by a complete defeat, that was due to the lack of foresight by its leaders who had not seen any limits to their ambitions. However, it had been within two fingers of succeeding...

The four sides

The Crusaders: Their territory includes the Kingdom of Cyprus (the whole island), the Kingdom of Jerusalem which, by concession and negotiation, managed to cling to the territory that it had belonged to it earlier, and the County of Tripoli which had succeeded in recapturing a good part of its lost lands by playing on the mistrust between Syria and Egypt. The hexes marking the borders of the lands held by the Crusaders along the coast are as follows: 1411, 1510, 1509, 1610, 1710, 1811, 1910, 2010, 2109, 2210, 2309, 2409, 2509, 2610, 2709, 2809, 2908, 3008, 3108, 3208, 3209, 3309, 3410. In addition, the army making up the Fifth Crusade had seized Damietta and its surrounding area, so hexes 1022, 1023 and 0922 are under Crusader control. The Crusader player has 1200 points to build the army of the Fifth Crusade on Egyptian soil, and 600 points to build the troops guarding Cyprus and the Palestinian and Lebanese coast. He also receives 10 transport ships and 5 warships.

The Egyptians: The Sultanate of Egypt also covers Palestine with the exception of the lands held by the Crusaders (see above). In the North Egyptian territory extends up to the following hexes (inclusive): 2209, 2108, 2107, 2007, 2006, 2005. Beyond these is Syria. In the South it includes all the plain hexes plus mountain and desert hexes with roads down to Akaba. In Egypt itself the Crusader army has come from Europe and has succeeded in capturing Damietta (1022) and the two neighbouring hexes (1023 and 9022). The Egyptian player receives 700 points to build his initial army, 6 transport ships and 3 warships.

The Armenians: After the withdrawal of Byzantium, whose capital had been sacked by the Fourth Crusade (see the History of the Crusades [*in the introductory section of the rulebook, not translated*]), the Kingdom of Lesser Armenia had recovered its independence and at this time had obtained the allegiance of the prince of Antioch. To the West the frontier covers the following hexes: 3625, 3724, 3723, 3823, 3822, 3821, 3920, 4020; 4219, 4318, 4418, 4517, 4516, 4616, 4715, 4714, 4814. To the East it covers the following hexes: 3710, 3810, 3809, 3909, 4009, 4108, 4209, 4210, 4310, 4410, 4510, 4610, 4709, 4810. The Armenian player receives 500 points to build his initial army, 4 transport ships and 2 warships.

The Syrians: The territory controlled by the Syrians is situated to the East of the Armenian and Crusader lands, and to the North of Egyptian territory (see the frontiers above). The rivalry between the Kingdom of Lesser Armenia and the County of Tripoli over Antioch had allowed them to keep control of Lattaquieh (Latakia), the only Syrian port on the Mediterranean. The Syrian player receives 700 points to build his initial army, 3 transport ships and 1 warship.

Starting positions: The procedure adopted is identical to that used in Scenario 1. The 1200 points of the army of the Fifth Crusade must be placed on hexes 1022, 1023 and 0922.

Income: The method of calculating income is identical to that used in Scenario 1. However, the special rules for the towns of Homs and Cairo do not apply.

Special rules

- 1) The special rule concerning the breaking of the banks of the Nile does apply here (see Scenario 1). But, when the banks of the Nile are broken, the town of Cairo does not earn any income for its owner if the flooding continues for any one of the 5 turns preceding income collection.
- 2) The town of Attalia is neutral and so is not controlled by any player. If it is attacked, it defends with its garrison. A player must be chosen to represent the defenders during the siege.

Victory conditions: If, at the time of income collection, a player controls 6 important towns, including at least one of Jerusalem, Damascus or Cairo, that player wins.

4.3 Strategic Scenario No. 4: MONGOLS: A WHOLE NEW BALL-GAME 1158-1160 (for 4-7 players) (Mongols: la nouvelle donne)

Background: Led by Saint Louis, the Seventh Crusade (1248-1249) ended, like the Fifth, with an overwhelming defeat on the banks of the Nile. Indirectly, it set in motion the fall of Saladin's descendants and encouraged the seizure of power by a military caste of freed slaves: the Mamluks. This obviously did not create easy relations between Egypt and Syria, which was still controlled by another branch of Saladin's family. Thus the status quo at the beginning of the Third Crusade persisted, as even if Egypt provided reinforcements, Egypt had not the strength to impose sovereignty over the Syrian princes and Crusader barons.

However, a new factor was about to hurl itself explosively onto this precarious balance: the eruption of the Mongols. After having captured Baghdad and Mosul, a part of the Mongol army continued its blitzkrieg towards the West and invaded Syria. It found before it disunited Syrian princes and Crusader barons engrossed in their own dynastic quarrels. Who would be capable of halting their advance?

The seven sides: In this period the Crusader States, or at least those that remained, were divided into a multitude of rival fiefdoms, ready to take up arms only to protect their own interests. That is why this scenario contains no less than 4 Crusader players with an Armenian player, a Mamluk player and a Mongol player. In games with 7 players diplomacy has a decisive role as the sides have very unequal strengths. The territory of each side has the following hexes as borders:

Kingdom of Lesser Armenia: 4311, 4310, 4410, 4510, 4611, 4612, 4613, 4614, 4615, 4515, 4417, 4317, 4218, 4118, 4019, 3919, 3820, 3720.

Principality of Antioch: 3710, 3810, 3910, 4010, 4110, 4211.

County of Tripoli: 2809, 2810, 2909, 3009, 3108, 3208, 3209, 3309, 3410.

Kingdom of Cyprus: The whole of the island.

Kingdom of Acre: 1411, 1510, 1610, 1710, 1811, 1910, 2010, 2110, 2210, 2309, 2409, 2509, 2610, 2709.

Mamluk Sultanate: It covers all of Egypt and Palestine with the exception of the Kingdom of Acre. In the North it extends to 2308, 2208, 2107, 2007, 2006, 2005; beyond that is Syria.

In this scenario Syria is neutral and is not represented by a player. It includes all those hexes, which are not part of the territory of a player. In the extreme North, it ends at hexes 4710 and 4811.

Power in play	Number of players			
	7	6	5	4
Kingdom of Lesser Armenia	250 points 2T + 1W	350 points 3T + 2W	350 points 3T + 2W	500 points 5T + 2W
Principality of Antioch	250 points 2T + 1W			
County of Tripoli	250 points 3T + 1W	250 points 3T + 1W	400 points 5T + 2W *	
Kingdom of Cyprus	250 points 3T + 1W	250 points 3T + 1W		
Kingdom of Acre	400 points 5T + 2W	400 points 5T + 2W	400 points 5T + 2W	500 points 7T + 3W
Mamluk Sultanate	700 points 9T + 3W	700 points 9T + 3W	800 points 10T + 4W	900 points 12T + 5W
Mongol Empire	1500 points -	1500 points -	1700 points -	2000 points -

Notes: T = Transport ship, W = Warship. The naval strength marked ‘*’ was omitted from the table in the rulebook, but this seems to have been an error.

The table above shows the number of points and ships available to each player at the start of the game. It also shows the grouping of territories necessary when there are less than 7 players, and the relevant numbers of points and ships then required.

Starting positions and beginning the action: The procedure adopted is the same as that in Scenario 1, with the following three exceptions:

1. The Mongol player places no group on the map since he will enter them on the first turn through one or more of the roads leading from the East (Edessa, Jabaar or Palmyra). He notes in secret the chosen roads and the corresponding division of his forces.
2. The Mamluk player must place at least half of his forces in the Egyptian towns on the banks of the Nile.
3. The order of play for land movement during the first 5 game-turns is as follows:
1: Mongols, 2: Mamluks, 3: Acre, 4: Cyprus, 5: Tripoli, 6: Antioch, 7: Lesser Armenia.
From the 6th game-turn onwards the procedure explained in Section 2.93 of the rules is used [*order changes so that 2nd player plays first, 3rd player plays 2nd, etc., and 1st player plays last*].

Income: every five game-turns, at the end of the turn, the players receive half the relevant points for castles, towns and caravan routes that they control (see the Income Table on Game Aid 3). In this scenario the town of Homs is worth 120 points, and thus gives a revenue of 60 points every five turns. On the first collection of income, the Mongol player receives 500 points in addition to points from castles and towns that he has succeeded in conquering. Remember that a hex where a siege is taking place gives nothing.

Special rules

1. The special rule on breaking the banks of the Nile (see Scenario 1) does apply here. But, if the banks are broken, the towns of Cairo, Mansourah and Bilbeis are worth nothing if the floods continue during any one of the five turns preceding income collection.
2. The town of Attalia (Adalia), the large castle on the road from Attalia to Seleucia, and all the Syrian territory are neutral. If a player attacks a neutral castle or town, another player is randomly chosen to represent the garrison while the siege lasts. This player must not be allied to the player controlling the besiegers.

Victory conditions: If, at the time that income is collected, a player controls 23 towns including at least 5 important towns, that player wins.

5. ANNEX 1: SUPPLEMENTARY CAMPAIGN SCENARIOS

One supplementary strategic scenario for “Croisades”, published in Claymore magazine #11, is included below. A second strategic scenario for “Croisades”, ‘The Albigensian Crusade’ from Claymore #4, is not included here, as it requires an additional strategic map (of south-west France). It has been translated separately under the document title ‘The Albigensian Crusade’.

5.1 THE LAST CRUSADE 1281 (for 3 players) (La dernière croisade)

Strategic scenario for "Croisades" written by Christian Delabos and published in Claymore #11, 1997.

Background: Despite the failure of his negotiations with the European rulers, Abaqa, the Mongol Il-Khan of Persia, did not give up his ambitions in Syria. However, the Mamluks were still there, ready to oppose a Mongol invasion (see scenario 4). The Latin kingdoms of the East were only a shadow of their former selves; only the Armenians of Cilicia could take part in the Mongol "crusade" launched by Abaga in 1281.

1. The sides

1.1 The Crusader lands have been sadly reduced to a few coastal towns. The Franks would never again play an important role in the Holy Land. On the other hand, the Mamluks controlled almost all of the lands West of the Euphrates. Allied to the Mongols, the Armenians still held out in the mountains of Cilicia. The territory of each is bordered by the following hexes:

Khanate of Persia: 4804, 4703, 4604, 4503, 4403, 4302, 4202, 4101, 4001, 4002.

Kingdom of Lesser Armenia: 4311, 4310, 4410, 4510, 4611, 4612, 4613, 4614, 4615, 4515, 4516, 4417, 4317, 4218, 4118, 4019, 3919, 3820, 3720.

Mamluk Sultanate: All of Egypt, Syria and Palestine.

Latin enclaves: Acre, Beirut, Sidon, Tortosa, Tripoli, Tyre and the island of Cyprus. These territories are neutral.

1.2 To create his initial army, the Armenian player can spend 350 points.

The Mongol player can spend 2000 points; use the "Mongol Army" game aid (from Claymore #7) [*see the translated 'Mongol Armies extension'*].

The Mamluk player can spend 1500 points and has 12 transport ships.

2. Starting positions and beginning the action: The procedure followed is identical to that used for scenario #1. The Armenian and Mongol players are automatically allied.

3. Income: Apply the procedure used for scenario #4.

4. Special rules

- Use all the special rules given for the Mongols in the "Mongol Army" game aid published in Claymore #7.
- The Frankish territories are neutral. If a player attacks a neutral castle or town, an opponent of that player will represent the defending garrison throughout the siege.

5. Victory conditions: The Mongol player, or his Armenian ally, wins if he controls Damascus at the end of the 25th game-turn, and that town has a supply route to the initial Ilkhanid territory. In any other case, the Mamluk player is victorious.

6. Epilogue: Warned of this new Mongol offensive, the Mamluks [*under Sultan Qalaun*] advanced to confront the invaders [*led by Abaqa's brother Mangu Timur*] near Homs. [*The right wing of the Mongol army, numbering about one-third of the total, consisted of allied Georgians under King Dimitri and Armenians under King Leo III, plus a small contingent of Hospitaller knights from al-Marqab. The Mamluk army, which was probably smaller, included Turcomans and Syrians on the left wing and Bedouins and Ayyubids (Southern Syrians) on the right wing, with Egyptians and Mamluks in the centre.*] As at Ain-Jalut (1260), the battle was fatal for the Mongols who were forced to retreat.

6. ANNEX 2: SCENARIO SUPPLEMENTS

6.1 EGYPT IN STRATEGIC SCENARIO #1

In this article from Claymore #3, Christian Delabos examines the strategies available to one side in the first strategic scenario.

Among the 4 protagonists of “The Course of the Nile” (1164-1169), the Egypt of the Fatimids is the prey of choice. In this second half of the 12th century, the Fatimid Caliphate has entered a deep decadence. Its army is riddled with internal tensions between Berber soldiers and the Negro Guards. Coups d’etat follow one another and the real power rested with a succession of viziers. The only effective force of the Fatimid state is its navy: in March 1158 the Egyptian fleet harassed the Palestinian coast as far north as Beirut, and carried off considerable spoils.

Even if the historical result was that Egypt did go under, it is however possible to achieve a victory with the Fatimid forces ... Take heed however that it is essential to obey three words of command: “Caution”, “Diplomacy” and “Naval supremacy”.

CAUTION [Prudence]: At first do not venture far from your own lands. The author of these words will long remember the smarting memory of a defeat inflicted in the environs of Tripoli: two-thirds of the Egyptian army fell in combat and the rest disappeared, victims of hunger, before being able to regain safety in Egypt. There were no more soldiers to defend the Caliphate! So, do not launch an ill-considered assault on your powerful Frankish neighbour!

You can certainly consolidate your frontier by seizing the fortress of Darum (hex 1112); but only do this by the method of a blockade, and avoid at any price taking it by assault as you have too few men to squander them! In fact, faced by your Northern neighbour, you should without a doubt rather hold back on the defensive. Egypt will doubtless seem to the Crusader to be a magnificent cake to nibble. However, the game is far from being won by the Franks: there are only 2 land routes to penetrate Fatimid territory. Crossing the desert, chosen historically by the Syrians during their interventions in Egypt (in 1164, 1167 and 1169), necessitates a long and costly preparation to assemble mules, carts and supplies.

The coastal road from Darum (hex 1112) to Pelusium will undoubtedly be most often chosen by the Crusader player. In this event, the Egyptian should not waste his forces defending El Arish. If the Crusader army is too weak to oppose a breaking of the blockade by force, the garrison should be able to handle matters on its own. In fact, since El Arish is not a port, shutting up extra troops in it will only aggravate the havoc caused by a possible blockade.

On the other hand, the Fatimid should defend Faran fiercely, as it is the true gateway to the Caliphate. The best method, in my opinion, is to shut a strong garrison inside it and to support the defence with the full strength of the fleet. If Faran falls, it is still possible to cut the enemy lines of communication by initiating disembarkation in their rear or launching a mounted raid on the coast road where it passes through the desert.

DIPLOMACY: It is more often that salvation comes from this than from your military forces! Understand the use of it as well as the Vizier Chawer, who in 1164 to 1169 manipulated as he wished both Franks and Syrians. Diplomacy and deceit will be your two mothers: it is to them that your humble servant had recourse to break up a Syrian-Crusader-Byzantine coalition (oh yes, all of them invaded!) which threatened to take El Arish.

Whatever he does, recognise that the Syrian is your natural ally: at the start you have no common frontier but on the other hand do possess one or two common enemies. The Crusader is above all your natural enemy: he is the only one with power to attack by the land route. In addition, you constitute a definite threat to his rear. The best action is still to negotiate a long-term truce with him. The Byzantine player is a little in a similar situation to your own: his army is weak and his territories offer a target equally tempting to both Syrian and Frank. It will thus be very useful to establish a naval alliance with the Greeks. First, this should avoid a repetition of the historical situation of October-December 1169: the siege of Damietta by a combined Franco-Byzantine fleet. Secondly, if you are convoying with the Greek ships, it will be easier for you to destroy them when the hour of your offensive dawns!

NAVAL SUPREMACY: The key to your victory is control of the seas; it is imperative that you must eliminate the entire Crusader and Byzantine fleets. Combined, those two fleets can make short work of yours; thus you have to eliminate them separately. In fact, at the moment that you shift to the offensive, your fleet should comprise 10 transport ships and at least 8 warships. Avoid, however, a too obvious move to build up your naval strength. Above all economise discreetly on your income points and do not unveil your fleet until the last moment. Also you should secretly build in the cities the siege engines necessary for your offensive move.

In fact, your first target should be Cyprus: this island will be an ideal prey for an Egyptian master of the seas. Once the conquest has been achieved, it will be easy to keep it if the Egyptians retain naval supremacy. To conquer Cyprus, your humble servant assembled 17 ships, 22 trebuchets, 1 battering ram, 1 siege tower, 18 ladders and 80 men.

So as not to allow the Byzantine time to re-conquer it, you will have to launch a lightning attack: the walls of Famagusta must be battered down in a maximum of 6 days and the assault launched in a massive way on the 7th day. In strategic terms, the disembarkation operation should be completed in four turns. The fleet should weigh anchor from Egypt in an income turn so as to avoid any measure of protection on the part of the potential targets (Day 'J'). On day J+1, the fleet arrives in front of the port chosen as a target, the army disembarks and, in tactical turn 3, the war machines start battering the walls. In the situation of an attack against Cyprus, day J+3 will be marked by the departure of two fleets with the destinations of blockading Nicosia and Limassol during the Income Phase and so preventing the arrival of Byzantine reinforcements through these towns. I do not think that taking Kyrenia (hex 3220) and Kantara (hex 3317) is necessary. On the other hand, it is indispensable that the fortresses of Alamine (hex 2920) and Sigouri (hex 3118) are controlled before leaving the island.

Once Cyprus is under Fatimid control, the Egyptian army should be able to attack the Kingdom of Jerusalem. If the border castle at Darum is under Fatimid control, the Egyptians can attack Gaza directly. The next stage could be the isolation of Ascalon, effected by taking successively Beth Gibelin (hex 1210), Blanche Garde (hex 1310) and Ibelin (hex 1411). Once the isolation has been completed, Ascalon can be besieged. Once the city of shallots has been taken, three large towns will still remain to be overcome in order to carry off the victory. You can always choose your targets from among the Frankish and Byzantine towns.

The taking of Jerusalem will no doubt be preceded by taking Jaffa, Ramla (hex 1610) and Arsouf (hex 1710). In the same way the taking of Tarsus will follow Seleucia and Choraq (hex 3918). It would be possible to take Acre through disembarkation and direct assault. This is not the least risky method, however: a progression up the coast, via Caesarea and Chateau Pelerin (hex 2011) would perhaps be safer if the Crusader army is training in the area...

Let the Mahdi guide your steps!

6.2 NOTE ON TACTICAL SCENARIOS

Many tactical scenarios are set in the Holy Land. In the boxed game Scenario #1 deals with Hattin 1187 (hex 2209), Scenario #2 with Jaffa 1192 (hex 1611), Scenario #3 with Acre 1191 (hex 2110), Scenario #4 with a hypothetical battle in 1234 (approximately hex 2307), Scenario #5 with Gaza 1244 (hex 1212) and Scenario #6 with Arsouf 1191 (hex 1710).

By comparison, the scenarios for “Outremer” focus primarily on the period of the Third Crusade and most are hypothetical. Scenario #1 from the boxed game deals with Arsouf 1191, and in Scenario Book 2 skirmish scenarios cover Hattin 1187, Acre 1191 and an attack on a caravan to Mecca in 1182.

Many supplementary scenarios from French magazines are set in the period of the Crusades; most are attempts to recreate historical engagements. All have been translated and the list below shows in square brackets where those translations may be found. The relevant strategic hex for the battle is also shown. The following abbreviations have been used: B = Casus Belli, C = Claymore, S = Le Journal du Stratège, V = Vae Victis; the number indicates the issue of the magazine.

Historical:

Manzikert 1071 (V#7 – off map to North), [Byzantine Armies extension]
Nicaea 1096 (C#11 – off-map to North-West), [Croisades scenarios]
Doryleum 1097 (C#10 – off-map to North-West), [Siege Tactical scenarios]
Tell-Bacher 1108 (C#1 – 4406), [Tournament scenarios]
Sunshine of the Caliphate - Ascalon 1111 (S#71 - 1311), [Fortified Town scenarios]
Usamah’s first fight – Apamea 1119 (C#11 – 3609), [One-map scenarios]
Fons Murez 1149 (C#11 – 4008?), [One-map scenarios]
Kanz al-Dawla’s plot – Qus 1174 (C#12 – off-map to South of Cairo), [One-map scenarios]
The spring at Saphorie 1187 (C#12 – 2109), [Croisades scenarios]
2 x Hattin 1187 (S #12/89 - 2209), [Tournament scenarios]
Revolt of Nicosia 1192 (C#12 - 3120), [Fortified Town scenarios]
The Blachernae Palace – Byzantium 1203 (C#11 – off-map to NW), [Fortified Town scenarios]
Mansourah 1250 (V#19 - 0723), [Fortified Town scenarios]
Abbasa 1251 (C#12 – 0621), [Croisades scenarios]
El Kahf, the Assassins’ castle 1273 (B#51 - 3308), [Siege Campaign scenarios].

Hypothetical:

They’re here! 1097 (S#69 – off-map somewhere to North West), [Croisades scenarios]
Sir Clugney starts crusading (C#7 – similar date and place as scenario above), [Croisades scenarios]
The Ford – near Aleppo 1119 (C#1 - 4106), [One-map scenarios]
Master Jones’ ballista (C#7 – approx. 4409), [Siege tactical scenarios]
To the Ford – Hurrah for the Templars! (S#34), [Croisades scenarios]
A disturbed night under the palm trees (C#8), [Croisades scenarios].

Version 1.0 September 2001; Version 1.1 noted the separate translation of the Albigensian Crusade campaign, put translator’s notes into italics, and deleted a repetition in the Scenario 1 special rule.

RDG: Croisades Strategic Part 2: Scenarios, version 1.1 July 2003