



# KINGDOM OF HEAVEN

THE CRUSADER STATES 1097-1291

SCENARIO BOOK



# KINGDOM OF HEAVEN

## THE CRUSADER STATES 1097-1291

### SCENARIO BOOK

#### HOW TO USE THIS SCENARIO BOOK

**Introduction:** This book provides you with nine different scenarios covering the major campaigns (including one hypothetical campaign) waged in the Holy Land between 1097-1291.

The scenarios are presented in chronological order and not in order of difficulty. The scenarios with the fewest special rules are Scenario E (the Fifth Crusade) and Scenario J (the Failed Alliance).

**Setting Up:** Each scenario includes a historical introduction, length in number of turns, starting positions for the various Powers, any special rules that apply, diplomacy values, and victory conditions.

Begin by setting up the units for each side. Neutral units should be marked using the Neutral counters included in the game. Castles should be placed on their full garrison side unless noted. Cities should be placed on their Christian or Muslim side depending on the diplomatic orientation of the power controlling the space. In those cases where a neutral power controls a city, place the city marker on either side.

All units set up on their full-strength sides unless otherwise specified. Units setting up in the force pool will not appear on the map until Turn 2 (as there is no mustering on Turn 1).

The special rules for a given scenario take precedence over rules in the main rule book. Only those Powers listed in the Diplomacy section are subject to diplomacy.

Once all units and markers are set up, deal the scenario cards for the selected scenario into the main deck and deal out seven cards to each player. You are ready to begin! Note that the *True Cross* scenario card is used in three scenarios: B, C, and D.

#### THE SCENARIOS

A. Deus lo Vult!: The First Crusade (Learning Scenario).....	2
B. Quantum Praedecessores: The Second Crusade.....	5
C. The Fall of the Caliphate: The Invasion of Egypt .....	7
D. Audita Tremendi: The Third Crusade .....	9
E. Quia Maior: The Fifth Crusade .....	11
F. The Promise of St. Louis: The Seventh Crusade.....	13
G. Storm From the East: The Mongol Invasion.....	15
H. The Lion of Egypt: Rukn ad-Din Baibars Bundukdari.....	17
J. Failed Alliance: The Fall of the Crusader States.....	18

#### A. DEUS LO VULT!: THE FIRST CRUSADE (LEARNING SCENARIO)

**Background:** In 1025 the Eastern Roman Empire, also known as the Byzantine Empire, was the most powerful nation on Earth. Under a succession of strong emperors, the Empire had reconquered lost territory in the Balkans, Anatolia, and Syria, most notably the city of Antioch. Then disaster hit. A series of weak rulers left the Empire ill-prepared for the arrival of the Seljuk Turks from the east. In 1071, at Manzikert, the Emperor Romanus III and his army were wiped out almost to a man, and the Turks occupied central Asia Minor.

This crisis coincided with growing prosperity and power in Western Europe. Pope Urban II, in particular, felt that the new strength of the Catholic powers ought to be turned against the heathens wherever they might be found, extending Christendom and saving souls at the same time in a form of armed pilgrimage. He had already agreed to absolve from penance the knights who participated in the reconquest of Tarragona from the Moors in Spain. So when appeals from the Byzantine Emperor Alexius I reached his ears, he decided to address the problem on a grand scale. At Clermont, in 1095, Urban declared what would be the first of many Crusades: an appeal to the rulers and knights of western Christendom to fight in the East in expiation of their sins.

The response was beyond even Urban's expectations. From France, Flanders, the Norman possessions in Italy, and elsewhere in Europe, lords, men-at-arms, and unarmed pilgrims massed for the journey. The most important leaders were Raymond of Toulouse, Godfrey of Bouillon, Baldwin of Flanders, and a pair of Norman brothers: Bohemond and Tancred. One byproduct of this enthusiasm was that the goal of the Crusade bit by bit shifted from helping the Eastern Empire against the Turks to recapturing Jerusalem and the other holy places in Palestine.

In Constantinople, Alexius watched the approach of this mass with great trepidation. He didn't have the resources to feed the large number of military men, not to mention the tens of thousands of unarmed pilgrims. He also looked skeptically on the participation of the Normans. They had conquered the Byzantine possessions in south Italy and had raided the Empire's Adriatic coast several times. He tried to manage the situation by shipping the Crusaders over to Asia piecemeal, as they arrived. He also required them swear oaths to return any Byzantine territory they recaptured. The Crusaders felt mistreated – after all, they had come to help the Empire, in response to appeals – and later most of them used this as an excuse to forswear their oaths.



The first group to cross to Asia Minor consisted of largely unarmed peasants led by the visionary Peter the Hermit. They soon succumbed to starvation and the Turks. The main body of troops crossed over in late 1096, accompanied by a modest Byzantine escort. What lay ahead none of them could tell.

**Scenario Length:** 1097-1099 (three turns)

**Scenario Cards Used:** A1-A6

## Powers and Initial Forces

### Pro-Christian

#### Crusaders (RR 0)

Control: None

Home Province: None

#### Set up

Constantinople Box: Toulouse (2/3/7), Bouillon (3/2/4), Bohemond (2/3/3), Baldwin (1/2/3), Tancred (1/1/2) and fourteen 3-4/2-4 Crusader units

#### Byzantium (RR 0)

Control: Constantinople, Attaleia, Cyprus

Home Province: Constantinople

#### Set up

Castles: Attaleia, Latakia, Limassol, Famagusta

Constantinople: Tatikios (3/1/2), two 1-4/0-4 Byzantine units

#### Lesser Armenia (RR 0)

Control: None

Home Province: None

#### Set up:

Castles: Sis, Marash

### Pro-Muslim

#### Seljuk Turks (RR 3)

Control: Lesser Armenia, Anatolia, County of Edessa, Principality of Antioch, County of Tripoli, Mosul, Kingdom of Jerusalem, Transjordan

Home Province: Mosul

#### Set up

Castles: Tortosa, Tripoli, Diyarbakir, Mardin, Harran, Samosata, Alexandretta, Tarsus, Seleucia, Ascalon, Jaffa, Tyre, Beirut. Eight of these castles (Muslim player's choice) start out with Low Garrisons.

Mosul: Kerbogha (3/2/10) and four 2-6/1-6 Seljuk units

Herakleia: Emir (3/1/4), four 2-4/1-4 Seljuk units

Antioch: One 2-6/1-6 Seljuk unit

Jerusalem: Two 2-6/1-6 Seljuk units

Acre: Two 2-6/1-6 Seljuk units

Force Pool: Six 2-6/1-6 Seljuk units

#### Aleppo (RR 1)

Control: Aleppo

Home Province: Aleppo

#### Set up

Castles: Marat an'Numan, Hama, Manbij

Aleppo: Ridwan (3/1/3), two 1-6/0-6 Aleppo units

#### Damascus (RR 1)

Control: Damascus

Home Province: Damascus

#### Set up

Castles: Homs, Ras al Ma', Baalbek

Damascus: Duqaq (2/1/3), two 1-6/0-6 Damascus units

Force Pool: Two 1-6/0-6 Damascus units

### Neutral

#### Caliphate of the Fatimids (RR 2)

Control: Egypt

Home Province: Egypt

#### Set up

Castles: Damietta, Alexandria

Cairo: Al-Afdal (3/2/6), two 2-4/1-4 Fatimid units, six 1-4/0-4 Fatimid units

### Special Rules

The Christian Player must keep a leader at all times in every city he takes. If a city is without a leader at any time, he must move one there at the first opportunity. If he does not have more leaders than cities, then one leader is exempt from this rule; the rest must occupy cities.

The Christian Player may not use Naval Movement except via Event Card.

*Truce* (Card #52) may not be played as an event.

Kerak is worth zero VP in this scenario.

The provinces of Jerusalem and the Transjordan were only under loose Seljuk control, and were not considered core parts of the Sultanate. To reflect this, the provinces and the units that start there are under some special rules. Seljuk units that start in these provinces may not move, do not demobilize, and are otherwise treated as neutral units. In addition, Seljuk forces may not enter or muster in these two provinces. Castle garrisons in these provinces may not be adjusted. These restrictions are lifted for both provinces the instant a hostile force (Christian or Fatimid) enters either province. Note they are **not** lifted if the *Fatimid Invasion* event happens (see below); the Seljuks are content to watch the Fatimids and Christians fight it out from a distance.

Remove the *Fatimid Diplomacy* Card from the deck before play begins. At the start of Turn 2, the Christian player may choose to take the card in lieu of one of his normal cards. If the Christian



player declines, the Muslim player may do so. If he declines, the event goes into effect automatically if the prerequisites listed on the card are met.

The possible results are as follows:

- **Fatimid Invasion:** Any Seljuk castles in the Kingdom of Jerusalem and Transjordan are replaced with full-strength Fatimid castles. Acre and Jerusalem become Fatimid controlled; place two 1-4/0-4 Fatimid units in each city. All Seljuk units in the two provinces are removed from the game. The Fatimids keep their diplomatic orientation.
- **Shiite Uprising in Syria:** Any unbesieged Damascus or Aleppo units outside of their home province are placed in any friendly space in that province. No Damascus or Aleppo forces may leave their home province for the rest of the game.
- **Fatimid Expeditionary Force:** Take al-Afdal, two 2-4/1-4 Fatimid units and four 1-4/0-4 Fatimid units from Cairo and place them in al-Arish. These forces are under Christian control, and do not demobilize or gain replacements. The remaining Fatimid forces and territory remain neutral, and may not be entered by Christian forces. The Christian player gains VPs for strongholds taken by the Fatimids only if at least one Christian leader is present at the time of capture.

## Diplomacy

None

## Victory Conditions

Christian Victory: Christian Player has 13 or more VP and Jerusalem

Draw: Christian Player has 11 or more VP

Muslim Victory: Christian Player has  $\leq 10$  VP. The Muslim player does not track VP in this scenario.

The Christian Player starts with 2 VP.

**Aftermath:** The Crusaders met the Seljuk army of Anatolia at Dorylaeum in 1097 and dealt a decisive defeat. The rest of the journey across Asia Minor was slow and difficult, but managed without any major disasters. They arrived at Iconium in August. After brushing aside another Seljuk force at Herakleia, the bulk of the Crusader army decided to take the longer but safer route around the Taurus mountains. Meanwhile Baldwin and Tancred split off and took the shorter route. Tancred busied himself taking Tarsus, while Baldwin marched to Edessa and made the confidence of the local Armenian ruler, the elderly Thoros, whose daughter he married. The main Crusader army marched on Antioch, arriving there in early 1098.

The siege of Antioch was a particularly hard one. There was much bickering among the Christians. Eventually, on June 3, the city fell to the besiegers, although the garrison held out in the citadel. The Crusaders' rejoicing was short-lived, however. The Great Seljuk Sultan, Kerbogha, had arrived just too late with a large army raised from his Mesopotamian possessions, and swollen with allies from Damascus. In desperation, a relic was 'manufac-

tured' by parties unknown: the Holy Lance, said to have been the spear that pierced Christ's side on the Cross. This discovery raised the spirits of the Crusaders and enabled them to scatter Kerbogha's army.

Many Crusaders, including Bohemond, stayed around Antioch to form a new state of their own. The rest, led by Raymond and Godfrey, continued marching south. Southern Palestine had only recently been captured from the Seljuks by the Fatimids, who had taken advantage of the former's distraction by the Crusade. When the tattered Crusaders arrived before Jerusalem, they were but a shadow of the force that had set out from Constantinople. The city was lightly defended, yet it still required much courage, fortified by a pilgrimage around the city, to successfully storm it in 1099. The resulting slaughter fueled bad blood between Christian and Muslim for centuries, as nearly every Jew and Muslim in the city was cut down. But the Crusaders could not rest yet. Al-Afdal, the Fatimid Vizier, had set out from Cairo to the relief of Jerusalem. At Gaza at the end of the year his forces were defeated.

Antioch, Edessa, and Jerusalem had been liberated from the heathen. Other cities soon followed. The Crusaders look on their successes as blessings from heaven. Now, they had to defend their new possessions.





## B. QUANTUM PRAEDECESSORES: THE SECOND CRUSADE

**Background:** The First Crusade was followed by a period of consolidation. Oddly enough, no one had discussed what was supposed to happen if the First Crusade actually succeeded. Most of the lords and knights departed for home, while others carved out for themselves lands in the Near East. At Antioch, Bohemond's heirs ruled. Further south, around Tripoli, the old Crusader Raymond of Toulouse made a small principality for himself, although he died before he could do much with it. At Jerusalem, Raymond had refused the crown, hoping thereby to dissuade anyone else from taking it. The ploy failed when Godfrey of Bouillon agreed to become Defender of the Holy Sepulchre. When Godfrey died, his followers invited Baldwin of Edessa to become King of Jerusalem, and he agreed to head the new kingdom. He handed Edessa over to an old ally, Joscelyn of Courtenay.

For the next thirty years, Christians and Muslims tussled, with little permanent damage done on either side. In the 1140's the Byzantine Emperor John II showed up in the north with a large army, and briefly imposed his suzerainty on Antioch. His death in 1143 created a power vacuum in the north. This allowed Zengi, the ruler of Mosul, to strike the first blow in the Muslim attempt to eject the Crusaders from the land they had taken...

**Scenario Length:** 1144-1149 (six turns)

**Scenario Cards Used:** B0-B4

### Powers and Initial Forces

#### Pro-Christian

##### Byzantium (RR 2)

Control: Constantinople, Attaleia, Lesser Armenia, Cyprus

Home Province: Constantinople

##### Set up

Castles: Attaleia, Limassol, Famagusta, Tarsus, Adana

##### Lesser Armenia (RR 0)

Control: None

Home Province: None

##### Set up

Castles: Sis

##### Principality of Antioch (RR 1)

Control: Principality of Antioch

Home Province: Principality of Antioch

##### Set up

Castles: Alexandretta, Gaston, Latakia, Marash, Margat

Antioch: Poitiers (2/2/3), three 2-4/1-4 Antioch Units

##### County of Edessa (RR 1/2)

Control: County of Edessa

Home Province: County of Edessa

##### Set up

Castles: Bira, Ravendel, Samosata

Bira: Joscelyn (2/2/2), two 2-4/1-4 Edessa units

Edessa: one 2-4/2-4 Edessa unit

##### County of Tripoli (RR 1/2)

Control: County of Tripoli

Home Province: County of Tripoli

##### Set up

Castles: Tortosa and Tripoli

Tripoli: Raymond II (2/2/1), one 2-4/1-4 Tripoli unit

##### Kingdom of Jerusalem (RR 1)

Control: Kingdom of Jerusalem, Transjordan

Home Province: Kingdom of Jerusalem

##### Set up

Castles: Tyre, Beirut, Nablus, Kerak, Krak de Montreal, Ailah, Banyas

Jerusalem: Manasses (3/1/3), four 2-4/1-4 Kingdom of Jerusalem units

Acre: One 2-4/1-4 Kingdom of Jerusalem unit

##### Hospitallers: (RR 1/3)

Control: None

Home Province: None

##### Set up

Castles: Krak des Chevaliers

Acre: One 3-4/3-4 Hospitaller unit (reduced)

#### Pro-Muslim

##### Seljuk Turks (RR 3)

Control: Aleppo, Mosul

Home Province: Mosul

##### Set up

Castles: Hama, Manbij, Harran, Mardin, Diyarbakir, Baalbek

Mosul: Zengi (2/3/6), six 2-6/1-6 Seljuk units

Aleppo: Emir (2/2/3), two 2-6/1-6 Seljuk units

Force Pool: Four 2-6/1-6 Seljuk units

#### Neutral

##### Damascus (RR 2)

Control: Damascus

Home Province: Damascus

##### Set up

Castles: Homs, An-Nabk, Ras al-Ma'

Damascus: Unur (3/1/2), two 1-6/0-6 Damascus units

Force Pool: Two 1-6/0-6 Damascus units



## KINGDOM OF HEAVEN

### Caliphate of the Fatimids (RR 2)

Control: Egypt

Home Province: Egypt

#### Set up

Castles: Alexandria, Damietta, Bilbais, Ascalon

Cairo: Vizier (3/1/6) and six 1-4/0-4 Fatimid units

Force Pool: Two 2-4/1-4 Fatimid units, two 1-4/0-4 Fatimid units

### Assassins (RR 0)

Control: None

Home Province: None

#### Set up

Castle: Masyaf

### Special Rules

**Crusade:** A Crusade will arrive on Turn 4 if the Muslim player has 6 or more VP. If they do not, the game ends with a Christian auto-victory. The Crusaders are placed as follows:

**Constantinople Box:** Conrad I (3/2/6), Louis VII (2/2/6), 10 3-4/2-4 Crusader units

The crossing of Asia Minor led to disaster for the Germans, and the French were only slightly better off. Any Crusaders leaving the Constantinople Box must roll **TWICE** for Attrition on the 16–19 column (regardless of force size). This is in lieu of the normal roll for crossing Asia Minor.

### Diplomacy

POWER	CHRISTIAN	MUSLIM
Damascus	3	3
Fatimid Caliphate	0	1
Lesser Armenia	2	1
Byzantium	2	0

### Victory Conditions

Christian Victory: Christian Player has 25 or more VP

Muslim Victory: Muslim Player has 9 or more VP

The Christian Player starts with 24 VP.

The Muslim Player starts with 3 VP.

**Aftermath:** In 1144 Zengi struck at Edessa. With poor leadership and a weak army, Edessa couldn't hold out for long. The city fell on Christmas Eve. The first Crusader state had fallen. The news did not immediately cause panic, but in 1145 Pope Eugenius III issued a new crusading bull: *Quantum praedecessores*. Preached by the charismatic priest St. Bernard of Clairvaux, soon the monarchs of France and Germany, and a large host of followers took up the cross. The land route across Asia Minor, hallowed by the passage of the First Crusade, was again the route chosen. The Crusaders set off from Constantinople in 1147. This time, the

result was different. Although the Byzantine Emperor Manuel I offered assistance, lack of forage and strong enemy resistance took a heavy toll on the marchers. The German contingent was nearly massacred; Conrad fell sick but was personally nursed back to health by Manuel. Meanwhile King Louis had won his way to Attaleia, but the Byzantines did not have nearly the ships to send everyone by sea. Eventually, after further losses, the greatly reduced band of Crusaders made it to the Holy Land.

Once there, they no longer had the forces to strike at Zengi directly. It was decided, therefore, to go after Damascus. This was a royally stupid move (no pun intended). Damascus was neutral and actually leaning toward an alliance with the Christians as defense against Zengi. The local barons may have recognized this, as there is some evidence the campaign was sabotaged. As soon as the army settled down to besiege Damascus, it was decided to move the camp from the west side of the city to the east. Coincidentally, the east side of the city had no water supplies, so the army was forced to return home after only three days. Nothing further was accomplished and the Crusaders returned home dejected and disillusioned. Meanwhile Zengi had died and been replaced by Nur ad-Din, who proved an even bigger thorn in the side of the Christians than had his predecessor.





## C. THE FALL OF THE CALIPHATE: THE INVASION OF EGYPT

**Background:** The failure of the Second Crusade was followed by Nur ad-Din's consolidation of power in northern Syria. In the two decades that followed, the Kingdom of Jerusalem was blessed with strong kings (Baldwin III and Amalric I) who sought to counteract this increase in hostile power. The Muslim powers to the north were too strong, but the doddering Fatimid Caliphate offered a more tempting target. For the first, but not the last, time the wealth and resources of Egypt became the target for the Crusaders. By the 1160's the Caliphate split into two camps led by rival viziers: Shawar and Dirgham. Both sides sought outside help in their internecine quarrels, creating a convenient pretext for both Amalric and Nur ad-Din to intervene.

**Scenario Length:** 1163-1169 (seven turns)

**Scenario Cards Used:** C0-C4

### Powers and Initial Forces

#### Pro-Christian

##### Byzantium (RR 1)

Control: Constantinople, Attaleia, Lesser Armenia, Cyprus

Home Province: Constantinople

##### Set up

Castles: Attaleia, Limassol, Famagusta, Tarsus, Adana

Tarsus: Constantine (2/1/2), two 2-4/1-4 Byzantine units

##### Principality of Antioch (RR 1)

Control: Principality of Antioch

Home Province: Principality of Antioch

##### Set up

Castles: Alexandretta, Margat, Latakia

Antioch: Bohemond III (2/1/3), two 2-4/1-4 Antioch units

##### County of Tripoli (RR 1/2)

Control: County of Tripoli

Home Province: County of Tripoli

##### Set up

Castles: Tortosa and Tripoli

Tripoli: Raymond III (2/1/2), one 2-4/1-4 Tripoli unit

##### Kingdom of Jerusalem (RR 1)

Control: Kingdom of Jerusalem, Transjordan

Home Province: Kingdom of Jerusalem

##### Set up

Castles: Ascalon, Tyre, Beirut, Nablus, Kerak, Krak de Montreal, Ailah, Banyas, Belvoir

Jerusalem: Amalric I (1/2/6), two 2-4/1-4 Kingdom of Jerusalem units, one 2-6/1-6 Kingdom of Jerusalem unit

Acre: Two 2-4/1-4 Kingdom of Jerusalem units

Ailah: One 2-4/1-4 Kingdom of Jerusalem unit

#### Templars: (RR 1/2)

Control: None

Home Province: None

##### Set up

Castles: Gaston, Gaza

Acre: One 3-4/3-4 Templar unit (reduced)

#### Hospitallers: (RR 1/3)

Control: None

Home Province: None

##### Set up

Castles: Krak des Chevaliers

Acre: One 3-4/3-4 Hospitaller unit (reduced)

#### Pro-Muslim

##### Seljuk Turks (RR 2)

Control: Aleppo, Damascus, County of Edessa,

Mosul

Home Province: Mosul

##### Set up

Castles: Hama, Manbij, Bira, Homs, Ras al-Ma', Bosra, Ravendel, Mardin, Samosata, Harran, Marash

Mosul: Nur ad-Din (3/2/6), six 2-6/1-6 Seljuk units

Aleppo: Shirkuh (1/2/4), two 2-6/1-6 Seljuk units

Damascus: Shaizar (2/1/3), four 2-6/1-6 Seljuk units

Force Pool: Four 2-6/1-6 Seljuk units

#### Neutral

##### Lesser Armenia (RR 0)

Control: None

Home Province: None

##### Set up

Castles: Sis

Sis: Thoros II (3/1/4), four 2-4/1-4 Armenian units

##### Assassins (RR 0)

Control: None

Home Province: None

##### Set up

Castle: Masyaf



## Special

### Caliphate of the Fatimids (RR 4)

Control: Egypt

Home Province: Egypt

#### Set up

Castles: Minya, Atfih, Bilbais, Alexandria, Damietta

Minyah: Shawar (2/1/4), four 1-4/0-4 Fatimid units

Cairo: Dirgham (3/1/4), four 1-4/0-4 Fatimid units

#### Special Rules for the Fatimids

When the game begins, the Fatimids are in civil war between Shawar and Dirgham. Both sides have appealed for outside assistance. Either player can come to the aid of either party by entering Egypt with an army. At that moment, he gains control of either Shawar or Dirgham (whichever he wants). The other player gains control of the other leader and units. Units dropped off by either leader are “neutral” and may be picked up freely by either side. Neither side gains VP for control of spaces in Egypt while the Fatimid civil war is in effect.

All of Egypt is friendly to both parties during the conflict. During mustering, divide the units in the force pool evenly among the two players (odd units going to the player controlling Shawar). Also divide any replacement points.

If one of the two Fatimid leaders is killed, the player controlling the other leader gains a VP. At that point, the civil war ends and said player gains control of all Fatimid units.

All non-Fatimid units in Egypt demobilize at the end of each year, civil war or no. This includes units moving under the *Winter Campaign* card.

While the civil war is going on, neither side needs to forage in Egypt, and the Fatimid units do not demobilize.

While the civil war is going on, ignore the leader loss rule for Fatimid leaders. They automatically die if they would be forced to roll for leader loss.

## Special Rules

Templar units may not enter Egypt (The Templar and Hospitallers rarely supported the same policies, as the two groups were constantly in competition. Although the Hospitallers enthusiastically supported Amalric’s Egyptian ambitions, the Templars did not).

Antioch and Tripoli will never go pro-Muslim unless attacked by the Christian Player.

The *Fickle Fatimids* card may not be played on the last turn — to prevent a player losing simply due to luck.

## Diplomacy

POWER	CHRISTIAN	MUSLIM
Byzantium	3	1
Lesser Armenia	3	1
Antioch	4	2
Tripoli	3	2
Assassins	0	0

## Victory Conditions

Christian Victory: Christian Player has 26 or more VP and Cairo.

Muslim Victory: Muslim Player has 14 or more VP and Cairo.

The Christian Player starts with 21 VP. The Muslim Player starts with 9 VP.

**Aftermath:** The squabbles in Egypt sucked in first Nur ad-Din’s deputy Shirkuh, and then Amalric. Although Shirkuh won the civil war for Shawar, Amalric got the upper hand in Egypt. In reaction, Nur ad-Din launched an offensive into the Principality of Antioch as a distraction. He defeated the joint Antioch-Tripoli army in 1164, and Amalric had to withdraw from Egypt.

After some more skirmishing, Shawar invited Amalric to Egypt once more, hoping to use him against Shirkuh. Shirkuh made an epic march across the Sinai in order to crush the alliance. When he reached Egypt, Shirkuh realized he was overmatched, and led the allies in a merry chase up and down the Nile, finally being besieged in Alexandria. The Byzantine fleet that had promised to help was delayed, however, and both sides made a truce and went home.

In 1168, however, the alliance with Byzantium was cemented, and Amalric marched into Egypt to annex it once and for all. Shawar called on Shirkuh once again. The Crusaders took Bilbais and besieged Cairo, but they could not deal with both the Fatimids and Shirkuh’s army, and had to retire. Again the Byzantines failed to show. Tired of all his machinations, Shirkuh had Shawar killed and took the post of vizier himself.

Amalric made one last attempt in 1169, this time with the aid of the Byzantine fleet, but the allies had poor coordination, and the attempt on Damietta failed miserably. The attempt to conquer Egypt had failed.

That was not the worst result of the campaign. In 1169 Shirkuh died, and was replaced by his nephew al-Malik al-Nasir Salah ed-Din Yusuf, known in the West as Saladin. Deposing the Caliph, Saladin brought Egypt into the empire of Nur ad-Din, creating a unified Muslim empire stretching from the Tigris to the Nile, one which he would himself take over after Nur ad-Din’s death.





**D. AUDITA TREMENDI: THE THIRD CRUSADE**

**Background:** The decade after Amalric's death (1174) was a bad one for the Crusader states. Amalric's heir, Baldwin IV, was a leper, and childless, leading to squabbles over the inevitable regency, which came to a head after Baldwin's death in 1185. Meanwhile, the Byzantine Emperor Manuel I suffered a devastating defeat at Myriokephalon in 1176, ending the Empire's resurgence and closing off any hope of help from the north.

After Nur ad-Din's death Saladin came to power in Egypt. He had managed to take most of the southern and eastern territories of the Kingdom of Jerusalem, but his direct attacks were beaten off in 1177 and 1179. So he spent most of the following years consolidating his power, gradually extending his rule over Damascus, Aleppo, and Mosul, forming the realm known as the Sultanate of the Ayyubids. By 1187 his work was complete. He had a truce with the Franks which he scrupulously held, so they would have to wait, or so he thought.

However, the squabble over the succession in Jerusalem had come to a head, with Guy of Lusignan as the current, if not particularly secure, regent. He was incapable of firmly controlling the barons, so the perennial loose cannon Reynald of Chatillon was unhindered when he plundered an Ayyubid caravan traveling under flag of truce. Saladin needed no further excuse.

**Scenario Length:** 1187-1192 (six turns)

**Scenario Cards Used:** D0-D6

**Powers and Initial Forces****Pro-Christian****Byzantium (RR 0)**

Control: Constantinople, Attaleia

Home Province: Constantinople

**Set up**

Castles: Attaleia

**Principality of Antioch (RR 1)**

Control: Principality of Antioch

Home Province: Principality of Antioch

**Set up**

Castles: Alexandretta, Latakia

Antioch: Bohemond III (2/1/3), two 2-4/1-4 Antioch units

**County of Tripoli (RR 1/2)**

Control: County of Tripoli

Home Province: County of Tripoli

**Set up**

Castles: Tripoli, Tiberias

Tiberias: Raymond III (2/1/2), one 2-4/1-4 Tripoli unit

**Kingdom of Jerusalem (RR 1)**

Control: Kingdom of Jerusalem, Transjordan

Home Province: Kingdom of Jerusalem

**Set up**

Castles: Tyre, Beirut, Nablus, Ascalon, Kerak, Krak de Montreal.

Jerusalem: Guy (2/1/5), Reynald (1/1/3), two 2-4/1-4 Kingdom of Jerusalem units, one 2-6/1-6 Kingdom of Jerusalem unit

Acre: One 2-4/1-4 Kingdom of Jerusalem units

**Templars: (RR 1/2)**

Control: None

Home Province: None

**Set up**

Castles: Gaston, Gaza, Tortosa

Acre: One 3-4/3-4 Templar unit (reduced)

**Hospitallers: (RR 1/2)**

Control: None

Home Province: None

**Set up**

Castles: Krak des Chevaliers, Belvoir, Margat

Acre: One 3-4/3-4 Hospitaller unit (reduced)

**Pro-Muslim****Sultanate of the Ayyubids (RR 4)**

Control: County of Edessa, Aleppo, Mosul,

Damascus, Egypt

Home Province: Mosul, Egypt

**Set up**

Castles: Hama, Homs, Bira, Samosata, Harran, Marat an'Numan, Ras al Ma', Damiatta, Alexandria, Bilbais, Ailah, Baalbek, Marash

Mosul: Saladin (1/3/12), four 3-6/2-6, two 2-6/1-6 Ayyubid units

Edessa: One 2-6/1-6 Ayyubid unit

Aleppo: Two 2-6/1-6 Ayyubid units

Damascus: Two 2-6/1-6 Ayyubid units

Cairo: Al-Adil (2/2/4), three 2-6/1-6 Ayyubid units

Force Pool: Four 2-6/1-6 Ayyubid units

**Neutral****Lesser Armenia (RR 0)**

Control: Lesser Armenia

Home Province: Lesser Armenia

**Set up**

Castles: Sis, Tarsus, Seleucia

**Principality of Cyprus (Orthodox) (RR 0)**

Control: Cyprus

Home Province: Cyprus



## Set up

Castles: Limassol, Famagusta

## Assassins (RR 1/2)

Control: None

Home Province: None

## Set up

Castle: Masyaf

Masyaf: Rashid (1/2/2), two 3-4/1-4 Assassin units

## Special Rules

After setup, the Christian player may reduce any of his Castles to their Low Garrison side and place one full-strength unit of the same Power in any friendly space for every two so reduced (reducing one by itself has no effect). The Muslim player may then place the four units in his starting force pool in any friendly space. Play then proceeds normally.

Antioch and Tripoli will never go pro-Muslim unless attacked by the Christian Player.

*Saladin's Clemency:* Saladin gets a +1 on all Calls for Surrender, in addition to the +1 for his battle rating.

The Muslim player gains ½ VP for every castle he captures that was controlled by a Catholic power at the beginning of the scenario. These VP may only be scored once, and are never lost, even if the castle is recaptured. These VP are no longer eligible to be scored beginning Turn 4, or if the Muslim player gains a major victory over a Christian force of at least four units.

*Crusade:* A Crusade will arrive on Turn 4 if the Muslim player has 19 or more VP. If they do not, the game ends with a Christian auto-victory. The Crusaders are placed as follows:

*Constantinople Box:* Barbarossa (1/3/8), eight 3-4/2-4 Crusader units

*Mediterranean Box:* Richard (1/4/6), Philip (2/2/6), ten 3-4/2-4 Crusader units

## Diplomacy

POWER	CHRISTIAN	MUSLIM
Antioch	3	1
Tripoli	2	1
Byzantium	3	1
Lesser Armenia	3	1
Cyprus	1	3
Assassins	1	0

## Victory Conditions

Christian Victory: Christian Player has 19 or more VP.

Muslim Victory: Muslim Player has 25 or more VP.

The Christian Player starts with 18 VP. The Muslim Player starts with 14 VP.

**Aftermath:** Saladin's march on Tiberias galvanized the Christians into action. Against his better notions, Guy was persuaded to lead the combined army – the largest ever fielded by the Crusader states – into battle. At Hattin, Saladin won a decisive victory, wiping out the Christian army.

Following Hattin, Saladin quickly moved to mop up the remaining resistance. Many castles had been stripped of their garrisons to support the Christian field army, leaving them ripe for capture. Acre fell almost immediately, Jerusalem after a two week siege. Unlike the leaders of the First Crusade, Saladin allowed the inhabitants their lives; those with money could buy their freedom. For those without money, Saladin personally paid 30,000 dinars to free those he could. The rest went into slavery. By the standards of the time, this was exceedingly generous.

The only Christian strongholds left in the south were Tripoli and Tyre, which was tenaciously held by the newcomer Conrad of Montferrat and a ragtag army.

The news of the fall of Jerusalem shocked Europe out of its complacency. Pope Urban III died from the news. His successor, Gregory VIII, immediately proclaimed a new Crusade in his bull *Audita tremendi*. The kings of England, France, and Germany all pledged to go. The first two would travel by sea, while Frederick I (known as Barbarossa – “red beard”) would take the land route. Despite delays, both forces were on the march by 1190, comprising the largest Crusading army that would ever be mustered.

Frederick I and his army crossed Anatolia comparatively easily, although they did have one tough battle against the Seljuk army. Upon reaching Seleucia in Lesser Armenia, the elderly Frederick either attempted to swim (the usual story) or fell into (an alternate version) the river Saleph while in full armor. He died of the exertion, and his army disintegrated at the news. Only a small force proceeded on to the Holy Land.

Meanwhile, Richard I the Lionhearted and Philip II of France sailed to Palestine. Richard arrived via Cyprus, where he took the opportunity to depose a rebel Byzantine prince who had declared independence. The island eventually ended up in the hands of the Lusignans. From there he went to Acre, where a small Christian force of Crusaders was already trying to recapture the city. Saladin could do nothing to help the garrison, and in May 1191 it surrendered.

For the next year, Richard and Saladin skirmished with each other. Saladin was handicapped by the difficulty of keeping his army together, and plotting against him in Mosul and other places. For his part, Richard knew that marching into the interior would expose his army to being cut off. There was only one pitched battle, at Arsuf near Jaffa in 1192. There Richard won a significant victory. The next six months were spent in negotiating, and in arguing about who should be King of Jerusalem (Guy was given the throne, with Conrad as heir). Eventually, a truce was decreed, and both Richard and Saladin turned their attention to domestic problems. The Third Crusade was over. The two famed adversaries would never meet again; Richard was made prisoner by Henry of Germany on his way home, while Saladin died in 1193.



## E. QUIA MAIOR: THE FIFTH CRUSADE

**Background:** The Third Crusade had halted Muslim expansion in the Holy Land, but Jerusalem was still in enemy hands. After several small-scale attempts to recapture the city fell through, it fell to Pope Innocent III to proclaim a new Crusade in 1198. Scornful of secular powers, Innocent felt that the Fourth Crusade should properly be free of all influence by powerful monarchs. It was also secretly decided that Egypt, as the center of Muslim power in the Near East, would be the target rather than the hard-to-defend Jerusalem.

Many lesser lords joined the Crusade but in smaller numbers than had been expected. Thus, when Venice demanded the fee earlier agreed upon for transporting the army, there was not enough money to pay. The Crusaders were between a rock and a hard place. Long story short, the Venetians used their leverage to redirect the Fourth Crusade to Constantinople, capturing that venerable city in 1204 and creating a short-lived Latin Empire in the Balkans.

Meanwhile, there was still no help for Palestine. Undaunted, Innocent in his bull *Quia maior* launched a Fifth Crusade in 1217 to accomplish what the Fourth did not, and capture Egypt. He still refused to ask the secular monarchs to participate, but he had at least learned the importance of secure finances and undivided leadership. This Crusade would be paid for by the Church, transported by Frisian ships instead of the mercenary Venetians, and led by a papal legate, Pelagius. Innocent died in 1216, but his plan remained to be carried out by his successor, Honorius III. In addition, the Sultan of Rum, Kaikhaus, promised to invade northern Syria and distract the Ayyubids at the crucial moment. With the full resources of Mother Church behind it, the Fifth Crusade could not fail.

**Scenario Length:** 1217-1221 (five turns)

**Scenario Cards Used:** E1-E5

**Powers and Initial Forces****Pro-Christian****Seljuks (RR 2)**

Control: Anatolia, Attaleia, Mosul\*

Home Province: Anatolia

**Set up**

Castles: Iconium, Diyarbakir, Herakleia, Kaisareia, Attaleia and Marash.

Iconium: Kaikhaus (2/2/8), six Seljuk 2-6/1-6 units

Diyarbakir: Emir (3/1/4), four Seljuk 2-6/1-6 units

**Crusaders (RR 0)**

Control: None

Home Province: None

**Set up**

Castles: None

Acre: Pelagius (3/1/5), seven 3-4/2-4 Crusader units

**Kingdom of Jerusalem (RR 1/2)**

Control: Kingdom of Jerusalem

Home Province: Kingdom of Jerusalem

**Set up**

Castles: Jaffa, Beirut

Acre: John (2/2/3), two 2-4/1-4 Kingdom of Jerusalem units

**Kingdom of Cyprus (Catholic) (RR 1)**

Control: Cyprus

Home Province: Cyprus

**Set up**

Castles Limassol, Nicosia, Famagusta

Acre: Hugh (3/1/2), one 2-4/1-4 Cypriot unit

**Templars: (RR 1/2)**

Control: None

Home Province: None

**Set up**

Castles: Tortosa, Tyre, Gaston

Acre: one 3-4/3-4 Templar unit

**Hospitallers: (RR 1/2)**

Control: None

Home Province: None

**Set up**

Castles: Krak des Chevaliers, Margat, Seleucia

Krak des Chevaliers: one reduced 3-4/3-4 unit.

*\* During this period, Mosul tried to break free of Ayyubid control. Rather than add another Power, we decided to give Mosul to the Seljuks. They start with no forces there, but can Muster there normally.*

**Pro-Muslim****Sultanate of the Ayyubids (RR 3)**

Control: County of Edessa, Aleppo, Damascus,

Transjordan, Egypt

Home Province: Egypt

**Set up**

Castles: Ravendel, Bira, Samosata, Harran, Manbij, Alexandretta, Marat an'Numan,

Hama, Homs, Bosra, Banyas, Jerusalem, Kerak, Nablus, Damiatta, Alexandria, Rosetta, Bilbais, Ailah, Baalbek, Gaza, Ascalon. Ten of these castles (Muslim player's choice) begin with Low Garrisons.

Cairo: Two 2-6/1-6 Ayyubid units

Aleppo: Al-Mu'azzam (2/3/6), one 3-6/2-6 Ayyubid unit, two 2-6/1-6 Ayyubid units

Damascus: two 2-6/1-6 Ayyubid units



## KINGDOM OF HEAVEN

Edessa: one 2-6/1-6 Ayyubid unit

Harran: Al-Ashraf (2/2/6), one 3-6/2-6 Ayyubid unit, two 2-6/1-6 Ayyubid units

Jerusalem: Al-Kamil (3/1/8)†, one 3-6/2-6, four 2-6/1-6 Ayyubid units

† *al-Kamil here also represents his father Al-Adil, who died of shock in 1218 upon hearing of the fall of Damietta. Al-Kamil then took over rule of Egypt.*

### Neutral

#### Assassins (RR 0)

Control: None

Home Province: None

#### Set up

Castle: Masyaf

#### Armenia (RR 1)

Control: Lesser Armenia

Home Province: Lesser Armenia

#### Set up

Castles: Sis, Adana, Tarsus

Antioch: Leo II (2/2/4), four 2-4/1-4 Armenian units‡

Sis: two 2-4/1-4 Armenian units

#### Principality of Antioch (RR 1)

Control: County of Tripoli, Principality of Antioch

Home Province: County of Tripoli

#### Set up

Castles: Latakia, Tripoli

Tripoli: Bohemond IV (3/1/3), two 2-4/1-4 Antioch units

‡ *North Syria was a mess, with a dispute over the throne of Antioch between the Armenian king Leo II and Bohemond IV, son of Bohemond III. As you can see, Leo actually managed to take Antioch for a while. Meanwhile, Bohemond gladly allied with Aleppo to try and kick him out. In game terms, Antioch and Armenia are neutral and busy with each other unless someone attacks one of them.*

### Diplomacy

POWER	CHRISTIAN	MUSLIM
Seljuks	2	0

### Special Rules

The Cypriot leader Hugh must be demobilized at the end of Turn 1. Thereafter, he must muster each turn in Cyprus. (Note: Hugh died in early 1218, leaving the throne to his eight-year-old son Henry. Treat the Hugh counter as representing the Constable, Walter of Beirut, although he is unlikely to see further action unless the Christian player gets desperate).

### Victory Conditions

Christian Victory: Christian Player has 12 or more VP and Cairo, or 13 VP without Cairo.

Muslim Victory: Muslim Player has 17 or more VP.

The Christian Player starts with 7 VP. The Muslim Player starts with 17 VP.

**Aftermath:** Gathering at Acre, the Crusaders first moved against Nablus and Damascus, since the ships to transport them to Egypt had not arrived, but with little result. In 1218 the assembled Crusaders and allied forces took ship for Damietta. The defenders of that town fought heroically and many months were worn down besieging it. Meanwhile, Kaikhaus' vaunted diversion in the north accomplished little, although it did tie down Ayyubid troops. Eventually Damietta fell in 1219, but the Crusaders continued to wait, hoping that Emperor Frederick II, who had vowed to go on Crusade, would show up. He never did. Waiting was also fine by Al-Kamil, the new Sultan of Egypt, who feared the Crusaders and knew he was weak. He offered to return all the lost territory of the Kingdom of Jerusalem west of the Jordan, and throw in a cash ransom and the True Cross besides, but the Crusaders haughtily refused. Eventually, papal legate Pelagius took command, and John, king of Jerusalem, recognizing a doomed cause when he saw one, left in a huff. Confidently the army marched down the banks of the Nile, whose flood was long-delayed, in the summer of 1221. They met up with the Sultan's army at Mansurah. Kamil had been joined by his brothers, and when the Nile Flood finally rose, he broke all the sluices and caused the Christian army to be cut off from retreat. The Sultan offered the Christians their freedom to go home if they left Egypt and returned Damietta. For once, they did the smart thing and accepted. Thus ended the ignominious Fifth Crusade.

ut nos  
mea er lauda





## F. THE PROMISE OF ST. LOUIS: THE SEVENTH CRUSADE

**Background:** The Fifth Crusade showed that the backing of a strong secular power was necessary for a Crusade to succeed. The strongest power in Europe in the mid-13th century was Frederick II's Holy Roman Empire. Frederick II had taken the Cross as early as 1215, but squabbles with the Pope over the dominion of Italy and illness delayed his leaving. Brooking no excuses, the successor of Honorius III, Pope Gregory IX, took the opportunity to excommunicate his rival. To the astonishment of all, Frederick simply ignored the papal decree and set out anyway in 1228 on the Sixth Crusade. As further humiliation, Frederick won without any fighting what three Crusades had failed to win: Jerusalem, although it took some hard-nosed bargaining with Sultan al-Kamil. Jerusalem was exposed and defenseless, but it was Christian once again. Further expansion in the north resulted in the Kingdom of Jerusalem reaching its greatest extent since the disaster at Hattin 45 years earlier.

Frederick's Crusade proved a mixed blessing. He claimed the throne as the husband of Isabella, last heiress to the Kingdom of Jerusalem, crowning himself by his own hand, as Napoleon later imitated. He was not popular with the locals, however, and when he departed for Europe once more there was a power vacuum that was never completely filled. Amid local squabbles, Jerusalem was lost and recaptured several times until, in 1244, Khwarasmian mercenaries fleeing the wreckage of their kingdom wrought by the Mongols took Jerusalem in the name of the Sultan of Egypt, and defeated a Franco-Damascene army at Gaza. Thereafter, Jerusalem would forever remain out of Christian hands.

This final fall of Jerusalem gave new impetus to the Crusading movement. Louis IX of France had already promised to go on Crusade in gratitude for recovery from an illness, and this seemed to be a message of confirmation from Heaven itself. Mindful of the failure of previous Crusades, Louis spent several years in preparation, finally sailing in 1248.

**Scenario Length:** 1249-1253 (five turns)

**Scenario Cards Used:** F1-F5

### Powers and Initial Forces

#### Pro-Christian

##### Crusaders (RR 0)

Control: None

Home Province: None

##### Set up

Castles: None

Limassol: Louis IX (2/3/8), six 3-4/2-4 Crusader units.

Mediterranean Box: Burgundy (3/2/2) two 3-4/2-4 Crusader units

##### Kingdom of Jerusalem (RR 1)

Control: Cyprus

Home Province: Cyprus

##### Set up

Castles: Jaffa, Beirut, Limassol, Nicosia (Low Garrison), Famagusta (Low Garrison)

Acre: Henry of Cyprus (3/1/2), two 2-4/1-4 Kingdom of Jerusalem units

Limassol: one 2-4/1-4 Kingdom of Jerusalem unit

##### Templars: (RR 1)

Control: None

Home Province: None

##### Set up

Castles: Tortosa, Tyre, Gaston, Tiberias

Limassol: one 3-4/3-4 Templar unit

##### Hospitallers: (RR 1/2)

Control: None

Home Province: None

##### Set up

Castles: Krak des Chevaliers, Margat

Acre: One 3-4/3-4 Hospitaller unit

#### Pro-Muslim

##### Sultanate of the Ayyubids (RR 3)

Control: County of Edessa, Aleppo, Damascus, Transjordan, Egypt, Mosul, Kingdom of Jerusalem

Home Province: Egypt

##### Set up

Castles: Ravendel, Bira, Samosata, Harran, Manbij, Alexandretta, Marat an'Numan, Hama, Homs, Bosra, Banyas, Jerusalem, Kerak, Damietta, Alexandria, Rosetta, Latakia, Bilbais, Ailah, Ascalon, Baalbek. Ten of these castles (Muslim player's choice) begin with Low Garrisons.

Cairo: Ayub (3/1/6), four 2-6/1-6 Ayyubid units.

Damietta: two 2-6/1-6 Ayyubid units

Alexandria: two 2-6/1-6 Ayyubid units

Aleppo: An-Nasr Yusuf (2/2/6), two 2-6/1-6 Ayyubid units

Damascus: two 2-6/1-6 Ayyubid units

Edessa: one 2-6/1-6 Ayyubid unit

Jerusalem: one 3-6/2-6 Ayyubid unit

#### Neutral

##### Assassins (RR 0)

Control: None

Home Province: None

##### Set up

Castle: Masyaf

##### Armenia (RR 1)

Control: Lesser Armenia

Home Province: Lesser Armenia



## Set up

Castles: Sis, Adana, Tarsus

Adana: Hethoum I (2/3/6), four 2-4/1-4 Armenian units

Sis: two 2-4/1-4 Armenian units

## Principality of Antioch (RR 1)

Control: County of Tripoli, Principality of Antioch

Home Province: Principality of Antioch

## Set up

Castles: Tripoli

Antioch: Bohemond V (3/1/2), two 2-4/1-4 Antioch units

## Diplomacy

POWER	CHRISTIAN	MUSLIM
Ayyubids/Mamluks*	1	3
Lesser Armenia	3	0

\* Whichever goes Pro-Christian as a result of Mamluk Revolution. The other is immune to Diplomacy.

## Special Rules

*Scenario card: Mamluk Revolution*:. When the *Mamluk Revolution* card is played, the Ayyubids split into two Powers: The Mamluks, owning Egypt, and the Ayyubids, owning all remaining Ayyubid possessions. Replace all Ayyubid castles in Egypt with Mamluk castles. Replace all Ayyubid units in Egypt with Mamluk units. Remove Ayub and Turanshah from the game.

Next, determine which Power will ally with the Christians. If the Christians control Cairo, the Mamluks will be pro-Christian. If the Christians control Damascus, the Ayyubids will be pro-Christian. Otherwise, roll a die. On a 1-3 the Ayyubids will be pro-Christian, on a 4-6 the Mamluks.

The player controlling the Mamluks then places Aybeg (3/3/6), Baibars (1/4/4) and two Mamluk 3-6/2-6 units in any Mamluk stronghold(s) and two Mamluk 2-6/1-6 units in the force pool. If Baibars is already in play, replace the Ayyubid leader counter with the Mamluk version.

The player controlling the Ayyubids then may move Yusuf to any Ayyubid-controlled stronghold (if he is dead, return his counter to play, representing a relative).

Both powers have a Replacement Rate of 3 for the remainder of the game. All Ayyubid units in the dead pile remain Ayyubid and may only be replaced by that power.

The Christian player does not gain VP for spaces controlled by their Muslim allies, but the alliance is worth 3 VP while it is in effect.

## Victory Conditions

**Christian Victory:** Christian Player has 12 or more VP and Cairo, or 13 VP without Cairo. The Christian player also wins an automatic victory if he controls both Damascus and Cairo at the same time at any point in the game.

**Muslim Victory:** Muslim Player has 17 or more VP. If the Mamluk Revolution has occurred and the Muslim player controls the Mamluks, he wins with 5 VP. If he controls the Ayyubids, he wins with 12 VP.

The Christian Player starts with 7 VP. The Muslim Player starts with 17 VP.

**Aftermath:** Not terribly original, Louis rejected the advice of the Patriarch of Alexandria to land there and instead followed the footsteps of the Fifth Crusade to Damietta. He at least learned from their mistakes. After his army scattered the local forces, Damietta fell without a siege. Louis then waited for reinforcements and for the Nile flood to dissipate. In November 1249 he began his march on Cairo. The Egyptian army was camped at Mansurah once again, but this time Louis struck a telling blow and captured their camp. However the king's dimwitted brother, Robert of Artois, overpursued. Meanwhile, the commander of the royal Ayyubid bodyguard, a Turkish slave (*Mamluk*) named Baibars, reorganized the dispersed Egyptian army and struck back. The Crusaders were cut off and surrounded, and Louis and his army were made prisoner. Louis managed to ransom himself and part of his army for Damietta and the promise of 800,000 gold bezants. Many of the starving prisoners were killed by the Egyptians, however, who had no way to guard or provide for them.

For all practical purposes, that was the end of the Seventh Crusade, although Louis regrouped in Palestine and tried to put local affairs in order. That prevented any further Muslim encroachment, but in the end he could do little. Meanwhile, Baibars and his fellow Mamluks put to death the unpopular new Sultan Turanshah, overthrowing the Ayyubid sultanate and putting in its place a series of puppet-monarchs. Thus began the Mamluk Empire. The remaining Ayyubid, An-Nasr Yusuf of Aleppo, tried to quell the rebellion but lacked troops and skill. Both sides tried to woo Louis with promises of restoring Jerusalem. Louis eventually sided with Egypt, but the Caliph of Baghdad mediated between the two parties and restored peace, leaving the Franks to fight alone against Damascus, which they did without much result.

Before he left the Holy Land in 1254, Louis tried in vain to come to a diplomatic agreement with the mysterious people known as the Mongols, who (rumor had it) had a large army preparing to march on the Near East....





**G. STORM FROM THE EAST: THE MONGOL INVASION**

**Background:** By 1241, the Mongol Empire already stretched over much of Asia. From its capital at Qaraqorum, Mongol armies had ridden through Russia, Poland, Central Asia and northern China. The death of the Great Khan Ogodei halted expansion briefly, but after his successor Mongke had consolidated his hold on the throne, the Mongol hordes went on the march once again.

Mongke's brother, Hulegu, was tasked with the conquest of the Middle East. From his base in Turkestan, Hulegu first swept through northern Iran, obliterating the main stronghold of the Assassins at Alamut. His army then moved into Mesopotamia. The rump Caliphate of the Abbasids, far removed from its glory days, could put up no resistance. The last Caliph, Mustasim, was rolled up in a carpet and trampled by the Mongols' horses in 1258.

The appearance of the Mongols was so sudden that the powers of the Middle East were at a loss about what to do. Some in the Crusader states, mindful that Nestorian Christians were well regarded at the Mongol court, hoped that the Mongols could be converted and used against the Muslims. Legends of Prester John, a great Christian monarch who would march from the East to their aid, also played a role. Yet the depredations of the Mongols in Europe had disturbed this rosy picture, and the Pope and the majority of Catholic leaders in the Holy Land felt that the Mongols were no friends and that a studied neutrality would be the best policy.

The Eastern Orthodox powers of the Middle East, primarily the Georgians and Armenians, had no such qualms. The Armenian king Hethoum I journeyed to Qaraqorum in 1255 to pay homage, and Antioch, by now virtually a vassal state of Lesser Armenia, followed suit. The remnants of the Ayyubid state tried to do the same but were brusquely rejected.

By 1259 the Mongols and their allies had mopped up Mesopotamia and were prepared to descend on Syria and Egypt. In September, Hulegu crossed the Tigris at the head of the most formidable army the Middle East had ever seen. Muslim power hovered on the brink of destruction.

**Scenario Length:** 1259-1263 (five turns)

**Scenario Cards Used:** G1-G6

**Powers and Initial Forces****Pro-Christian****Empire of the Mongols (RR 4)**

Control: Mosul, Anatolia, Attaleia

Home Province: Mosul

**Set up**

Castles: None

Mosul: Hulegu Khan (1/4/18), Kit-buqa (2/2/8), Ilqa Noyan (2/1/5), eight 4-6/2-6 Mongol units, six 3-6/2-6 Mongol units, eight 2-4/1-4 Mongol units.

**Lesser Armenia (RR 1):**

Control: Lesser Armenia

Home Province: Lesser Armenia

**Set up**

Castles: Sis, Adana, Tarsus, Seleucia

Sis: Hethoum I (2/3/6), six 2-4/1-4 Armenian units

**Principality of Antioch (RR 1/2)**

Control: County of Tripoli, Principality of Antioch

Home Province: Principality of Antioch

**Set up**

Castles: Tripoli

Antioch: Bohemond VI (2/2/2), two 2-4/1-4 Antioch units

**Pro-Muslim****Sultanate of the Ayyubids (RR 2)**

Control: County of Edessa, Aleppo, Damascus,

Transjordan

Home Province: Damascus

**Set up**

Castles: Ravendel, Bira, Samosata, Harran, Manbij, Alexandretta, Marat an'Numan, Hama, Homs, Bosra, Banyas, Ailah, Jerusalem, Kerak, Ascalon, Gaza. Baalbek, Latakia. Ten of these Castles (Muslim player's choice) begin with Low Garrisons.

Aleppo: Turan Shah (2/3/4), six 2-6/1-6 Ayyubid units

Damascus: An-Nasr Yusuf (2/2/6) four 2-6/1-6 Ayyubid units

Jerusalem: Two 2-6/1-6 Ayyubid units

In any other space(s) controlled by the Ayyubids: two 2-6/1-6 Ayyubid units

**Neutral****Empire of the Mamluks (RR 2)**

Control: Egypt

Home Province: Egypt

**Set up**

Castles: Damietta, Alexandria, Bilbais, Rosetta, Minyah

Cairo: Qutuz (2/3/10), Baibars (1/4/4), two Mamluk 4-6/2-6 units, four Mamluk 3-6/2-6 units, four Mamluk 2-6/1-6 units

Alexandria: one Mamluk 2-6/1-6 unit

Damietta: two Mamluk 3-6/2-6 units

Minyah: two Mamluk 2-6/1-6 units

**Kingdom of Jerusalem (RR 1)**

Control: Kingdom of Jerusalem, Cyprus

Home Province: Kingdom of Jerusalem

**Set up**

Castles: Jaffa, Beirut, Limassol, Nicosia, Famagusta

Acre: Jean d'Ibelin (3/1/2), two 2-4/1-4 Kingdom of Jerusalem units



## Templars: (RR 1)

Control: None

Home Province: None

### Set up

Castles: Tortosa, Tyre, Gaston, Tiberias

Tyre: one 3-4/3-4 Templar unit

## Hospitallers: (RR 1)

Control: None

Home Province: None

### Set up

Castles: Krak des Chevaliers, Margat

Krak des Chevaliers: One 3-4/3-4 Hospitaller unit

## Assassins

Control: None

Home Province: None

### Set up

Castle: Masyaf

## Diplomacy

POWER	CHRISTIAN	MUSLIM
K. of Jerusalem	1	1
Lesser Armenia	4	0
Antioch	3	0

## Special Rules

It is quite possible for the only pro-Christian power to be the Mongols, while the Kingdom of Jerusalem, et al., are pro-Muslim. That is OK. To be accurate, the two players in this scenario should be "Pro-Mongol" and "Pro-Muslim" but that would mean rewriting the rules.

The Mamluks become pro-Muslim when both Aleppo and Damascus have been captured by the Mongols, or when both Turan Shah and al-Nasir are dead or captured.

Acre and Tripoli are worth **zero VP** in this scenario.

The Mongols may not move by sea.

*Note: The Scenario Special Cards optional rule (4.3) is not recommended in this scenario.*

*Optional Rule 1:* The card *Death of Mongke Khan* cannot be played as an event on the first turn. If it is played as OPs or discarded, reshuffle the deck at the end of the turn.

*Optional Rule 2:* Although neither side could know that Mongke Khan would die and so change the course of the campaign, for balance purposes allow both sides to bid on when Mongke Khan dies. Remove the *Death of Mongke Khan* card from the deck. Players bid a turn and action round. Whoever bids the earliest

plays the Mongols. At the end of the chosen action round (for both players), implement the event on the *Death of Mongke Khan* card. Note: 'historically', the event was played on the second round of the second turn.

## Victory Conditions

Mongol major victory: Christian player has 23 or more VPs

Mongol minor victory: Christian player has 18–22 VPs

Draw: Christian player has 15–17 VPs

Muslim minor victory: Christian player has 12–14 VPs

Muslim major victory: Christian player has 11 or fewer VPs

The Christian Player begins with 6 VPs. The Muslim player does not track VP in this scenario.

**Aftermath:** Hulegu swept through northern Syria against only token resistance. Turan Shah, the elderly uncle of the Ayyubid sultan, was tasked with protecting Aleppo. He chose to lead his forces out in a vain battle with the Mongols. The survivors retreated to Aleppo which was put under siege. Using Chinese artillery, the Mongols soon broke into the city but the wily Turan Shah retreated to the citadel where he held out for a few more weeks.

Upon hearing of the fall of Aleppo, An-Nasir Yusuf fled from Damascus south. Hulegu entered Damascus with his Christian allies in triumph. Soon his vanguard tracked down the Ayyubid sultan outside of Gaza and murdered him, ending the kingdom made great by Saladin. The Mamluks then tried to negotiate with the Mongols. Hulegu's reply is so contemptuous it deserves to be quoted at length:

"You have heard how we have conquered a vast empire and have purified the earth of disorders which tainted it. It is for you to fly and for us to pursue, and whither will you fly, and by what road will you escape us? Our horses are swift, our arrows are sharp, our swords like thunderbolts, our hearts as hard as the mountains, our soldiers as numerous as the sand. Fortresses will not detain us, nor arms stop us: your prayers to heaven will not avail against us...At present you are the only enemy against whom we have to march."

Both Hulegu and Sultan Qutuz tried to woo the Kingdom of Jerusalem. Fearing the Mongols, and the Papal excommunication that had fallen on Antioch, they chose a 'friendly neutrality' towards the Mamluks, not helping them overtly but not hindering them either. Feeling that the best defense is a good offense, Sultan Qutuz and his commander Baibars marched on Hulegu.

Unfortunately for the Mongols, at this time news of the death of Mongke Khan reached Hulegu. Wary of his own position, Hulegu promptly withdrew to Iran with the cream of his army, leaving Kit-Buqa and a rearguard, supported by Syrian levies, to defend his new conquests. At Ain Jalut, Qutuz and Kit-Buqa clashed, and the result was a resounding Mamluk victory. Aleppo and Damascus fell quickly. And although the Mongols eventually recovered Aleppo, they never invaded in force again. Unbeknownst to the Christians, their main bulwark against the Mamluks had disappeared, and the latter would not be long in taking advantage.



## H. THE LION OF EGYPT: RUKN AD-DIN BAIBARS BUNDUKDARI

**Background:** Soon after the victory of Ain Jalut, the Mamluk Baibars took the opportunity to kill Qutuz, the titular Sultan, and set himself up in his place. Henceforward, the Mamluks would rule openly instead of from behind the scenes. Baibars lost no time in consolidating the Mamluks' victory. With Syria secured, the only threats to Mamluk power were the Crusader states, now weaker and more disunited than ever. Already in 1263 he sacked Nazareth. He spent the next two years preparing his forces and trying to build up the Egyptian navy in order to cut off any help the Crusaders might receive from outside. By 1265, he was ready to destroy the Crusader states once and for all.

**Scenario Length:** 1265-1271 (seven turns)

**Scenario Cards Used:** H1-H7

### Powers and Initial Forces

#### Pro-Christian

##### Lesser Armenia (RR 1):

Control: Lesser Armenia

Home Province: Lesser Armenia

##### Set up

Castles: Sis, Adana, Tarsus, Seleucia

Sis: Hethoum I (2/3/6), four 2-4/1-4 Armenian units

Tarsus: two 2-4/1-4 Armenian units

##### Principality of Antioch (RR 1/2)

Control: County of Tripoli, Principality of Antioch

Home Province: Principality of Antioch

##### Set up

Castles: Tripoli, Latakia

Antioch: Bohemond VI (2/2/2), two 2-4/1-4 Antioch units

##### Kingdom of Jerusalem (RR 1)

Control: Cyprus

Home Province: Cyprus

##### Set up

Castles: Jaffa, Beirut, Limassol, Nicosia, Famagusta

Acre: Hugh (2/2/3), two 2-4/1-4 Kingdom of Jerusalem units

##### Templars: (RR 1)

Control: None

Home Province: None

##### Set up

Castles: Tortosa, Tyre, Gaston, Tiberias

Tyre: one 3-4/3-4 Templar unit

##### Hospitallers: (RR 1)

Control: None

Home Province: None

##### Set up

Castles: Krak des Chevaliers, Margat

Krak des Chevaliers: One 3-4/3-4 Hospitaller unit

##### Assassins (RR 0)

Control: None

Home Province: None

##### Set up

Castle: Masyaf

#### Pro-Muslim

##### Empire of the Mamluks (RR 3)

Control: Egypt, Transjordan, Damascus, Aleppo,

Kingdom of Jerusalem

Home Province: Egypt

##### Set up

Castles: Damietta, Alexandria, Bilbais, Ailah, Jerusalem, Gaza, Ascalon, Hebron, Kerak, Hama, Homs, Banyas, Marat an'Numan, Manbij

Damascus: Baibars (1/4/12), two Mamluk 4-6/2-6 units, six Mamluk 3-6/2-6 units, four Mamluk 2-6/1-6 units

Jerusalem: two Mamluk 2-6/1-6 units

Cairo: Qalawun (2/3/4), two Mamluk 3-6/2-6 units

Aleppo: two Mamluk 3-6/2-6 units

Damietta: two Mamluk 2-6/1-6 units

#### Neutral

##### Empire of the Mongols (RR 4)

Control: Mosul, County of Edessa, Anatolia, Attaleia

Home Province: Mosul

##### Set up

Castles Iconium, Diyarbakir, Harran, Bira, Samosata

Mosul: Hulegu Khan (1/4/18), six 4-6/2-6 Mongol units, four 3-6/2-6 Mongol units,

Edessa: two 3-6/2-6 Mongol units

#### Diplomacy

POWER	CHRISTIAN	MUSLIM
Mongols	3	1

#### Special Rules

The Mongols will never go Pro-Muslim as the result of Diplomacy.

All castles owned by the Military Orders and the Assassins at start are worth 2 VP each. All other castles are worth 1 VP each. Gaining and losing VP for castles works exactly as for standard VP locations.



**Crusade:** A Crusade will arrive on Turn 6 if the Muslim player has 34 or more VP. If they do not, the game ends with a Christian auto-victory. The Crusaders are placed as follows:

*Mediterranean Box:* Louis (2/3/8), Charles (2/2/3), nine 3-4/2-4 Crusader units

## Victory Conditions

Christian Victory: Christian player has 32 or more VPs

Muslim Victory: Muslim Player has 41 or more VPs.

The Christian Player starts with 40 VP. The Muslim player starts with 27 VP.

**Aftermath:** First Baibars struck at the north and south of the Kingdom of Jerusalem. Finding some success, he then transferred much of his forces to the north where he defeated King Hethoum. Meanwhile his forces in the south captured the Templar stronghold of Safed, near Tiberias. Jaffa soon followed. Again Baibars shifted his focus to the north, and Antioch fell in 1268 after a short siege. Immense cruelty was characteristic of Baibars' campaigns: cities were razed, populations murdered or enslaved, and everything that might be of future use to the Crusaders was destroyed. Even by the standards of the time, the level of destruction was severe.

The fall of Antioch finally galvanized Europe into action. The old Crusader Louis IX took up the Cross once again. Instead of heading to Palestine, however, in 1270 he decided (or was persuaded) to head to Tunis, ostensibly to create a base from which to assault Egypt. He died there of disease, as did his son John, and the rag-tag survivors of the Eighth Crusade straggled back home.

Meanwhile, Baibars continued his depredations after a brief truce. He focused on the strongholds of the Military Orders, correctly deducing that they were the real backbone of the Christian defense. Krak de Chevaliers, Chastel Blanc, and Monfort fell to one siege after another. Even the Assassin strongholds succumbed. One Crusader, however, did arrive in the Holy Land. This was Prince Edward of England (later to be Edward I). He did his best to hold off Baibars with his small forces. He also tried to negotiate with Abaqa, the new Il-Khan after the death of Hulegu. Abaqa was distracted with a war the Golden Horde to his north (one fomented by the Mamluks, by the way), and could offer no help.

Edward's main assistance to the Christians in the Holy Land came from his negotiations with Baibars. Baibars had now spent many years in continuous campaigning, and his army needed a rest. He knew that no help was coming to the Crusaders from Europe, and he himself had eliminated all but the last line of defense for the Crusader states. Besides, he had other more dangerous enemies: the Mongols, the Seljuks, and the Nubians. So he agreed to a ten-year truce, giving the Christians in Palestine a brief, but very welcome, respite. During his reign he had waged thirty-eight campaigns, had marched over 25,000 miles and had himself ridden into combat fifteen times.

## J. FAILED ALLIANCE: THE FALL OF THE CRUSADER STATES

**Background:** The truce with the Mamluks did not last ten years. Baibars died in Damascus in 1277, and was replaced by a fellow Mamluk from the same generation: Qalawun. After a brief period of consolidation, Qalawun resumed harassment of the Crusaders. The latter seemed to have learned nothing, as they still spent most of their time warring and squabbling with each other to the detriment of the common defense. The various Frankish lords tried everything they could to pacify their neighbors, including offering fealty to the Mamluk Sultan, but bit by bit Qalawun nibbled at the remaining Christian possessions. The great Hospitaller fortress at Margat fell in 1285. In 1286, Henry of Cyprus was crowned King of Jerusalem, the first king in decades to both be an adult and have the support of all the barons. Despite his efforts, by 1289 only a few tiny possessions remained to the Christians: Tripoli, Acre, Tyre. In that year Qalawun decided to end the charade once and for all, and expel the intruders from the Holy Land forever.

Yet even at this moment, not all hope was lost. Arghun Khan, grandson of Hulegu, sent emissaries around the courts of Europe seeking an alliance. He proposed that the Christian and Mongol armies meet at Damascus, and even provided a firm date when he would arrive: February 20, 1261. He also offered to provide mounts to the Christian knights if transporting horses proved too costly for them. Despite this generous offer, the European powers, consumed with local conflicts, spurned the Mongols once again. That decision sealed the fate of the Crusader states. Tripoli fell in 1289, and Acre after a short but bitter siege in March of 1291. The only possession left to the Christians was the barren coastal island of Ruad, which finally fell in 1302. The Hospitallers moved to Rhodes, the Templars were dissolved, and although the title King of Jerusalem continued to be held by the Lusignans of Cyprus for the next century, no serious attempt to reconquer the lost territory was ever mounted.

Yet it need not have been so. What if the French King Philip IV had taken up Arghun Khan's offer? What if the Mongols and Franks had banded together for one final attempt to break the Mamluks and restore Christianity to the Near East? History might have been very different then.....

**Scenario Length:** 1290-1295 (six turns)

**Scenario Cards Used:** J1-J6

## Powers and Initial Forces

### Pro-Christian

**Crusaders (RR 0)**

#### Set up

*Mediterranean Box:* Philip IV (2/2/7), Constable (2/2/3), ten 3-4/2-4 Crusader units



**Empire of the Mongols (RR 3)**

Control: Mosul, County of Edessa, Anatolia, Attaleia

Home Province: Mosul

**Set up**

Castles Iconium, Diyarbakir, Harran, Bira, Samosata

Mosul: Arghun Khan (2/3/12), six 4-6/2-6 Mongol units, four 3-6/2-6 Mongol units

Edessa: four 3-6/2-6 Mongol units

**Kingdom of Jerusalem (RR 1)**

Control: Cyprus

Home Province: Cyprus

**Set up**

Castles: Beirut, Tyre, Limassol, Nicosia, Famagusta, Alexandretta

Acre: Henry I (2/2/3), two 2-4/1-4 Kingdom of Jerusalem units

Limassol: one 2-4/1-4 Kingdom of Jerusalem unit

**Templars: (RR 1/3)**

Control: None

Home Province: None

**Set up**

Castle: Tortosa

Acre: One 3-4/3-4 Templar unit

Tortosa: one 3-4/3-4 Templar unit (reduced)

**Hospitallers: (RR 1/3)**

Control: None

Home Province: None

**Set up**

Castles: None

Acre: One 3-4/3-4 Hospitaller unit; one 3-4/3-4 Hospitaller unit (reduced)

**Pro-Muslim****Empire of the Mamluks (RR 4)**

Control: Egypt, Transjordan, Damascus, Aleppo, Kingdom of Jerusalem, Principality of Antioch, County of Tripoli

Home Province: Egypt

**Set up**

Castles: Damietta, Alexandria, Bilbais, Ailah, Gaza, Jerusalem, Ascalon, Hebron, Kerak, Hama, Homs, Banyas, Marat an'Numan, Manbij, Masyaf, Latakia, Tripoli, Krak des Chevaliers, Margat, Belvoir, Tiberias, Jaffa

Damascus: Qalawun (2/3/10), two Mamluk 4-6/2-6 units, six Mamluk 3-6/2-6 units.

Antioch: four Mamluk 2-6/1-6 units

Jerusalem: two Mamluk 2-6/1-6 units

Cairo: Turun-tai (2/2/4), two Mamluk 3-6/2-6 units

Aleppo: two Mamluk 3-6/2-6 units

Damietta: two Mamluk 2-6/1-6 units

**Neutral****Lesser Armenia (RR 0):**

Control: Lesser Armenia

Home Province: Lesser Armenia

**Set up**

Castles: Sis, Adana, Tarsus, Seleucia

**Diplomacy**

None

**Special Rules**

*Scenario Card: The Grand Alliance.* This operates like the other multiple-activation cards but must be used to activate Philip and Arghun only. The player may choose to delay one (and only one) battle triggered by one army until the other has finished its move. At that point, the battle is rolled (combining both forces if in the same space), which ends the activation for both forces. The event cannot be used to activate either leader for an assault.

**Victory Conditions**

Christian Victory: Christian player has 19 or more VPs

Muslim Victory: The Muslim Player has 18 or more VPs.

The Christian Player starts with 10 VP. The Muslim Player starts with 21 VP.

e dñe ab inuultia mea  
uto meo munda me q  
li petam Complacat  
ctans cep





## DESIGNER'S NOTES

It's been a long road from my first inspirations to the box in your possession. The idea to do a game on the Crusader States first came to me over ten years ago, soon after *Hannibal: Rome vs. Carthage* was released by Avalon Hill. I had enjoyed *We the People*, but *Hannibal* put card-driven games (CDGs) on the map for me in a conceptual sense. I was so taken with the design that I tried to think of a historical situation that would be amenable to the same system. The answer: The Crusades. My first attempt at a design stuck to the *Hannibal* model fairly closely. Since then, innumerable changes have modified the design in virtually every respect, so that you have to look closely to see Kingdom of Heaven's parentage.

## THE MAP

I knew from the start that the political control system of early CDGs would not work for the Crusades. Control of a region was only cemented by a network of fortresses that had to be worn down by siege. The map displays the area most affected by the campaigns of the period. I would have loved to include more of Asia Minor or Mesopotamia, but that would require more Powers, more counters, and more rules. In an important sense, however, the map is more than the various spaces and connections. The presence or absence of friendly fortifications acts as a third dimension, altering the relative accessibility of different areas. Players will find as they try different scenarios that relatively small changes in castle ownership can have significant game consequences.

## LEADERS AND UNITS

One of the lessons the game tries to communicate is the different organizational strategies of the different peoples engaged in the period. The Catholic powers employ a feudal system, which divides responsibility among a series of potentates. The result is great flexibility combined with strength, shown in the game by giving the Christians more leaders than the Muslims, and by the command system. This can work against them, however, as there are several cards (such as *Barons Counsel Caution*) that prevent them from doing what you want. The Muslim powers generally have fewer leaders, but larger command spans. This works well when conducting a centralized offensive, but makes it more difficult to operate in several areas simultaneously. In addition, if the top guy dies, that's the end of the campaign. They are also more prone to dissension in the ranks.

Unit ratings reflect a number of different aspects of warfare in the period. The biggest difference is that between cavalry and non-cavalry units, which reflects tactics and equipment as much as the presence or absence of mounts. The strength of units was determined by my subjective interpretation of their relative martial prowess. Both sides got better at warfare as time progressed, which is reflected in increased ratings for units that appear later in the campaign. However, a unit's military ability is reflected in more than just combat strength. The Military Orders' knowledge of the local terrain is shown by their ability to take a hit (usually from attrition) without losing combat strength. And even weak armies like the Fatimids have significant staying power, represented by multiple steps. As a very rough guide, one strength point is about equivalent to 1000 men (this breaks down at the margins, but can be used to estimate relative strengths between armies).

## COMBAT

Warfare in the ancient and medieval world tended to be bloody and decisive. Few casualties would be inflicted during the actual battle, as either mobility or armor proved to be effective shields. Once morale on one side broke, however, the resulting disorganized rout would allow the pursuing foe to massacre the survivors. Reforming even those that escaped into a fighting force again might be impossible. As a result, the combat system in Kingdom of Heaven is appropriately risky and decisive. Lest anyone complain that it is too punitive, however, it should be known that the CRT has been designed so that

battles are actually a bit less lopsided and more indecisive than was the case historically, in order to improve playability. Even so, between even forces, there is a 50% chance of a major defeat of one side or the other. And any major defeat can result in the complete annihilation of the routed force. The lesson is: don't engage in battle unless you have a very good reason to, and make sure that you have an advantage in numbers or battle modifiers if you do.

## SIEGES

Siege warfare was an especially important component of medieval warfare. Fortification technology had reached an apogee and besieging technology would not catch up until the introduction of gunpowder. The division between cities and castles is something of an artificial one, with cities representing the largest and most important strongholds. The hardest element to simulate is the wide range of outcomes possible in a siege, from immediate surrender to an extended resistance lasting a year or more. The *Call for Surrender* mechanism represents either surrender under terms or a very brief siege. Beyond that, in game terms a siege of greater or lesser length will be required. The starvation rules are included to prevent a large army holing up indefinitely, but in point of fact not one castle or city in the Near East fell to starvation in the period represented by the game.

The role of castles in canalizing campaigning is represented by the restrictions on interception, battle avoidance and retreat around enemy castles. To some extent, these are exaggerated in order to induce historical behavior with a minimum of rules overhead. The upshot is, you fight deep in enemy territory at your own risk.

## SHADOWING

Many of the differences between Christian and Muslim armies are subtle, but one rule of particular significance is the shadowing rule, which allows Muslim cavalry armies to whittle down Christian forces without engaging in full battle. For this reason, Turcopole cavalry (local Arabs serving the Christian powers) is particularly important to the Christian player. It is easy to overlook the shadowing rule, but careful application will prove to the Muslim player's advantage.

## PLAYER NOTES:

The various scenarios portray such different strategic situations that it would take more space than is available to provide a detailed guide to play. The reader is left to find out most of the tips and tricks for himself. However, some general advice can be given. In many respects beyond the use of cards the game can be compared to poker. For gamers used to modern warfare and armored blitzkrieg, the initial tendency will be to act ultra-aggressively, seeking battle at the earliest possible moment and making a beeline for the enemy VP centers. This can work if you get lucky, but is the equivalent to going all-in on every hand in poker. Eventually, luck is going to favor the enemy.

The experienced player will learn to be patient. In certain cases there is a significant time pressure, but much of the time you have the luxury of waiting for the best possible moment to act. Usually, the cards will only allow you to achieve one major objective and one minor objective per turn. These should be chosen carefully, with an eye to future goals. The seemingly unimportant castle taken one turn may provide (or deny) a needed retreat route several turns later. In general, avoid putting all your money in the pot unless the odds are tilted in your favor. Even then, you might lose, but that's war.

## THANKS

The game before you is the product of a collaborative effort. I would like to especially thank Neil Randall for his patient development, Mark Mahaffey for his splendid map, Niko Eskubi for the gorgeous counters and cards, and Michael Gouker, Robert Feyerharm and Norbert Möhring for their suggestions, opinions, and playtesting help. All of you have helped make this game everything I wanted it to be.



# GAZETTEER

The geography of this area will be unfamiliar to many players. In addition, most of the places on the map have gone through innumerable name changes in the last 2000 years. To aid players in locating areas, this gazetteer is provided. The first column gives the coordinates for each place, the following columns the name of the place in the relevant languages. Often the Crusaders used the classical name for a given town, since that was the name most familiar to them from the Bible or ancient historians. The name in bold is the one on the map; the list is sorted alphabetically by this name. The particular name that appears on the map was selected for familiarity, because it commonly appears in historical texts, and/or for color. I beg the reader's pardon for any inconsistencies in transliteration.

LOCATION	CLASSICAL NAME	FRANKISH OR COMMON NAME	ARABIC NAME	TURKISH NAME	ARMENIAN NAME	MODERN NAME
G6	Ptolemais	St. Jean d'Acre	Akka			Akko
B6	<b>Adana</b>			Adana	Adana	Adana
K6	Elat/Berenice	Aila	<b>Ailah</b>			Aqaba
I5	Rhinocolura		<b>al-Arish</b>			El-Arish
G7	Ashtaroth		<b>al-Ashtara</b>			al-Ashtara
I8			<b>al-Azraq Oasis</b>			al-Azraq Oasis
C3	Side			<b>Alanya</b>		Alanya
C8	Beroea	<b>Aleppo</b>	Halab	Haleb		Aleppo
C7	<b>Alexandretta</b>			Iskenderun		Iskenderun
I1	<b>Alexandria</b>		Al Iskandariyah			Al Iskandariyah
F8			<b>An Nabk</b>			An Nabk
C3	Anamurion	Anamour		<b>Anamur</b>		
C7	<b>Antioch</b>		Antakiyah	Antakya		Antakya
D10	Callinicum		<b>Ar-Raqqah</b>			Ar-Raqqah
I6	Ashkelon	<b>Ascalon</b>	Asqalan			Ashqelon
H7			<b>As-Salt</b>			n/a
L2	Aphroditopolis		<b>Atfih</b>			
B2	<b>Attaleia</b>	Adalia		Antalya		Antalya
F7	Heliopolis	<b>Baalbek</b>	Ba'labakk			Ba'labakk
G7	Paneas	<b>Banyas</b>	Baniyas			Baniyas
F7	Berytus	<b>Beirut</b>	Bairut			Bairut
H7		<b>Belvoir</b>	Kaukab			n/a
J2			<b>Bilbais</b>			Bilbeis
J4						<b>Bir el-Abd</b>
B9	Birtha	<b>Bira</b>	al-Bira	Birecik	Bir	Birecik
H8	Bostra		<b>Bosra</b>			Bosra
K2		<b>Cairo</b>	al-Qahirah			Cairo
D8		<b>Chastel Rouge</b>	al-Qalat Yahmur			n/a
B5	<b>Cilician Gates</b>			Gülek Boghazı		Gülek Boghazı
A7	Cocussus	<b>Coxon</b>		Göksun	Gogison	Goksün



# KINGDOM OF HEAVEN

LOCATION	CLASSICAL NAME	FRANKISH OR COMMON NAME	ARABIC NAME	TURKISH NAME	ARMENIAN NAME	MODERN NAME
J1			Damanhur			Damanhur
F7	Damascus		Dimashq			Dimashq
I3		Damietta	Dimyat			Dumyat
D11			Deir ez-Zor			Deir ez-Zor
A11	Amida		Diyar-Bakr	Diyarbakir	Amid	Diyarbakir
F8			Doumeir			Doumeir
K5						East Sinai Desert
B10	Edessa		Ar-Ruha'	Urfa	Ourha	Urfa
D5	Ammochostos	Famagosta				Famagusta
L2	Lake Moeris	Fayoum	al Fayyum			al Fayyum
C8	Pagrae	Gaston	Baghras	Baghra		n/a
I5	Gaza	Gadres	Ghazzah			Ghazzah
J3						Great Bitter Lake
D8	Epiphania		Hama			Hama
C10	Carrhae		Harran	Harran		Harran
I6	Hebron	Saint Abraham	Habrun/al-Halil			al-Halil
B4	Herakleia			Eregli		Eregli
E8	Emesa	Homs	Hims			Hims
A4	Iconium		Quniyah	Konya		Konya
H6	Joppa	Jaffa	Yafa			Yafo
I6	Hierosolyma	Jerusalem	al-Quds			Jerusalem
B7	Flaviopolis?			Kadirli		Kadirli
A6	Kaisareia	Caesarea		Kayseri		Kayseri
I7	Kir-haresith	Kerak	al-Karak			al-Karak
A9		Kesoun	Kaisun	Keysoun	Kesoun	Keysoun
E7		Krak des Chevaliers	Hisn al-Akrad			n/a
J7		Krak de Montreal	ash-Shaubak			n/a
D7	Laodicea	Latakia	Ladhiqiyah			al-Lathqiyah
E4	Nemesos	Limassol				Lemesos
L2			Maghagha			Maghagha
C9	Hierapolis		Manbij			Manbij
J2			Mansurah			Mansurah
A8	Germanicia		Mar'ash	Marash	Marash	Karaman-marash
D8			Marat an-Num'an			Marat an-Num'an
B12			Maridin	Mardin		Mardin
D7		Margat	al-Marqab			n/a



LOCATION	CLASSICAL NAME	FRANKISH OR COMMON NAME	ARABIC NAME	TURKISH NAME	ARMENIAN NAME	MODERN NAME
C9	Barbalissos		Maskanah			Maskanah
D7			Masyaf			n/a
C5				Mersin		Mersin
M2			Minya			Minya
H6	Neapolis	Nablus	Nabulus			Nabulus
K7						Negev
D4	Leukosia	Nicosia		Lefkosa		Nikosia
E3	Paphos					Paphos
J4	Pelusium		al-Farama'			n/a
D10			Qalat Djabar			n/a
G8			Ras al-Ma'			Ras al-Ma'
B8		Ravandel	Rawandan	Ravanda	Arevintan	Ravanda
I1		Rosetta	Rashid			Rashid
A10	Samosata		Sumaisat	Samsat	Samousad	n/a
B10			Saruj	Suruc		Suruc
C5	Seleucia			Silifke	Selevgia	Silifke
A6	Sebastopolis					n/a
J2			Shibin al-Kom			Shibin al-Kom
A7		Sis		Kozan	Sis	Kozan
A11				Siverek		Siverek
K3		Suez	as-Suways			As-Suways
F9						Syrian Desert
B6	Tarsus			Tarsus	Darsous	Tarsus
G6	Tiberias	Thabaria	Tabariyah			Teveryah
J3	Tanis		Tinnis			Tinnis
E9						Tiyas
E7	Antaradus	Tortosa	Tartus			Tartus
E7	Tripolis	Tripoli	Tarabulus			Trablos
E9	Palmyra		Tadmor			Tadmor
A5	Tyana					n/a
G6	Tyre		Sur			Sur
B11						Viranşehir
E10			Wadi al-Miyah			Wadi al-Miyah
J8			Wadi al-Hasa			Wadi al-Hasa
K4						West Sinai Desert



## COMBAT TABLE (13.1)

DR	TOTAL COMBAT STRENGTH									
	1-2	3-6	7-10	11-16	17-25	26-40	41-60	61-80	81+	
0	--	--	--	--	1	2	3	4	5	
1	--	--	--	1	1	2	3	5	6	
2	--	--	1	1	2	3	4	7	8	
3	--	1	1	2	3	4	8	12	14	
4	--	1	2	3	4	6	10	16	20	
5	1	1	2	3	6	8	15	20	24	
6	1	2	3	4	7	10	18	25	30	
7	1	2	3	5	8	12	20	28	32	
8	1	2	4	6	9	13	23	32	36	
9	2	3	4	6	10	15	25	35	40	

(# = number of steps lost)

### BATTLE MODIFIERS TO DR

Failed avoid battle: -1  
 Successful interception: +1  
 Attacking besieging army (does not apply to besieged force): +1  
 Ranking leader's battle rating is greater than your opponent's: +diff  
 Battle events: +?

### SIEGE ASSAULT MODIFIERS

Besieger: Shift one column left for each RF  
 Besieged: +2  
 Either: +1 if your Ranking leader's battle rating is greater than your opponent's

## PURSUIT TABLE (13.3)

COMBAT STRENGTH OF VICTORIOUS FORCE								
DR	1-5	6-10	11-15	16-24	25-35	36-45	46-60	61+
1	0	1	1	2	3	4	6	8
2	0	1	2	3	4	5	8	10
3	0	2	3	4	5	7	10	12
4	1	3	4	5	7	9	12	15
5	1	4	5	8	10	12	16	20
6	2	5	7	10	12	15	20	25

(# = number of steps lost)

### PURSUIT MODIFIERS TO DR

Pursuing force tried to avoid battle: -1  
 At least half the units in pursuing army are cavalry: +1  
 If the retreating force had to retreat through a stronghold it did not control and victorious force won a major victory: +2

## LEADER LOSS TABLE (13.5)

DR (2d6)	RESULT	MODIFIERS TO DR
2-6	Death	+ Battle Rating of Leader
7-9	Prisoner	-2 If opponent won a major victory in a field combat
10-11	Escape?	-4 If successful assault of blockaded stronghold
12+	Escape!	-2 If successful assault of unblockaded stronghold

## ATTRITION TABLE (15.2)

DR	ATTRITION VALUE							
	1-2	3-4	5-6	7-9	10-12	13-15	16-19	20+
1	0	0	0	0	0	0	1	1
2	0	0	0	0	0	1	1	2
3	0	0	0	0	1	1	2	3
4	0	0	0	1	1	2	2	3
5	0	1	1	1	2	2	3	4
6	1	1	2	2	2	3	4	4

(# = number of steps lost)

### FORAGING MODIFIERS TO ATTRITION VALUE

Space with friendly stronghold: -1 per MP Spent  
 Harsh terrain: +1 per space  
 Harsh terrain: (unless friendly stronghold present)  
 Mountain Pass: +2 per pass  
 Enemy stronghold in space: +2 per space  
 Crossing Asia Minor: +5  
 Being shadowed: + # of shadowing units

### STARVATION MODIFIERS TO ATTRITION VALUE

For besieged: +operations value of Card

Shift one column right for every unit over four in stronghold

## SIEGE RESOLUTION SEQUENCE (17.6)

### On round siege is established

1. Calculate RF
2. Call for Surrender
3. Attempt Blockade (Subtract # of garrison units from besieging units. Need to roll  $\leq$  this value to blockade)

### On subsequent rounds

4. Siege resolution
  - a. Play siege Event (both players)
  - b. Fortunes of War
  - c. Starvation
5. Assault if Desired

### CALL FOR SURRENDER (17.5)

If roll  $\leq$  RF, stronghold does not surrender, but you may continue moving

If roll  $>$  RF+1, stronghold surrenders, and you may continue moving

If roll = RF+1, the stronghold surrenders, but movement ends for the round

### MODIFIERS TO ROLL

- Active leader with BR of 3 or 4: +1
- Number of previous failed calls for surrender: -?
- Active leader with  $<6$  units: -2
- Enemy army of at least 50% strength of active army within one move: -2

### RESISTANCE FACTOR (RF) = 3 + MODIFIERS (17.4)

#### MODIFIERS

Leader in stronghold (highest-ranked only): +½ BR (round up)  
 Port: +1  
 1-2 steps inside city (only): +1  
 3+ steps inside city (only): +2  
 Assassin, Templar or Hospitaller castle: +1  
 Castle with Low Garrison: -1

### INTERCEPTION ATTEMPT MODIFIERS (11.2)

- 1 if your army is a cavalry army (18.2)
- 1 if opponent is entering from space with your stronghold
- +1 if your army has no cavalry and opponent has cavalry army
- +1 if your force is besieging (not allowed vs. naval move)
- +1 if attempting to shadow and opponent has cavalry

### AVOIDING BATTLE MODIFIERS (12.1)

- 1 if the space your army is intercepting into contains a friendly stronghold and no enemy units
- +1 when attempting interception of a cavalry army (18.2)
- 1 when attempting interception with a cavalry army