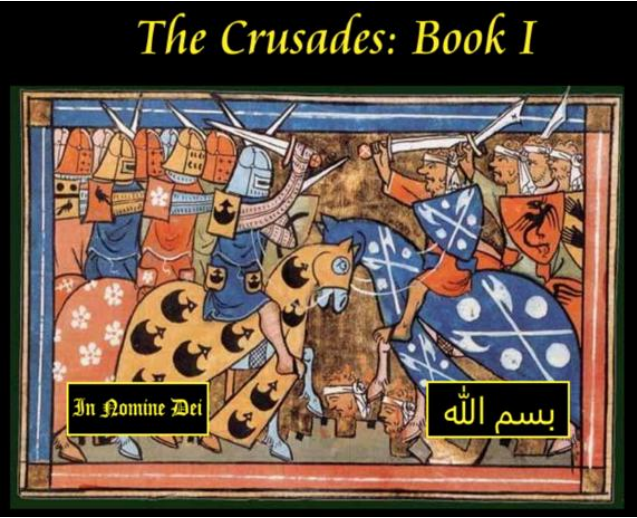




DESIGN NOTES

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Introduction

Welcome to WDS' new game, ***Crusades: Book I***. The game you are about to explore and play is the first in a new series called ***Sword & Siege***. As the name implies, there will be a lot of sword fighting and city sieges. Plus so much more, as we will discuss momentarily.

The initial development for this series is based upon the ***Musket & Pike*** series, first developed by John Tiller. Sadly, and after providing some initial coding for *Crusades*, John, whom I had known for over twenty years, passed away in 2021. Soon after, another well-known programmer, Paul Bruffell, was invited to provide coding support for *Crusades*. He was best known for designing wargames with an emphasis on the ancient world, and his Ancient Warfare series was published through HPS Simulations. He was able to implement many of the ideas provided that would ultimately become the foundation for this new gaming concept. Probably the most significant of these was the concept of building a system of walls that could be placed on the map from within the scenario editor. Not just ordinary walls, as had been previously represented, but walls that can be defended by troops with defending siege engines placed along the walls. Additionally, they could be destroyed by siege engines firing massive stone balls from the other side. We will soon talk about walls in great detail. Unfortunately, Paul was unable to finish this new project, as he too passed away after battling a long illness. So, I just want to say thanks to both John and Paul. They are missed.

Historical and Geographical Backdrop

The subject of the Crusades is a popular subject that has been romanticized in both film and novel for decades. In recent years, the film titled the *Kingdom of Heaven* was set against the period that preceded the Third Crusade and included the retaking of Jerusalem by Saladin in 1187. This is but a single example of many that can be easily discovered by searching the Internet. Almost all of these provide only a glimpse into the history of these tumultuous events.

With *Crusades: Book I*, we will explore the events that cover the period of the First Crusade through the conclusion of the Second Crusade, including the military battles and sieges that took place between these two Crusading periods. In all, there are dozens of battles to fight and lands to conquer.

Before we continue, you might be wondering about the word "Crusade" itself and the context in which it is being used for this game title. It is true that throughout the Middle Ages there were a number of Crusades that were fought. Some of these Crusades are overlapping in the time period we are covering. For example, there was the Crusade against the Cathars in southern France, and another in the Baltic lands where a form of a Pagan religion was still practiced. Also, there was the

Crusade against the Moors in Spain. For clarity, these Crusades are completely independent of our focus area.

Crusades: Book I will focus only on the Crusades that took place within the following: the Byzantine Empire, also the area known today as Anatolia, the Levant and Egypt. If you were to look at a map using today's political boundaries, the Levant covers an area that includes Israel, Gaza, the West Bank, Jordan, Lebanon, Syria and Iraq.

In terms of years covered, we begin with the Siege of Nicaea in 1097, and end with the Siege of Damascus in 1148 — a period of 51 years. For those of you who are veterans of the WDS games that are in current production, this is a very long time span. Most of these gaming titles cover only a single year, or perhaps a few years. This long time span will be further discussed a little later, along with its impact on the gaming experience.

The People's Crusade and why it is omitted

For those of you familiar with this period, you may have noticed that I have omitted the events that took place just prior to the Siege of Nicaea. That was the "People's Crusade" of 1096. The reason for this omission is the fact that the People's Crusade is not considered by most to have been a viable military campaign. To sum it up in just a few sentences, the People's Crusade was the brainchild of a man called Peter the Hermit. A man with no military background, but with a talent for inspiring low-born peasants to take up the Cross. Then, he convinced them to travel hundreds of miles through lands completely unknown to all but a few of these participants, and most were largely unarmed.

After passing through the Byzantine Empire, they entered into the lands of the Seljuk Turks, now known as Anatolia in Turkey. The Sultan of these lands, known as the Sultanate of Rum, was Kilij Arslan I. Remember that name for a future discussion. Kilij Arslan confronted these peasants with veteran mounted archers. Men raised from birth to ride a horse and shoot a bow's arrow with deadly accuracy. Once engaged, the peasant fighters of the People's Crusade were hopelessly outmatched and were quickly defeated at the battles of Xerigordos and Civetot. The result of these engagements was that nearly all of the more than 100,000 men, women and children that had traveled with Peter, Reinald and others lay dead or were captured and sold into slavery. Peter was not among the fallen. For this reason, I made the decision to not include these slaughter grounds. Rather, we will commence with the First Crusade's first encounter with the Seljuk Turks, The capital of the Sultanate of Rum, Nicaea in 1097.

The Crusades to the Holy Lands (11th and 12th Centuries)

The First Crusade, 1096-1099

The First Crusade—what was it, how did it begin, how did it progress, what were its accomplishments and its legacy?

To answer the first question, we must examine several factors. But first, the short answer. In very simple terms, the First Crusade was a military campaign with the objective of “liberating” the holy city of Jerusalem from its current governing powers, that being followers of the Islamic faith. To most medieval Christians, there was very little understanding of Islam. They believed that those that followed Islam were Anti-Christian and were therefore members of a faith led by false prophets. As such, it was intolerable that the most holy city in all of Christendom could be governed by such people.

So why now? Jerusalem had been in the hands of Muslims for over 450 years. It was in 638 A.D. that Jerusalem was first taken by the Rashidun Caliphate under Umar ibn al-Khattab. The catalyst was a letter to Pope Urban II from the Byzantine Emperor Alexios I Komnenos. In this letter, the emperor appealed, as a fellow Christian, to send help as his lands were under threat from advancing Muslims. If the Muslim forces of the Seljuk Turks could capture the Byzantine capital of Constantinople, then all of Europe would be under the threat of an Islamic invasion.

Pope Urban II answered this call for help and traveled to southern France to deliver a sermon that would ask all those that loved Christ to stop killing other Christians, and promised complete absolution to all those that would take a vow, travel to the Holy Land, and retake Jerusalem. If they did this, they would be forgiven for all their sins. And if killed in battle, their place in Heaven would be guaranteed. It was also stipulated that the sworn parties may not return to Europe until their vow had been fulfilled. This critical speech took place in Clermont, Auvergne, on the 27th of November 1095.

The exact number of those who took this vow will never be known, but it could have been as many as 200,000. The problem with this vast number of people was that many were not qualified as per Pope Urban’s requirements. For example, his intention was to only enlist able-bodied fighting men that could afford the high costs of the expedition and had spousal permission. However, most that took the vow never heard the sermon, nor could read about the details. Their simple belief was that if they went, it would be a guaranteed ticket to Heaven. In the late 11th century, that was enough—everyone wanted to get to Heaven, especially the poor that had almost no possessions and Heaven was all they could look forward to.

With so many peasants taking the vow, largely influenced by an odd monk known as Peter the Hermit, the First Crusade was divided into two separate and distinct movements. The first of these became popularly known as the People's Crusade, while the second is known as the Princes' Crusade. Though we will briefly mention the progress and results of the People's Crusade, it will be the latter that we will devote most of this narrative to.

To sum up the outcome of the People's Crusade in a single word: Catastrophic! Almost to a man, those who set out to free the Holy Land in this first group were completely wiped out. The two battles that marked this movement toward Jerusalem were Xerigordos and Civetot. If we combine these two battles, the estimated Crusader losses range from 40,000 to 100,000. In contrast, Muslim casualties were relatively modest—perhaps as few as 5,000. Despite these huge losses, there was one significant benefit that the Princes' Crusade can attribute to this defeat. When word was received that more Crusaders were laying siege to Nicaea, the overconfident leader of the Muslim forces, Kilij Arslan I, the Sultan of Rum, assumed that these new Crusaders were just more of the same and could be defeated at leisure. Unbeknownst to the Sultan, these new Crusaders were hardened veterans of many wars, and were highly trained, well-motivated and very well armed. Also, they had the direct support of the Byzantine Emperor, with a contingent of Byzantine troops in their company.

Moving forward, we will now refer to the Princes' Crusade as the First Crusade. Let us start this discussion by taking a few moments to review the leaders, both Crusader and Muslim. Though Pope Urban II had called for this Crusade at the request of the Emperor Alexios I, he could not lead the campaign into the Holy Land. Instead, he designated Adhemar de Monteil as his papal legate, vesting him with full spiritual authority. And during these times, that was a lot of power. Adhemar had been the bishop of Puy-en-Valey since 1087. He was an energetic cleric, with better than average riding skills. His role was not just to give spiritual advice, but to speak for the Pope—and he could and did ride into battle with the Crusaders whenever needed. He did not have much in the way of military experience and had never led a large army into battle. This would soon change.

For experience and wealth, the oldest and richest leader to join this First Crusade was Raymond IV, Count of Toulouse. At the start of the Crusade, Count Raymond was about 56 years old. Considering that the average life expectancy in the 11th century was barely 30 to 35 years, he was nearly twice that age when the campaign was set to begin. Count Raymond was a very proud man and rarely agreed to play anyone's subordinate. Realizing that death could not be that far off, and being very religious, he wished to fulfill his vow of retaking Jerusalem and die in the Holy Land. This would secure him, he believed, his place in Heaven's paradise. He led the largest contingent and was determined to be 1st amongst equals. It would be Count Raymond's ambition that would cement for himself a reputation as being contentious and quarrelsome. Nevertheless his role as a

leader is undisputed, and if not for his presence, the outcome of the Crusade would have been very much in doubt.

Our next leader to discuss is Godfrey of Bouillon. He was born in 1060 and would have been about 36 when he left France for Constantinople. From 1089-1096, he was the Duke of Lower Lorraine. Godfrey was a natural when it came to leading men into battle. He was a wise strategist and an indispensable leader during the First Crusade. So much so that when all was said and done, he was chosen to be Jerusalem's first king. However, Godfrey determined that he should not accept that title; rather, he administered his rule as prince with the title of *Advocatus Sancti Sepulchri*, or Advocate of the Holy Sepulchre. This arrangement would not last long however, as Godfrey died on the 18th of July 1100, just a few days short of one year holding that title.

Godfrey's brother and successor, Baldwin of Boulogne, was also born in 1060. In 1096 he was made Count of Verdun, but within just a few months he left Europe to join the Crusade. Baldwin was a skilled military leader, and with only a handful of knights captured Edessa in 1098. He took on the title of Count of Edessa and established the first Crusader state, the County of Edessa. Following in his brother's footsteps, and after Godfrey's death in 1100, Baldwin became Jerusalem's first Christian king, establishing the Kingdom of Jerusalem with the title of King Baldwin I. He held that title until his death in 1118.

Of all the leaders of the First Crusade, it may be that Stephen of Blois—though not the best well known—would become the most infamous. Stephen became Count of Blois in 1089. His wife, Adela of Normandy, was no less than the daughter of William the Conqueror, King of England. One can only imagine what it must have been like to approach “The Conqueror” and ask for his daughter's hand in marriage. Their marriage produced as many as 11 children, including one king (King Stephen of England), several counts and countesses and one bishop.

In at least one way, Stephen can be compared to the American Revolutionary traitor, Benedict Arnold. Had they died at the right time in history, both would have been remembered as brave and loyal to their word. Arnold at Saratoga in 1777, and Stephen at the siege of Antioch in 1098. However, neither would live to enjoy that honor. At a crucial moment during the siege, and with a large Muslim army approaching Antioch to destroy the Crusaders, Stephen left the siege to travel back home to his beloved wife in Blois. Before this, he wrote a letter home and told Adela that he would be with her “as soon as I can arrange it”. The timing of his departure could only be viewed as the act of a coward. Also, it was a violation of the holy vow he took as a Crusader. Upon reaching Constantinople, he informed the emperor that all was lost and that the Crusade had failed. When he finally got home, he was treated coldly by all and especially by Adela. It was not long after that Stephen was forced by his wife to renew his vow and return to the Holy Lands. He was killed in battle in 1102. But few remember that last part.

The remaining leaders of the First Crusade and members of its governing body, the Council of Princes, were Robert II, Duke of Normandy, another Robert II, Count of Flanders, Bohemond of Taranto and, finally, the handsome and very historically well-known Tancred of Hauteville, later known as Tancred of Galilee. All played important roles and helped secure a successful conclusion to their vows and the retaking of Jerusalem.

Next, let us review some of the Muslim leaders that were destined to confront the crusaders from 1096 to 1099. They came from two main Islamic empires: the Seljuk and the Fatimid. The only thing that each hated worse than the other were the Crusaders. And even then, it could be a question as to who they hated more. On several occasions, after 1099, it would not be uncommon for one Muslim sect to ally itself with one or more of the Crusader leaders, and vice versa.

The first important Muslim leader confronted by the advancing Crusader army was Sultan Kilij Arslan I, a Seljuk Turk that was the Sultan of Rum. This was the area taken from the Byzantine Empire that today would have included most of central Anatolia. At the Siege of Nicaea, Kilij Arslan was away from the city that was also his capital. In it was most of his treasury, as well as his pregnant wife. At one point during the siege she tried to escape, but that effort ended in failure. However, after the city was taken, she was carefully returned to the Sultan by the Byzantines in an attempt to not antagonize him unnecessarily. After all, the city was returned to the Emperor, and the Crusaders were moving further east. It was hoped that as neighbors, the Sultan and the Emperor could be something less than bitter enemies, if not friends.

Though Kilij Arslan I lost many of his battles during the First Crusade, he would later have his revenge during the short-lived Crusade of 1101. For some reason, the Crusade of 1101 has never been referred to as the Second Crusade. Likely because it was not initiated as a Papal bull. However, Kilij Arslan would not live long to celebrate these victories. In 1107, he died at the young age of just 27 or 28. This would have made him only 17 or 18 at the Siege of Nicaea in 1097.

Other Muslim leaders worth noting were Qiwam al-Dawla Kerbogha, Fakhr al-Mulk Ridwan and Iftikhar al-Dawla. Each of these leaders played important roles in the defense against the advance of the Crusader army and the capture of Jerusalem, which they were ultimately unable to prevent. Of these three, it was Iftikhar al-Dawla who defended Jerusalem during the Crusader siege and failed in the attempt.

For a full description of the individual battles, please have a look at the included bibliography and the scenario briefings. These briefings will be provided lower down this document. However, let us name them here as a reference to your future reading.

The Primary Battles of the First Crusade:

- | | | |
|--|------------------------------|----------------------|
| 1- Siege of Nicaea | 4- Battle of Antioch | 7- Battle of Ascalon |
| 2- 1 st Battle of Dorylaeum | 5- Siege of Ma'arat al-Numan | |
| 3- Battle of Lake Antioch | 6- Siege of Jerusalem | |

As these battles testify, the taking of Jerusalem was no easy task. In fact, success was far from certain. Though Stephen of Blois left in disgrace before the conclusion of the siege of Antioch, his pessimism was nearly justified. Just a minor wind change in luck and all could have been lost. With that said, the wind didn't change and the Crusaders of the First Crusade not only captured Jerusalem, but also successfully established the Kingdom of Jerusalem, the Principality of Antioch, the County of Edessa and, in later years, the county of Tripoli. These territories being in Crusader hands meant that the entirety of the eastern Mediterranean coastland was now held by Christians. This would prove to be of great strategic importance for trade and future crusades.

Finally, the legacy of this victory can be told in opposites. Peace was the hoped outcome, and with it, safe passage for Christian pilgrims to Jerusalem. However, the reality wasn't peace—rather, the feat only served as a spring board for more war, bloodshed and everlasting hostility. A hostility that endures to the very day. Now, let us discuss some of what happened after 1099 and before the start of the Second Crusade, a stretch of time that would be known simply as “The Period between the First and Second Crusades”.

The Period between the First and Second Crusades

Between 1099 and 1147, the area known as the Levant was embroiled in a constant state of war. The Kingdom of Jerusalem, with Baldwin I ruling as its first king after the death of his brother Godfrey, sought to consolidate and then expand its territories. There were still pockets of Muslim control that needed to be seized. Their continued presence made a pilgrim's journey to Jerusalem, with the money they brought, an extremely perilous undertaking.

The cities still under Muslim control included Ascalon, Arsuf, Acre, Tyre and Tripoli. Until these strongholds could be taken, pilgrims were not safe. For the Muslims, these cities served as a message of defiance. And riding out from their walls, mounted warriors pillaged and burned as much Crusader land as they could. It was their mission to prevent any traveler from reaching Jerusalem. If successful, both trade and immigration, that could be used to strengthen the Crusader states, would be thwarted.

To survive, King Baldwin I and the other remaining leaders pooled their struggling resources to confront and remove this threat. The aforementioned Muslim coastal walled cities would need to be captured one by one. As for the Muslims of the Fatimid Caliphate and the Sultans of the Seljuk Empire, they would also need to come together and start their own *Reconquista*. Just as Pope Urban II had called for a Crusade to retake the Holy Land, the Muslims would call for a Jihad. A holy war to oust the invaders and restore Jerusalem to the faithful of Islam.

King Balwin's first objective after assuming the role as king in 1100 was the siege of Arsuf. Just a few months before, Godfrey, with the title of Defender of the Holy Sepulcher, failed to capture the city. But by the following April of 1101, Godfrey's brother and successor, Baldwin, not being shy to call himself and be crowned the first King of Jerusalem, forced the city's surrender.

The taking of Arsuf was significant in several ways. First, it was the first conquest by Crusaders since the fall of Jerusalem. Second, the victory emboldened those who had either taken the vow to go on the First Crusade but failed to show up, or had returned from the First Crusade prior to the fulfillment of their vow. This later group included Stephen of Blois. It is said that Stephen's wife, the Countess Adela, was so disappointed and angry at her husband that she insisted he return to the Holy Land and repent of his disobedience. Though never referred to as the Second Crusade, this movement became known more simply as the Crusade of 1101.

For the Muslims, seeing more Crusaders move through their lands was intolerable, but at the same time, it was a chance for redemption. Kilij Arslan I, Sultan of Rum, was determined not to repeat his defeats of 1097. With knowledge of the Crusader's movements, he patiently waited for the right place and time to initiate his ambush.

Before going into more detail about the results of the Crusade of 1101, let's discuss some of the planning involved, or perhaps the lack thereof. First and foremost, it must be said that the first failing of this movement was its lack of cohesion. No single leader took command, not even a council of leaders. Remember the Council of Princes from the First Crusade? This expedition was instead comprised of multiple groups from all over Europe. These groups took different routes and left at different times. Stephen of Blois may have known better than most the capabilities of the Seljuk mounted archers, but the vast majority felt only contempt for their Muslim opponents. This lack of understanding led the leaders to travel through enemy territory with no concept that they could be defeated.

As mentioned, the groups came from all over: areas within the Holy Roman Empire, the Kingdom of France, the Papal States, the Republic of Genoa and many other places from within Europe. Many had been—and perhaps still were—hostile toward each other. Once these groups had reached Constantinople, they proved themselves to be without discipline, and even burned part of the city.

To avoid any more damage, the Emperor Alexios I ferried them across the Bosphorus and sent them on their way to confront the Turks.

The first battle took place near Mersivan, and is included with the game. Historically, it was a major defeat of the Crusaders and served as redemption for Kilij Arslan, who at this time was still only in his very early 20's, perhaps as young as 22. The date was August 1101, and as it was summer in Anatolia, it was hot and dry. A condition that no doubt contributed to the catastrophic defeats that followed.

What followed after Mersivan was just more of the same—Crusader defeats. Two battles were fought near Heraclea. Again, it was Kilij Arslan who would lead the Turks to victory. Not once, not twice, but three times. First, as already discussed, at Mersivan; then again at the 1st Battle of Heraclea against the Lombards, followed by the 2nd Battle of Heraclea against the French and the Germans. One can only assume that the French and the Germans missed seeing the bodies of dead Lombardi Crusaders.

With the year 1101 at an end, so too was the Crusade of 1101. The years to come saw a mixture of victories and defeats for both Crusaders and Muslims alike. The Crusaders managed to capture most of the remaining cities along the eastern Mediterranean, including Acre and Tripoli. The capture of Ascalon would have to wait until after the Second Crusade. It was finally taken in 1153.

As for the Muslims, their victories included the following battles: 2nd Battle of Ramla, the Battle of al-Sannabra, the Battle of Ager Sanguinis and the Siege of Aleppo. Their greatest and most significant victory occurred at the Siege of Edessa in 1144, and again in 1146. With the fall of Edessa came the fall of the first Crusader State to be established during the First Crusade, the County of Edessa. And it would be this defeat that would serve as the catalyst for the calling of yet another Crusade by Pope Eugene III. This would become known as the Second Crusade.

The Second Crusade, 1147-1150

With the fall of Edessa in 1144 and the eradication of the County of Edessa by 1146, it was the intention of Pope Eugene III to call forth another military campaign with the goal of retaking Edessa. Unlike Pope Urban II and his sermon at Clermont in 1095, Eugene simply issued a Papal Bull to announce this new Crusade. Many failed to read or even hear of its proclamation. Finally, it was Louis VII, King of France, who became the first major participant to take the vow. He was soon followed by Conrad III, King of the Romans of the Holy Roman Empire. With both Louis and Conrad taking their vows, this Second Crusade, unlike the First Crusade, would be led by kings. Joining them for this campaign were crusaders from England, and certainly the remaining Crusader states of the Levant.

As always, trying to understand the numbers involved in this Crusade is problematic at best. Taking the available sources and estimating the likely numbers that could have participated, the two largest contingents were the Germans with 20,000 men and the French with 15,000, with another 5,000-10,000 of miscellaneous origin. This would put the number of Crusaders at about 40,000 combatants in total. Add to these another 10,000-20,000 non-combatants. This figure is somewhat less than the starting total for the First Crusade, which most would say started with about 100,000 in total. Keep in mind that this tally does not include the participants of the earlier, ill-fated People's Crusade, perhaps numbering another 60,000-100,000.

As the Second Crusade was about to begin, it was the plan to be very organized and methodical in how it would proceed. A centralized command and control system was thought to be of critical importance. With that said, even *the best-laid plans of mice and men can still go wrong*. For starters, Crusaders from England, on their way to the Holy Land, ran into a storm as they were trying to move around the Iberian Peninsula and into the Mediterranean Sea. They were forced to land in Portugal, where they commenced fighting against the Iberian Moors. All of this was part of the *Reconquista* in Iberia and, as a result, none made it to the Holy Land.

As for Emperor Conrad III and King Louis VII, they marched along the same route as the army of the First Crusade. They departed in May and June of 1147 respectively. The plan was for both armies to converge on Constantinople, rest a bit and then set off for the Reconquista of Edessa. It is at this point that the plan fell apart and the Second Crusade was doomed to failure. Rather than form a united army with a common goal, Conrad, who had arrived first at Constantinople, clashed with the Byzantines and hurried his army to Anatolia without waiting for Louis and his French contingent. With little Byzantine help and no French troops, the Germans ventured into the lands of Kilij Arslan I.

On the 25th of October 1147, both armies fought the second battle of Dorylaeum. The result of this battle was a decisive victory for the Turks over Conrad and his German knights, and honor was restored to Kilij Arslan. Some sources have the German losses at between 90% and 95%. Fortunately for Conrad, he was not among the dead and managed to flee back toward Constantinople with the remnants of his army.

Louis' army managed to reach the Byzantine capital with only a few minor incidents, but they were too slow to join with Conrad's Germans. And like the Germans before them, they too entered the lands of the Seljuk with no military support from the Byzantine Emperor, Manuel I. In defense of Manuel, he had his hands full fighting the Italian Normans of Roger II and was in no position to lend out troops.

Unlike Conrad, King Louis VII took a route that hugged the coastline on its way to Ephesus. Along the way, at Lopadion, Louis' army ran into the retreating Germans of Conrad. Here they joined with Louis but it would be too late, as the Germans were only a shadow of their once formidable army.

Together, they continued to Ephesus. That is, until Conrad became ill and returned to Constantinople. Though Conrad was no longer with the army, most of the Germans stayed with Louis and his French Crusaders.

Once at Ephesus, Louis received several warnings about a possible Turkish ambush. Louis ignored these warnings and advanced his vanguard beyond the safety of the city's walls. Not long after, the Turks did attack. And on Christmas Eve, the 24th of December 1147, the Battle of Ephesus was fought. Fortune favored Louis that day, and the French were victorious. Just a few days later, the Turks attacked again. This time the battle was fought along the Meander River, and again the French were able to gain a small victory. Following these inconclusive engagements, the French Crusaders continued their march to Attalia. This time, Louis and his vanguard were crossing a narrow pass along the edge of Mount Cadmus. The Turks, being on foot in this mountainous terrain, waited just out of sight, and when the time was right they attacked. It was a cold day that January 6th, 1148. The Turks managed to inflict significant losses on the French during the battle. Many Crusaders were pushed over the precipice to their deaths. Louis was said to have been behind a tree and unnoticed as the king. Other accounts have him bravely fighting in single combat, killing one Muslim fighter after another. In the end, Louis survived and his army managed to reach Attalia with no further Turkish attacks.

Up to this point, the Second Crusade had little to show for its effort. The Germans had suffered a devastating defeat at Dorylaeum, and the French fought several inconclusive battles along their march to Jerusalem via Antioch. After leaving Constantinople in December of 1147, it wasn't until the 19th of March that Louis reached Antioch. And finally, Jerusalem in April.

Once in Jerusalem, Louis was greeted by the other Crusaders waiting for him to arrive. These included Conrad III, now well enough to continue the Crusade, Otto of Freising, Alfonso Jordan, Count of Toulouse and others. Together with the leaders of the remaining Crusader States, including Baldwin III, King of Jerusalem, a council of war was held in Acre. At this council, on the 24th of June 1148, it was decided that instead of attempting the Reconquista of Edessa, an alternative target would be more beneficial to the survival of the Kingdom of Jerusalem. This new objective would be the city of Damascus.

The siege of Damascus was a massive undertaking with a Crusader army larger than any other that had come before. By the 24th of July, this large Crusader army had arrived to the west of the city and, after a battle with the city defenders, it took over the orchards. This was important as the orchards would provide a source of food for the army. But all was not lost for the defenders, led by Mu'in ad-Din Unur, the ruler of Damascus. Prior to the arrival of the Crusaders, Unur knew that he could not successfully hold the city without assistance.

Answering his call for help were two powerful emirs: Imad al-Din Zengi of Mosula and Nur ad-Din of Aleppo. Prior to their arrival, the siege had progressed relatively well and the Crusaders were optimistic of victory. However, when news of this relief force reached the various Crusader camps, many were disillusioned and most left before a major battle could be fought. With many gone, the three kings, Baldwin, Louis and Conrad, decided to retreat back to Jerusalem. All this happened within a short period of time. A mere four days was the total time taken for the failed siege of Damascus.

With this failure to take Damascus, the Second Crusade came to an end. Unlike its predecessor, the First Crusade, there was no rejoicing, no church bells ringing and no great enthusiasm for Europeans to leave their homes and settle in the Holy Land. This lack of migration would have a long-term impact on the future of the Kingdom of Jerusalem. A future that would be one of continued warfare and distrust for all involved. But let us stop the narrative here, as this concludes the story of ***Crusades: Book I***. What comes next is, and you guessed it, ***Crusades: Book II***.

Game scale and time per turn

For ***Crusades: Book I***, all maps are at a scale of 40 meters per hex. Each turn represents a 10-minute time period. This 10-minute period is the time available for both sides to move and fire in the current turn. Though this system is played as “I go/you go,” both sides are considered to be moving simultaneously. Also, keep in mind that though units only fire once per turn, the losses inflicted on a target could be the result of multiple firings in the abstract. For example, a foot archer fires at an enemy spear unit. Though in the game we are only firing once at the target, it can logically be surmised that the foot archer fired more than a single volley to have inflicted the observed losses during those 10 minutes of game play.

How to play a Crusades game

The first thing that you will notice about a *Crusades* game is the fact that there are no cannons, or weapons that use gunpowder. Instead, we mostly have swords, spears, bows, cavalry and siege engines. Additionally, you will be able to conduct a siege. On one side, we have the attacker, or the besieger. And on the other side, there is the defender, or the besieged.

A couple things to keep in mind. First, a siege does not have to mean that the walled enclosure is completely surrounded. More simply, a siege is any effort taken by a besieger to capture, breach and penetrate a wall enclosure. This can be done by any means necessary. In fact, many sieges, if not most, were successful due to someone or a group on the inside that collaborated with the

besieger and either opened a gate or lowered a rope. A good example of this was the siege of Antioch. After 9 months, a collaborator simply lowered a rope to those waiting on the outside. The rest is history.

The second thing is time. Most sieges took weeks or even months to be concluded. As mentioned, the siege of Antioch took 9 grueling months. Some besiegers even left before the siege was concluded. When you have time, read about Stephen of Blois. His story will make for good reading. But all sieges have a final day. Either it was a success, or a failure. The sieges represented in this game take place either on the last day, where most of the action happened, or there is a supplemental scenario set during the siege that represents an important event not related to the actual siege. For example, during the Siege of Nicaea, Kilij Arslan, the Sultan of Rum, attempted to break the siege with a strike upon the besieging army. This battle is represented by a separate scenario. Another example is the Battle of Lake Antioch, which took place during the siege of Antioch some miles from the city.

There is one exception to the above. In ***Crusades: Book I*** there is a scenario that depicts the full 4 days of the actual Siege of Damascus in 1148. It is 380 turns, so drink lots of coffee.

Next, let's examine the weapons employed to conduct a siege and how they are used.

An introduction to Siege Engines

The Mangonel: This is a type of medieval siege weapon used for throwing projectiles at a wall. It's also known as a traction trebuchet and considered a type of catapult. If used correctly, it can bring down walls that are 2 or more meters thick. This weapon will NOT fire defensively. This means it will not fire because of opportunity fire. It is an offensive weapon only.

The Onager: Though first used by the Romans, this type of catapult system was simpler to construct and used torsion power to launch its projectiles. Crude but effective. This weapon, like the Mangonel, will NOT fire defensively. It is an offensive weapon only.

The Battering Ram: A massive log was suspended with ropes or chains, wheeled up to its target and thrust against it with the intention of breaking through masonry and/or thick wooden gates. Our version is one that can be moved on wheels and has an added cover to protect those doing the thrusting.

The Siege Tower: This apparatus was, like the onager, developed by the Romans. A large and mobile tower that can protect its occupants while providing the height needed to scale high walls. In Medieval times, this was called a Belfry.

Hot Oil or Sand: Though hot oil was known to have been used, it would have been easier to use heated sand, which would have been thrown down upon the attacking forces. The sand would

penetrate clothing and armor. This would make the fighting nearly unbearable, and it was much easier to find than oil, plus cheaper. Note: Once used, this weapon cannot be used again. But it is very potent and will likely destroy anything it touches. Also, its use can be triggered during defensive fire.

Ballista: This weapon was first developed by the ancient Greeks and later modernized by the Romans. It functioned in a similar fashion to a hand-held crossbow, only much larger, and could be moved around on wheels or disassembled and reassembled in a different location. Its projectile weapon was a large bolt, but later was adapted to hurl multiple bolts or other projectiles, such as stones. Almost like a shotgun in today's world. This is why you will see multiple losses on a single target.

Trebuchet: This final addition was a technological improvement over the earlier versions of the Mangonel and Onager catapults. It was far more accurate and could throw stones much further. These weapons would not be used until the middle of the 12th century, and will only appear in the Siege of Aleppo for **Crusades: Book I**. This weapon will NOT fire defensively. In this respect, it is the same as the Mangonel and Onager catapults. It is an offensive weapon only.

Siege Engines and how they are used

For **Crusades: Book I**, the art of the siege will become a pivotal part of your story in the Crusades. So, let's have a look at how to use each of the weapons above and learn the art of a successful siege.

First, there are the various catapult systems we have available, the **Mangonel**, **Onager** and **Trebuchet**. Each must be moved into a firing position and "setup" before they can be used. To set up one of these engines, you must change their formation from column to line, and then the game will make a check at the beginning of each following turn to see if the weapon successfully sets up. They move rather slowly, and once setup cannot be easily relocated. So, take care to learn their range capabilities as you won't want to often relocate them. They can only fire offensively, meaning they will not fire as an opportunity fire weapon. If their facing changes, they will not be able to fire until the following turn.

Note: The Range Tool will be very useful for you. This is covered in section 10.4 of the User Manual.

The **Mangonel** and **Onager** can only fire with line of sight to their target. It would not be safe for them to fire over friendly troops, so this is not allowed. Each has a minimum range that must be met or exceeded up to their maximum range. For both weapons, the set minimum range is 2 hexes. Also, you may see them utilized as defensive weapons emplaced upon a wall or tower hex. But again, they can only fire during the owners' fire phase.

The **Trebuchet** is unique in one way: it can fire indirectly. This simply means it can fire over objects and into places where it has no direct line of sight. But as mentioned before, this weapon will only appear in one active set of scenarios. That being the Siege of Edessa. You can also use it in several of the training scenarios. Also, a **Trebuchet** has a minimum range of 4 hexes.

As for the **Ballista**, this weapon cannot fire defensively and must complete a “set-up” phase before it can fire. It can be very lethal at a range of one hex and can only fire where it has a line of sight, or LOS. This weapon’s capabilities are ideally suited for clearing a section of a wall that is defended by infantry units. It was a commonly used weapon that could be cheaply constructed. You will likely see many of these in the game. One last word about the **Ballista**. You may think it was a weapon that only fired a single large bolt at its enemy. However, as mentioned above, a **Ballista** could and often was adapted to fire multiple projectiles and smaller stones or bits of metal at high speeds. Using this weapon in such a way could be compared to a modern shotgun. Do not underestimate its versatile lethality.

Next, let's take a closer look at how a **Battering Ram** functions. This weapon can only cause damage when adjacent to its target. And can only inflict damage upon a wall or gate hex. Though covered, they do not provide any additional protection to units they may be stacked with. This type of stacking is only incidental and not part of the ram's function. No set up is required for a ram. When ready, their ability to cause damage is triggered when they are used in the same manner as when a melee is initiated. They cannot be used to assault infantry or cavalry. One more thing—if a defending unit is on the section of wall above where the ram is attacking, the damage will only be inflicted upon the wall or gate. If the wall or gate is destroyed while the defending infantry is still on the wall above, they will also be eliminated with applicable victory points awarded to the attacker. So, move to a safer spot if your wall is about to crumble.

Now we come to the **Siege Tower**. This engine has no offensive capability and should only be considered as a platform for infantry or archer units to scale a wall hex. Going forward, if the term “wall hex” is used, this term applies equally to wall, tower and gate hexes unless otherwise mentioned with an exception. Once a siege tower has been moved into position against a wall hex, it can be occupied by an infantry unit. This unit can only enter a tower if it is in column formation and a non-routed state. Once a siege tower is occupied, a note on the unit box in the Hex Info area will display the word “OCCUPIED.” The infantry unit will display a similar message that reads “IN TOWER.” Only one infantry unit can occupy a siege tower. Leader units will not count for stacking, but may accompany the infantry on its climb up the tower. Once vacated, another may enter. A siege tower cannot move when occupied. Units on a wall MAY NOT re-enter a siege tower. This is a one-way trip. No set-up is required to use this engine.

As mentioned earlier, the purpose of a siege tower is to allow infantry units the ability to scale wall hexes and occupy them. If a defending unit is present, they may be either fired upon or assaulted

by the occupying infantry unit. Another nice feature of a siege tower is the fact that they do provide additional protection to their occupants when being fired upon by defenders.

Finally, we come to **Hot Oil/Sand** weapons. These weapons are large caldrons that do not require a set-up phase and may only be used against an attacker that is directly below or adjacent to their hex. For purposes of pouring its contents, this weapon will be treated as a ranged weapon, and you must be in “Fire” mode to pour. Once used, a label will appear on the unit box that reads “NO AMMO.” It can never be used again. The reason for this is simply that it is assumed that all available oil or heated sand will have been loaded into the caldron, and once the caldron is used, there would not be enough additional material that could be heated again and hauled up to the empty cauldron to be used again.

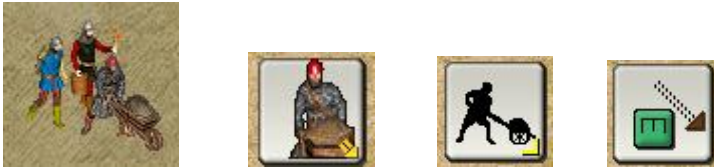
Keep in mind that all engines of all types can be attacked and destroyed. They are not invulnerable. Engines may not stack with other engines. Only one per hex. Additionally, if on a wall, infantry units may not pass through or stack with a siege engine. They are essentially taking up too much space to allow for free movement. However, infantry units can use tower hexes to go around. If an infantry unit wants to get past a wall defending siege engine, it can climb down a tower hex, move past the siege engine and climb up another tower hex that is on the other side of the siege engine.



Now we will discuss **Sappers**. Though not considered an engine, they are an integral part of any attacker's plan to undermine a defender's wall defenses. What is a sapper? Simply stated, they are miners that attempt to dig below the foundation of a wall hex. To start mining, move your sapper unit to a hex adjacent to a wall and once there, go to the “Command” menu and select “Change Sapper.” A dialog box will appear where you must select the wall hex you want to mine. Once complete, a label will appear on the sapper's unit box that reads “MINING.” Once a mining function has been initiated, on the following turn, the **Command Report** dialog will appear providing the amount of damage inflicted to a wall hex for that time. It will look like this: *Tower damage at (21, 14) is 33 pts from Sapper at (20, 13).* Sappers can only initiate a mining operation if the unit is in good order. They cannot be disordered or routed. If a mining sapper later becomes disordered, it will cease its mining operations but can recommence once it returns to good order. However, it must repeat the previously mentioned process before more damage can be inflicted on the wall.

Another thing to know about sappers. The amount of damage they can inflict on a wall is relative to their strength. If the defenders target a sapper unit while it is approaching the wall and it takes losses enroute, the amount of damage it can inflict on the wall will be diminished.

Tip: Try to eliminate the nearby wall defenders before bringing on a sapper unit. Sappers are not well protected and will take losses easily if fired upon.



The different kinds of wall hexes

Since we have learned how to use siege engines and sappers, let's discuss wall hexes in more detail.

As mentioned before, a wall hex can either be a standard wall, a tower or a gate. Each is different with their own unique features.

The standard wall hex: These make up most of all wall hexes in the game. Each hex is given a strength value during the scenario design work. If attacked by a siege engine or a sapper unit, this strength value will begin to diminish. Once this value reaches zero, the wall will be considered a ruin, and this will be reflected with the appropriate 2D or 3D pictorial image. During a scenario, a weakened wall cannot be repaired. There is not enough time that would allow for repairs. The maximum unit strength for a wall hex is 75. Only one unit, of any type, may occupy a wall hex. Leaders are exempt.

While the wall still stands, it will serve as a barrier to all forces, friend or foe. Infantry units may be stationed upon a wall hex, and once there the label "ON WALL" will appear on the unit image seen in the Hex Info area. These units will be able to move along the available wall hexes so long as they are in column formation. Units will not be able to reach the top of a wall from the bottom of that same hex. Conversely, a unit on top of a wall will not be able to assault units that are below them. (There is one exception to this rule—the use of the **Hot Oil or Sand** siege engine as noted above.) However, if an enemy unit is also on the wall, then these two units will be able to assault each other. We will discuss how a unit moves to be on top of a wall when we discuss tower hexes.

If two units attack each other on top of a wall, and the loser is forced to retreat, that is permitted so long as a vacant wall hex is available. If a retreat is not possible, then the defending unit is eliminated. Infantry units cannot jump off a wall. **Note: only units in column formation may melee with an enemy unit on a wall. This can be done from another wall hex or a siege tower.**

Units on a wall that have ranged weapons may fire on units not on a wall and vice versa. Units on a wall do not exert a ZOC on any units not also on a wall and vice versa.

Once a wall hex of any type has been reduced in strength to a zero value, it will then be considered a breached wall, and the visual image will change so that it now reflects the breach. Any infantry and leader unit of any strength may pass through this rubble so long as it is in column formation. Being in good order is not a requirement, as the rubble will have the same effect as a hex that is coded as “Rough”. All units that enter the breached wall hex must have enough movement points as if they were entering a rough hex and all will become disordered. This reflects the difficulty in climbing over a heap of fallen stone.

The Tower hex: There are two differences between the standard wall hex and the tower hex. First, the tower hex is a bit taller. Perhaps 15 meters compared to a wall hex that is mostly 8-10 meters in height. Because of the height difference, units that occupy a tower wall hex will have a better *Line of Sight* that will, in certain circumstances, allow them greater visibility. Second, the tower hex provides the only access for infantry units to reach the top and become an “ON WALL” unit. Also, it provides the only way down for units already on top of a wall. To move from the ground to the top or vice versa, an infantry unit must be in column formation. The exception to this rule is the tower siege engine, as discussed earlier. Siege engines cannot move up or down a wall hex. They can only be initially emplaced there during scenario design work.

The Gate hex: Gate hexes allow for movement to and from an enclosed area. All units must be in column formation and in good order to move through a gate hex. Passage is only allowed to units that control that gate hex. In the game, every gate hex has an owner’s flag. This flag is also a victory hex and must have a value associated with it. It cannot have a zero value. Some scenarios where the walled enclosures are not considered the target of the scenario will still have victory hex flags over the gate. In these situations, you will very likely not have any siege equipment. You can ignore these victory hexes as they only exist to define gate ownership.

Only units that are friendly to the flag’s owner may pass through the gate from the outside. There is no additional movement cost. If reduced to rubble, then movement is allowed for all non-siege engine units as previously discussed. At this point, though flag ownership is still there for victory point purposes, it will no longer have an impact on movement since the actual gate will no longer exist.

There are two ways to capture a gate without destroying the gate itself.

First method: If an enemy unit manages to gain access to the interior of the enclosure and move to occupy the gate hex, and that hex is undefended, then the gate flag will automatically change ownership and become the flag of the unit’s nationality that has just moved onto the gate hex. At

that point, any unit from the outside that is friendly to the new flag may enter through the now open gate. The only exception is that siege engines of any type may not enter through a gate.

Second method: If an enemy unit is occupying the gate hex, meaning not over it with the "ON WALL" label on the unit, that gate is considered OPEN. If you then successfully assault that unit and occupy the hex, the gate will be considered captured, and the flag will change nationalities to reflect this new ownership.

One final note about wall hexes. If you are attempting to reduce a wall to rubble by ranged fire the damage will be spread between the wall and any defending unit that it on top of the wall. There are two exceptions to this rule—sappers and battering rams will ONLY do damage to the wall. As mentioned earlier, if a wall is reduced to rubble with a defender still on top of it, that defender will be eliminated.

How to conduct a siege in Crusades: Book I

A siege, at its most basic level, is any attack upon an enclosure surrounded by wall hexes. However, if you want to cause harm to its defenders separate from a direct attack, you must fully block all entrances. Once this is complete, then the defenders will start to suffer increases in their fatigue levels. This increase is determined by the PDT file. The PDT fatigue increase amount is determined by the conditions of the scenario and may vary from one scenario to another. When an enclosure is besieged, you will see every impacted unit show an "ISOLATED" label on their unit picture in the Hex Info area. Also, this same fatigue increase will be applied to all units that are isolated from any location on the map.



For a few moments, let's try to imagine what conducting a siege can look like in the game. First thing, we must survey our surroundings and ensure the safety of our siege engines. With that

accomplished, determine the best location for where you will want to place both your siege engines and those that will climb via a siege tower, or enter through a breach in the wall. Remember that speed should always be a determining factor in your plans. Not only must you enter the walled enclosure, but you must leave yourself enough time to sack the city and capture the established victory hexes. In fact, with several scenarios, victory can only be achieved through the capture of said hexes.

TIP: Please ensure you have thoroughly read the scenario description. It will contain valuable information that will be needed to achieve victory.

Next, and before you approach the walls, plan which of your men will move towards the wall and when. I suggest moving your catapult engines and your archers first. These can be used to clear away most of the defenders from their wall positions. As mentioned earlier, catapult siege engines are limited in the way they can fire. They will not fire at you during your movement phase—there is no opportunity fire for siege engines. Additionally, they have a minimum range, with the exception of the Ballista. What that means is that once you are up against the wall, a defending siege engine cannot fire at you. Though limited, they will hurt you until you have reached your final position. As siege engines are hard to hit with ranged fire, use your ranged firing weapons to inflict harm on the infantry defenders first. Once they are removed, then you can fire away at any remaining siege engines. They can be hit, but not often you will see that occur.

The most valuable siege engine is your siege tower. It can defend its occupants with a defensive modifier and allow besiegers to climb up the tower and assault a wall hex. If it is destroyed, your task to take the walled city will be enormously more difficult. But it's not impossible. For example, in many cases, your besieging army will have sappers, battering rams, and catapults. If positioned correctly, all three can be used against a single walled hex. This combined effort can much more quickly bring down a wall than if you took these weapons and applied them to different targets. Planning is everything.

And speaking of planning, a siege tower can only be used to assault a walled hex if the infantry using it is comprised of 75 men or less. There will be enough of these units around to accomplish your task within each scenario, but they may not all be in the same area. This too will take some planning.

Another critical step in a siege is to block all the gate entrances with enough besiegers so that the enclosure and its occupants are isolated. And don't think that a couple of units is all you will need. The besieged defenders have full use of the gates they own and can exit the enclosure to perform strategic counter attacks.

OK, let's jump to what happens once you have used your siege tower and have gained a foothold on the wall. You can use that to quickly gain access to other parts of the wall. Assault all defenders to your left or right. Pour as many units onto the wall as possible. It won't be easy at first; only one

unit can occupy a wall hex at a time. If assaulted and forced to retreat, a defender will be eliminated instead if there is nowhere to retreat due to the one unit per hex stacking limitation on a wall. You can assume they fell to their doom from the wall.

Now that you have several units on the wall, move to a walled tower hex. These can be used to enter the enclosure's interior. If you are lucky and can move into a gate hex from the interior side, you can claim it as your property. The flag above the gate will change ownership and all those allied to your forces can pour through the gate from the exterior side and begin the sacking and carnage that almost always accompanies a successful entry. And unlike climbing up to a walled hex, your units can be of any strength when passing through a friendly gate. In fact, even cavalry can take part in the sacking. However, no siege engine may enter an enclosure. Not through a gate and not through a breached wall hex that was turned into rubble.

But don't think your task is finished. In most cases, there will be plenty of defenders on the ground whose sole purpose is to destroy all the besiegers. Now that you have an idea of how to successfully conduct a siege, take that next step and find a siege scenario and attack. If this is your first siege, please look at the various training scenarios and let them be your initial testing ground. Good Luck!

A description of mounted combat units

Mounted Archers:

In ***Crusades: Book I***, the first enemy that the Crusaders were required to defeat and move out of their way while on the march to "liberate" Jerusalem, were the Seljuk Turks. Like the Parthians before them, their favorite tactic was to use their skills on horseback and shoot arrows at their enemy. They were lightly clothed to facilitate more speed. When they first encountered this enemy and their fearsome tactics, the Crusaders were stunned and took many casualties. To simulate this tactic, Seljuk mounted archers can move, fire their arrows and move again. All in the same movement turn. One important thing to remember and plan for is that they can only move away if they have additional movement points remaining and have not entered an enemy ZOC. Also, be sure you are differentiating mounted archers from mounted spearmen. Mounted spearman DO NOT have this same capability, though their images will look similar.



Mounted Archer

Mounted Spear

Mounted archers also have the unique capability of firing in 360 degrees. Meaning, they do not need to be facing their foe to fire upon them. In this respect, they are similar to how skirmishers fire ranged weapons. Overall, they are both fearsome and versatile. Note that when firing at a target not in their front, their effective firing strength is reduced to 50%. The mounted archer's target of choice, where available, would likely be enemy foot archers. They are usually the least well protected.

Though it is not recommended, mounted archers can melee, as they would also have a sword at their disposal for close-in combat or in case their bow broke and/or the rider ran out of arrows.

Mounted Spearmen:

Muslims of all nationalities have been assigned mounted spearmen. Unlike mounted archers, they do not have ranged weapons and must get in close to deliver a blow as shock troops. These units, when available, are perfect for punching a hole through an enemy line that has been weakened by either mounted archers or friendly foot archers. Mounted spearmen are a little better armored than their mounted archer companions, but much less so when compared to the European mounted knight. Do not go head-to-head with a Crusader mounted knight unless that unit has been severely weakened.

Heavy Mounted Knights:

These European knights were normally of noble family birth. Their horses were specifically bred for carrying the heavily armored knight, armed with a long lance. These knights were slower than their Muslim counterparts, but very powerful. If used correctly, they can easily defeat their enemy in a charge assault (melee). Be sure to review the User's Manual for how to conduct a cavalry charge.

Most knights brought with them several horses. Their combat horse, their normal riding horse, and horses that would carry their goods. Wealthy knights would have several of each type and some extras for members of their household. Many would perish during the early days of the First Crusade, and by the end most knights would either be fighting exclusively on foot or would have trained local horses to serve as combat mounts.

Light Mounted Knights:

These are very similar to the heavy mounted knights, but are less heavily armored, and they're armed with a light javelin. This is a lighter and shorter cavalry weapon, with a smaller diameter than the longer lance. It can be said that these knights once used the European heavy combat horse, but when it died or was killed, a lighter horse took its place. All mounted knights would have a secondary weapon such as a sword or mace.

Note: Most cavalry can conduct a charge and then bring it home during the melee phase. Please review section 5.3.1 of the User's Manual for more details on Cavalry Charges.

Light Mounted Knights



Heavy Mounted Knights

Cavalry armor values explained



0 - Horse and rider have no extra padding (intended for Islamic mounted archers)

1 - Horse and rider have light padding (intended for Islamic mounted archers)

2 - Horse has light padding, rider has light padding with some limited chain mail and coif.

3 - Horse has heavy padding, rider has heavy padding with upper body mail and coif.

4 - Horse has heavy padding, rider has heavy padding with upper body mail, head coif and optional shield.

5 - Horse has heavy padding with some head mail, rider has heavy padding with upper body mail, head coif, optional shield and hand mail/glove protection.

6 - Horse has heavy padding with extra head protecting mail, rider has heavy padding with full body mail, head coif, optional shield and hand mail/glove protection.

7 - Horse has heavy padding with extra head protecting mail, rider has heavy padding with full body mail, head coif, optional shield and hand mail/glove protection and full metal helmet.

8 - Horse is a large European breed warhorse with heavy padding and metal strips around head and neck. Rider has heavy padding with full body mail, head coif, optional shield with metal gauntlets. Also, a full metal helmet.

9 - Horse is a large European breed warhorse with heavy padding and metal strips around head and neck. Rider has heavy padding, full body mail, metal helmet and metal gauntlets. Large leather and full metal covered shield.



A description of infantry combat units

There are two basic types of infantry combat units. Those with ranged weapons and those without. Let us first discuss those units with ranged weapons.

Foot Archers:

Foot archers are a critical component of any army that pre-dates the use of gunpowder. In fact, for many years after gunpowder was introduced, archers were as important as they had always been. Both sides in this Crusading conflict utilize foot archers; however, it would be a fair statement to say that the European foot archers were marginally better equipped, and that is reflected in the range difference. For Crusading armies, their range has been set at 3 hexes, while for the Muslims armies the range is 2 hexes. These ranges are not meant to reflect the total range of a flying arrow, but rather it reflects an effective kill range. The further an arrow travels and the longer it is in the air, the lower its overall impact will be when it finally lands. *Distance + Time = diminishing returns for impacting damage.*

Foot archers for all armies may fire using *indirect fire*. As mentioned before, that means they can fire over objects and into places where they have no direct line of sight. For example, over the heads of troops in their front, or even over walls.

Though weakly protected, meaning they typically have little to no protective armor, they can inflict a lot of damage on their intended targets.



Crossbowmen:

The basic technology for the building of a handheld crossbow was, by the time of the First Crusade, well over 1000 years old. However, its use was not well recorded in Europe until the mid-11th century. The good news is, that was just in time for the events being covered by ***Crusades: Book I***. In fact, it was Anna Comnena who, in her book about her father, the Byzantine Emperor Alexios I, recorded its use by the Normans on their way to confront the Seljuk Turks in 1096.

The weapon itself has an effective range of two hexes. It is powerful, but limited in that it cannot fire indirectly. Also, keep in mind that the power in a crossbow bolt was in its straight-line trajectory. They were not normally used as a skyward aimed weapon. That is why the range is limited to two hexes, or about 80 meters for the effective kill range.



Javelin Skirmishers:

The last type of ranged infantry included in this game are Javelin skirmishers. These units are not widely used, and will likely have a very limited impact. They are armed with a light javelin and have a range of one hex. Once they've thrown their javelin, they will have to rely on their secondary weapon, a sword. Skirmisher units are not intended to be hard-hitting men-at-arms. Rather, they are meant to slow down the enemy so that better equipped units can confront the enemy that has just encountered the javelin skirmishers. They can also be used to scout out in front and lay down a path to the enemy.



Now we have come to the men-at-arms, or non-range firing infantry unit. Let us take a closer look.

Spearmen:

Throughout the battles that are represented in ***Crusades: Book I***, it would be fair to say that the most common non-range firing infantry unit that you will find is the spearman. The reason for this is simple. Spears are cheaper to make and take less skill and training. However, these units tend to be slightly better protected than archers and can melee with a more lethal punch. You will generally want to put these units out in front of your archers, as the archers can fire over the heads of the spearmen offering their bodies as protection to all those behind. Additionally, you can stack one or two spearmen with an archer unit that will essentially serve the same purpose.

One more very important characteristic of spearmen, and this feature is only available to the crusading spearmen, is their ability to form a block. The minimum required strength of a unit that can form a block is 100 men. Spearmen in a block formation have a zone of control that is basically 360 degrees and can melee cavalry. To conduct a melee, the block formation must be facing its intended target. The unit's directional facing will be shown on its Unit Box in the Hex Info area. The purpose of a block formation, sometimes referred to as a square formation, is to prevent charging cavalry from taking advantage of infantry left without cavalry support. If successful, a charging cavalry unit can continue a charge for up to two hexes, a value set in the PDT file. This can have a devastating impact on an army position, and many routs can result from these types of charges. Block formations can “usually” stop this from happening. One final note about a melee initiated by a spearmen unit in block formation. Though they can drive off a cavalry unit, they cannot inflict losses on that cavalry unit, but neither will they themselves lose anyone. Also, there is a chance that the defeated cavalry unit will become routed and run off in the opposite direction.

TIP: The PDT values can be viewed by using the Hotkey F2, or from the *Help* drop down menu.

As mentioned earlier, more detailed information can be located within the User's Manual.



Swordsmen:

When one thinks about Medieval Warfare, the image of a sword waving and slicing is what usually comes to mind. And in that regard, ***Crusades: Book I*** will not disappoint. There are plenty of units whose primary weapon is the sword. In fact, this game is the first to appear in the ***Sword & Siege*** series. The units that we call sword units tend to be better armored than spearmen, and much better than archers. Aside from the cavalry, it will be the swordsmen that will come in and finish the job when needed. They are considered the shock troops of the Medieval World.



In addition to the Spearmen and Swordsmen, there are two other foot units you should become familiar with. One is armed with a Mace and the other with a Two-Handed Battle Axe. Each of these are deadly, but will appear in more limited numbers.

Infantry armor values explained

Infantry Armor:

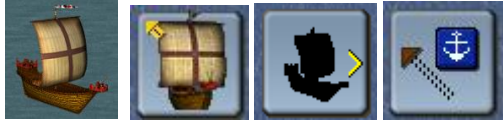
- 0 - Thin cloth material
- 1 - Cloth material with some thicker padding
- 2 - Thick padding, gloves and a mail coif
- 3 - Thick Padding, gloves, upper body mail, mail coif (or metallic helmet) and shield.



Ships:

For this first title in the **Sword & Siege** series, ships are to be seen only as symbolic of the role they played in the battles, and will not be active participants. For example, in the Siege of Acre, some ships will represent transports of both men and war supplies, while others will be considered blockaders. Once on the map, they can neither move nor fire a weapon.

For future titles, ships may acquire more functionality.



A final note about miscellaneous weapon types. There were many types of weapons used during the Crusades that are not individually represented. For example, slingers, different types of ballistae, bows and other types of secondary weapons. So, if you see units armed and titled as axe or mace, don't assume every man in that specific unit carries a double handed axe, or a mace. Same with sword units or spearmen. It is logical to assume that the men in these units will have a variety of handheld weapons. No doubt some had both a mace and a sword, etc. We want players to enjoy using all kinds of weapons and to see and experience them visually represented in both 2D and 3D images.

Lastly, a word about skirmishers. In this title, the use of skirmishers is very limited. The average size of a unit in **Crusades: Book I** will normally be less than 100 men. In many cases, 50-75 will be the average. Given this, the idea that a unit could break down into smaller units called skirmishers is not practicable for the vast majority of units. But they do exist in the game in two forms. Firstly, and as mentioned earlier, they are represented as independent skirmish units. Secondly, some units are provided with the ability to detach one skirmish unit from its parent. As this was NOT a common practice during this period of warfare, its ability is limited to only a select few.

What about the weather?

In this game, there will be a few weather concerns. From the cold mountain paths of Mount Cadmus to hot and dry periods, as was the case during the Siege of Jerusalem. Though every scenario will have a few weather events, there are none so severe that both armies cannot function. With that said, there will be times where the weather will not permit cavalry charges. And in some cases, there will be moments in time where either movement may be hindered, or combat may be impacted. In some cases, both movement and combat will have some reductions from the normal 100%. Be sure to keep your eye on the weather reports. You will see these reports at the very bottom of your screen.

How were the maps made?

Throughout the last 25 years, map making has evolved and become more sophisticated. For this next example, one of these methods will be demonstrated. Let's use the city of Acre and the area around it for this demonstration.

First, we access Google Earth and find Acre. That part is easy because Acre is still a thriving city in the modern nation of Israel. Second, we carve out the area that will be needed for our Acre scenario, as seen below.



We then resize the image to conform to our 40-meter hex. That image is used as an overlay in our map editor and we begin filling it in with all the appropriate elevations (also provided using Google Earth), streams, marsh lands, and much more. In many cases, the old ruins that were part of the city during the time period of the Crusades are still visible and can be traced so they are exactly as needed. In other cases, some guess work is needed for the placement of farms, orchards and wooded areas that may no longer exist. These are completed methodically and logically. When finished, the game map will look very much like the map we started with from Google Earth.

Leaders and their command-and-control structure

Those of you who have played and are used to more modern periods of warfare are no doubt familiar with the normal command structure as provided in the Order of Battle. We generally call this the OOB. Let me give you an example from the American Civil War. From the top down, we have the Army commanding general, then the Corps commanders, followed by the Divisional commanders, Brigade Commanders, and finally the Regimental commanders.

For the Medieval period and, in particular, the armies of the Crusades, the organizational structure we just described for a 19th century American Civil War battle was much less defined. In many cases there was no overall commander, but a war council made from just a few to as many as 10 contingent leaders. A good example of this was the First Crusade from 1096 to 1099. During this

campaign, we have at least 7 contingent leaders, many of whom disliked each other and were, in some cases, openly hostile. In short, do not expect every OOB to have a clear and concise command and control structure. Some will and some will not. This lack of organized consistency was prevalent during the Crusading Period. But there still is a degree of order, and we are not going into battle as an unorganized mob. There are plenty of examples where it was imperative that discipline should prevail, or else all would be lost. The First battle of Dorylaeum in 1097 is a great example of either stay disciplined or be killed.

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Miscellaneous resources related to the Crusades

[A Database of Crusaders to the Holy Land, 1095 - 1149](#)

Gesta Francorum Iherusalem Peregrinantium by Fulcher of Chartres

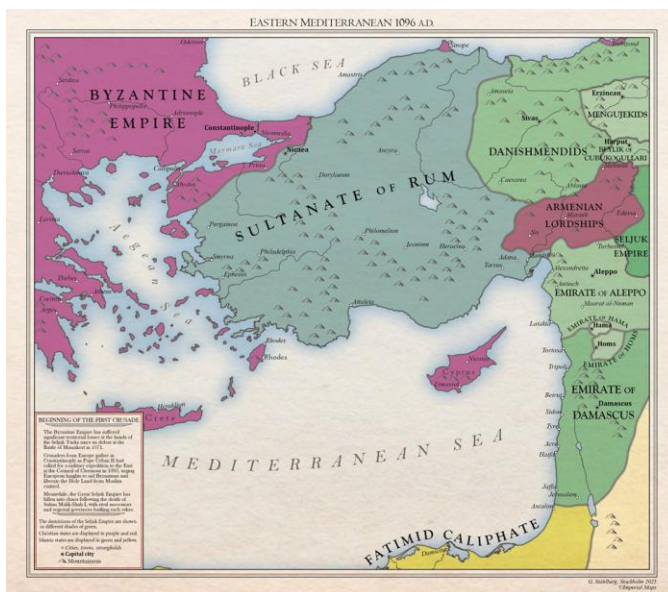
Eastaugh, Sharyn, 2012, *History of the Crusades*, Podcast

The Bayeux Tapestry

Chronicle of Ibn al-Qalanisi.

Overview maps

There are two maps included in the \Manuals\Maps folder which will provide a regional overview of the area. One for the beginning of the 1st Crusade, the second at the beginning of the 2nd Crusade.



The battles and their briefings

Getting Started

Scenario created specifically to be used along with the Getting Started Help File, to help new players learn the system.

Siege Warfare Training #1

Date: August 1st, 1096 - Size: Small - Location: Siege Training area

This scenario is very basic and is designed to introduce each new player to the nuances of laying siege to a walled city or castle. Notice that the city is defended by only a single wall defender. Be sure you have read the documentation on "How to conduct a siege." Advance to the walls and penetrate to capture the interior objective.

Siege Warfare Training #2

Date: August 1st, 1096 - Size: Small - Location: Siege Training area.

This is the second scenario in your training. In it and as the Crusader commander, you have more units to move and set-up. Including a trebuchet. However, please note that for the regular scenarios in this first title, trebuchets are not used. They did not appear until the late 12th century. Therefore, they will make their first battlefield appearance in Book II of the Crusades titles. But there are also more enemy defenders. In fact, a lot more. Be brave and use your new found skills to bring down these walls and kill as many of the enemy as possible.

Siege Warfare Training #3

Date: August 1st, 1096 - Size: Small - Location: Siege Training area

Now we come to the third scenario in your training. You'll notice that you have fewer units and may wonder why. The answer is simple! By making do with less your victory will be ever more the sweet. Now stop messing around and take this city. And as was the custom of the day, leave no one alive that hasn't paid you a heavy ransom.

Advanced Siege Warfare Training

Date: December 11th, 1098 - Size: Large - Location: The city of Ma'arat al-Numan--siege training area #2

The scenario you are about to play is the culmination of all your training. With its completion, you will be ready to take on any scenario you feel you want to battle in. Your mission is to penetrate the

walls in any fashion possible. You can mine the walls with sappers, scale the walls with men-at-arms climbing the siege tower, or hurl very large rocks at it and create a breach by turning a section into a pile of rubble. Also, you can use your battering ram to break down the gate. Just be mindful of not standing under the enemy's caldron of hot oil or sand. As you know, this weapon can fire only once, but it will kill anyone foolish to stand underneath it. But don't think you only have to be concerned about the city defenders. Coming to aid the city are hundreds of mounted archers. And with their arrival, some of the city's militia have come out of the city to add their support. The victory hex at (26,29) is worth 500 VPs.

Non-Siege Combat Training

Date: June 6th, 1096 - Size: Small - Location: Training area #2

This scenario is designed to introduce each player to the nuances of ground combat with both mounted and infantry troops deployed. Note that there are no objective hexes in this scenario. Also, unlike other combat units, Muslim mounted archers have the ability to make hit and run attacks. So that means they can move, fire and move again if they have available movement points remaining.

Siege of Nicaea

Date: May 14th, 1097 - Size: Large - Location: The city of Nicaea

Crusade: 1st Crusade

By late April, all the major leaders of this First Crusade had left Constantinople and were on their way to their ultimate goal, the liberation of Jerusalem. Their first target, the walled city of Nicaea. As a first target, this would not be an easy task. Nicaea was the capital city of the Sultan of Rum, Kilij Arslan. The city was surrounded by a wall nearly 4 kilometers in circumference, 10 meters high and 4 towered gates. And if that wasn't enough, over one hundred towers manned by fierce archers, and various machines to deter any would be attackers. Additionally, a ditch surrounded the outer walls ready to slow down the attackers where defenders can pick off their enemy as they approach.

Despite this, the Crusaders, unlike the pilgrims that came before them and were annihilated, were well trained in the art of war and felt themselves up to the task ahead. The Crusader army numbered over 4,000 mounted knights, and 30,000-foot infantry. With them, was a contingent of Byzantine Imperial troops, numbering about 2,000 strong.

Facing the Crusader army, was a weakened Muslim force of under 4,000 city defenders. At first, the Sultan did not fear these new Crusaders as he believed them to be more of the same that had come before, and so he left the city with 10,000 mounted archers to deal with another threat to his domain further to the east by a Muslim rival.

But on May 14th, Kilij Arslan received word that his city, wife and treasury were under threat from, not untrained pilgrims, but a well-trained professional army. With this knowledge, he immediately turned around and galloped to meet this formidable foe head on.

It is now that you must decide which nationality to represent. Be warned, whether you chose to be a Crusader or a Seljuq, your task will be equally difficult!

Note: Historically, the siege of Nicaea lasted from May 14th to June 19th 1097. For gaming purposes, this time period has been condensed to 80 playable turns with a start date of May 14th. Also, many details of this siege are not a part of the historical record, much was either not recorded or has been lost to history. Therefore, it may seem as some license has been taken, however what you will experience can be said to be in the realm of possibility due to the fact that throughout the entirety of this epoch, it did happen. Be assured however, the task before you will contain all the flavors you would expect from this major milestone along the path to Jerusalem.

Relief of Nicaea

Date: May 21st, 1097 - Size: Medium- Location: The city of Nicaea

Crusade: 1st Crusade

Please read the full background description for the "Siege of Nicaea" before continuing.

This scenario isolates the attempted relief of Nicaea by its Sultan, Kilij Arslan. Defending this section of the siege, was the contingent lead by Raymond IV of Toulon. With him was Bishop Adhemar. Together they formed up their battle lines with javelin skirmisher in front, archers, spearmen and knights a few feet behind. It would be they would feel the onslaught of the Sultan's 10,000 mounted archers. To help defend this critical area of the siege, two more leaders and their mounted knights rushed to aid Raymond. Godfrey of Bouillon and Robert II of Flanders. Don't forget, in addition to the Seljuk approaching from the south, the city itself has troops it can send to attack the crusaders while their backs are turned. Remember this, if Kilij Arslan is successful, the city will be saved and the crusader will fail. It is this moment that will determine the fate of those fighting for their cause. Each fighting with the belief that God is on their side.

Siege of Nicaea v.1

Date: June 5th, 1097 - Size: Medium- Location: The city of Nicaea

Crusade: 1st Crusade

This scenario commences on June 5th with the full weight of the crusader army in position for a full-scale siege. A siege that began in early May. To sum up the major events to this day, the siege of Nicaea has been ongoing for about 3 weeks, and the defenders are showing no sign of an imminent capitulation. Back on May 21st, the Seljuk ruler of Nicaea, Kilij Arslan, attempted to relieve the city

by sending in 10,000 mounted archers and other assorted cavalry. The attempt failed with Raymond IV of Saint-Gilles, the count of Toulouse taking the brunt of Arslan's attack. You'll notice that Raymond's forces, in addition to the others that participated, have been diminished in strength with higher fatigue levels than many of the other crusaders on the field. Finally, on June 4th, Bohemond's contingent, the lord of Taranto, arrived. With his arrival, all the members of the "Princes council" were in position to complete the subjection of Nicaea. Though the actual surrender of Nicaea did not occur until the 19th of June, you are given this one day to complete the task. To help you, you have been provided with several siege engines and sappers. Make good use of them as the clock is ticking. Victory can only be achieved by capturing the victory hexes that are located within the city.

Take note of your reinforcement schedule. You have one unit. This is a siege tower that has been under construction for several weeks and is due to be completed soon. The exact time is not certain, but should it become available, you will see it appear at hex (55,30). This is near a wooded area from which the wood is being harvested to build the tower.

Siege of Nicaea v.2

Date: June 5th, 1097 - Size: Large- Location: The city of Nicaea

Crusade: 1st Crusade

This scenario is a variant of the previous scenario, please read the full description before you continue. On May 21st, Sultan Kilij Arslan attempted to break through the siege with 10,000 mounted archers. He failed. Now it is 3 weeks later and he has managed to regroup and replenish his losses. In fact, after calling on all the towns near to Nicaea, his new force exceeds that of his previous relief effort. The sultan realizes that his army is not sufficient to utterly crush the crusaders, his immediate objective is to relieve the beleaguered city, inflict as many losses on the crusaders as possible and convince the survivors that to continue would be death. Prepare for battle!

Battle of Dorylaeum

Date: July 1st, 1097 - Size: Medium - Location: Road to Dorylaeum

Crusade: 1st Crusade

Following the successful siege and capture of Nicaea, the army of the crusaders, numbering perhaps 60,000, continued their trek through Anatolia with the larger city of Antioch on their target list.

On their way, a divided crusader force neared the abandoned Byzantine fortress of Dorylaeum on July 1st 1097. This vanguard was led by Bohemond of Taranto, with the main army several hours

march behind. Seeing an opportunity to strike, the Turkish Seljuk leader, Kilij Arslan, planned a surprise attack to destroy these invaders.

The Turkish plan was to surround the crusaders, shower them with arrows, and annihilate the entire force. You can now make that determination. Will help arrive in time? The forces consisted of approximately 10,000 crusaders (mostly infantry) against more than 7,000 Turkish Seljuk mounted horse archers.

This scenario simulates the early morning march of armies that will soon clash together, resulting in the most desperate hours of the battle for the crusaders. Before the arrival of the main force's arrival. They were 5 kilometers to the rear of the vanguard.

Battle of Dorylaeum v.1

Date: July 1st, 1097 - Size: Medium - Location: Road to Dorylaeum

Crusade: 1st Crusade

This scenario is a variant of the previous scenario and advances the time to a point where the Crusaders were becoming surrounded on all sides.

In a desperate but valiant move, Bohemond organizes all his heavy cavalry and orders a charge to break up the Muslim attacks. To maintain discipline, some units have been ordered fixed in an effort to avoid unnecessary risks. This scenario is intended to only depict the hours Bohemond and his vanguard were alone. As the Muslim commander, you only have a limited time to destroy these invaders and infidels. Lose no time-- ATTACK!

Battle of the Lake of Antioch

Date: February 9th, 1098 - Size: Medium- Location: Outside the city of Ascalon

Crusade: 1st Crusade

As the siege of Antioch continued into its fourth month, a relief force of nearly 10,000 Turks, led by Radwan of Aleppo, marched out to crush the crusaders and end the siege. To counter this threat, Bohemond of Taranto gathered a force of less than 750 heavily armored knights on horseback with a plan to surprise and rout these forces before it could engage the crusaders and unite with the besieged Turks. Bohemond's force would be greatly outnumbered and only the hope of surprise could bring victory.

NOTE: Due to the congested roads, early morning darkness, and orders to camp before moving on to Antioch, Radwan's right wing will start fixed, as will a part of his left-wing rear-guard Turks.

Siege of Antioch

Date: June 3rd, 1098 - Size: Small - Location: South side of Antioch

Crusade: 1st Crusade

Scenario Briefing: After nine months of besieging the city of Antioch, and with a large Muslim army only days away, the Crusade to "liberate" Jerusalem looked doomed to fail. Stephen of Blois decided to abandon his vow and left the siege only the day before. However, Bohemond had a plan. For months he negotiated with one of the defenders of Antioch. He was an Armenian Christian that had converted to Islam. His name was Firouz. After promises of wealth, he finally agreed to lower a rope to the waiting crusaders. Sixty men, including Bohemond, would ascend the tower and overpower the nearby wall defenders, then open a postern (hidden) gate. With a small gate now open, Godfrey and Robert II of Flanders entered the city with 700 men and proceeded to capture Antioch.

The time is 3:50am. It is dark and most defenders are sleeping and unaware of the coming danger. Your task is to kill all the defenders you encounter and then remove as many men as possible through the exit hex located at (28,0). You have only 12 turns, so move quickly.

Battle of Antioch

Date: June 28th, 1098 - Size: Large - Location: The City of Antioch

Crusade: 1st Crusade

Thus far, on their "crusade" to free Jerusalem, the Crusaders have captured Nicaea, and fought numerous large and small battles with the Muslim Turks of the Seljuk Empire. And while suffering many hardships, including the deaths of many men and horses, the Crusaders have reached a great prize, the walled city of Antioch. It was twice as large as Nicaea and far from a safe route for their desperately needed supplies. Without which they would all soon perish. The city was of great significance to all concerned. It had a population of about 40,000. Its high wall and towers were put in place by the Byzantines in the 10th century A.D. It could not be bypassed and so the Crusaders had no choice but to lay siege.

This scenario depicts the climactic battle that took place after the initial 9-month Crusader siege, and then followed by the 3-week counter siege led by Kerbogha, the atabeg of Mosul. Kerbogha brought with him 35,000 men. To counter this siege, the Crusaders numbered about 20,000 knights and foot soldiers. From the 7th of June to the morning of the 28th, the Crusaders were near to starvation and saw little hope. That was until just a few days earlier, a peasant soldier by the name

of Peter Batholomew announced he had had a vision. This vision proclaimed that the Holy Lance, the lance that had been used to pierce the side of Jesus, was buried in the church of St. Peter. Then, as it was proclaimed, a miracle happened. Peter found the lance as he had predicted. With the Holy Lance found, the morale of the entire army rose to new heights and at the Prince's Council, a plan to attack was conceived. Before daylight on the morning of the 28th, the entire army would march out of the city, cross the Bridge Gate bridge and attack. This would be no half measure, win or die in the attempt.

Battle of Antioch v.1

Date: June 28th, 1098 - Size: Large - Location: The City of Antioch

Crusade: 1st Crusade

This scenario is a variation of the previous scenario. Please read the briefing for that battle if you have not already done so. This battle will commence before daylight and so far, only a few Crusaders have crossed the Orontes River. The remaining men must cross as soon as possible and form battle lines to crush the Seljuks before they can assemble and form their own lines of battle. Be careful of the bottleneck at the bridge. Only a few can cross at a time and many thousands are waiting behind those that have already crossed. Peter, with the Holy Lance in hand, is near the front and will guide the Crusaders to either victory or death. GAME TIP-Since the game starts during a night turn, do not change your column formation into a line formation. If you do this and move, your troops will become disordered. Changing formation is hard enough in daylight and nearly impossible in the dark.

Siege of Ma'arat al-Numan

Date: December 11th, 1098 - Size: Large - Location: The city of Ma'arat al-Numan

Crusade: 1st Crusade

The Crusader's success at Antioch left the Council of Princes divided about who should rule Antioch and lead the army to Jerusalem. But with the onset of winter, their first priority was the obtainment of supplies. Little could be done if the army was deprived of food.

To resolve this problem, foraging parties were sent out and one of these came to the city of Ma'arat al-Numan. However, the city was under the protection Ridwan of Aleppo and refused the Crusader's demand to open their gates.

Three of the Princes came to lay siege, Raymond IV, Robert of Flanders and finally the late arrival of Bohemond. To the crusaders, the city was defiant and chided the Crusaders for their arrogance and notions of victory.

Siege of Ma'arat al-Numan v.1

Date: December 11th, 1098 - Size: Large - Location: The city of Ma'arat al-Numan

Crusade: 1st Crusade

Scenario Briefing: This is a variant of the previous scenario that covers the siege of Ma'arat al-Numan. This battle is a little longer and has a relieving force from Aleppo arriving to assist the loyal garrison within the city.

Siege of Jerusalem

Date: July 15th, 1099 - Size: Medium to Large - Location: The City of Jerusalem

Crusade: 1st Crusade

It's been 4 years since Pope Urban II gave his speech in Clermont. For the Crusaders, it's been a hard road to finally see the holy city of Jerusalem. The city, that each of them, swore an oath to free from the Muslims. The years have been hard on both their bodies and minds. Only about a 1/4th of those that started have arrived to see the holy city. About 15,000 remain from their original 60,000. But their quest to take Jerusalem is far from complete. A deadly and determined foe resides within its walls.

For as much as the Crusaders wish to take Jerusalem, so too its Muslims defenders are determined to maintain control of the third most holy city to those that follow the faith of Islam.

This scenario represents the final day of a 6-week siege. Raymond of Toulouse has positioned himself along the southern walls, and the rest, the Northern side. For the Muslim commander, the choice of where to place his reserve defenders won't be easy. One choice is to wait for a section of the wall to collapse and then defend the interior. Another choice is to take some or all of your reserves and leave the enclosure to counter-attack the Crusaders and stop their advance before the walls are brought down. Choose wisely and act decisively. Your survival depends on it.

For the Crusader, use your archers to weaken the wall defenders and move your siege engine into a position where the walls can either be brought down, or scaled. You have two siege towers, you use them wisely. If destroyed, your quest will likely end in failure.

Siege of Jerusalem v.1

Date: July 15th, 1099 - Size: Medium to Large - Location: The City of Jerusalem

Crusade: 1st Crusade

This scenario is a variation of the previous scenario. It was always the intention of the vizier of the Fatimids to send a relieving force that would save the holy city of Jerusalem from the crusading invaders.

On this last day of the siege, the Crusaders are poised to storm the city walls and finally take it and fulfill their holy vow. Once complete, many will want to go home in glory. But the Fatimids are determined to prevent this and will fight to the death if needed. For both sides, no quarter will be given and none will be asked!

Battle of Ascalon

Date: August 12th, 1099 - Size: Large - Location: Outside the city of Ascalon

Crusade: 1st Crusade

Jerusalem has fallen to the Crusaders and the Fatimids were determined to retake the holy city. In fact, their assembled army was intended to reach Jerusalem before it was taken and attack the besiegers.

With the city fallen, the Fatimids, under the command of Al-Afdal, rested at Ascalon before pushing on to Jerusalem. However, before they could do this, Tancred captured several Muslim scouts moving toward Jaffa and revealed that there was a great host camped outside Ascalon. \\\With this information, Tancred sent word to Godfrey, the new "Protector" of Jerusalem and the Church of the Holy Sepulcher. Godfrey rallied the other Crusader leaders, albeit with great difficulty, and marched to Ascalon to confront this new threat.

Though, the Fatimid warriors outnumbered the Crusader army 2 to 1, the crusaders would have the element of surprise on their side. With darkness still looming over the camp, the Crusaders are within range to charge and surprise their enemy.

Note that for this scenario and to simulate the element of surprise and overall disorganized state, the Fatimid are deployed in a fixed and disrupted state. Additionally, they are facing in various directions. As the Fatimid player, you must organize quickly and prepare your defensive lines before the Crusaders can utterly destroy this great army sent to retake Jerusalem.

Siege of Arsuf

Date: December 12th, 1099 - Size: Small- Location: The walled city of Arsuf

Crusade: Period between 1st and 2nd Crusade

With the conclusion of their vow to return Jerusalem to being a Christian city, many of the Crusaders were anxious to return home. However, some decided to stay in the east as a permanent resident. And to lead them and their new Kingdom of Jerusalem, Godfrey of Bouillon was chosen. Godfrey preferred to not take a formal crown, rather he chose to be called the Advocatus Sancti Sepulchri, or Advocate of the Holy Sepulcher. Among the cities still controlled by Muslim rule, Arsuf had agreed to pay a tribute to Godfrey. When this agreement was broken, Godfrey assembled what

force he could from those that had chosen to stay and marched on Arsuf. They would either pay, or their city would come under siege. Arsuf chose the latter.

This scenario depicts that siege with a consolidated timeline. Historically, the siege of Arsuf lasted from October to mid-December 1099. Now you have the chance to conquer the city in a day. You have just over 1,000 men with siege engines to take Arsuf. Defending this city, is a number that averages the historical sources to just over 2,000. Now approach with caution and prepare for battle. A great prize awaits you if you can take the city. Victory can only be achieved by taking the main objective in the center of the city.

Battle of Melitene

Date: May 7th, 1100 - Size: Medium - Location: The City of Melitene

Crusade: Period between 1st and 2nd Crusade

Following the fall of Jerusalem in 1099 by the Christian Crusaders, there was much unrest in the land, and the Muslims were eager to avenge their defeat. The army of the Seljuks were not ready for peace. Raiders roamed the lands that the crusaders had stolen. One such place was the city of Melitene. At this time, it was garrisoned by Greek Orthodox Armenians. The city was led by a former Byzantine officer named Gabriel. \ To the north, were the Danishmend Turks, part to the Seljuk Empire. They were continuously raiding and harassing the city of Melitene. Finally, Gabriel sent word to his ally, Bohemond I of Antioch. Bohemond, one of the leading Princes of the First Crusade, responded and sent an army of about 300 mounted knights and 5,000-foot soldiers. However, the Turks were ready. Perhaps their provocations against the city of Melitene was intentionally designed to bring forth the response sent by Bohemond.

The scenario will recreate the battle and provide each player the opportunity to gain everlasting glory. Note: In this scenario, the city of Melitene is not the intended target for the Turks. A victory hex has been set up just to the south of the city gate. For the Turks to win, they will almost certainly have to occupy this hex when the last turn is played.

Battle of Mersivan

Date: August 27th, 1101 - Size: Large- Location: Near Mersivan

Crusade: The Crusade of 1101

With the capture of Jerusalem, and the defeats of both the Seljuk's and Fatimid's, many Europeans took the cross to begin another Crusade. This time, the purpose was to solidify the newly established Kingdom of Jerusalem and further weaken the Muslims to an extent that they would no longer be a threat to pilgrims wanting to visit the holy city. Also, it was a chance for those that deserted the 1st Crusade and gain forgiveness for the sin of desertion. Among these was Stephen

of Blois. Who just days before the fall of Antioch, returned to his home and was shunned by all those he came into contact with. Chief among these was his wife. The daughter of William the Conqueror.

The army consisted of several nationalities. These included France, Burgundy, Italy, and the Holy Roman Empire, to name just a few. By the summer of 1101, the Crusading army was traveling through north central Anatolia. This area was the home of the Sultanate of Rum and the Sultanate of the Danishmends. Under normal conditions, these two competing Sultanates would be in conflict against each other, but with the news of yet another Crusader army passing through their domain, it was a chance to avenge their defeats of the First Crusade. Days before the Battle of Mersivan, the Crusaders were attempting to avoid complete destruction by making their way north to Kastamuni. Until this day, their efforts have been severely tested by the continuous harassing from all sides. And when combined with the summer heat, the lack of food and water, all seemed lost. By the time the army had reached Mersivan, the majority chose to forgo the journey north and continue east into Danishmend lands. This was against the advice of Raymond IV of Toulouse, one of the senior leaders of the First Crusade.

1st Battle of Heraclea

Date: August 31th, 1101 - Size: Large- Location: On the road to Heraclea

Crusade: The Crusade of 1101

With the defeat of the Seljuks in the 1st Crusade, those that came later were feeling over confident. It was the belief to the Crusaders that the Seljuks were nothing more than paper tigers. And that they could easily be defeated again and again. However, this time there would be one very important missing element that allowed the 1st Crusade to succeed. That being the unification of arms to defeat a common enemy. In 1101, the newly arrived Crusaders failed to achieve this, and their Seljuk opponents succeeded in unifying long enough to come together and fight a common foe. In this scenario, the Count of Nevers led a contingent of Frankish crusaders to Constantinople. From there they would enter the realm of the Sultan of Rum, Kilij Arslan. With his temporary ally, Malik Ghazi of Danishmend lands, the two would harass the advancing Crusader army, being fresh from their victory at Mersivan, from Konya to Heraclea. It was at Heraclea that the Seljuks would spring their trap and ambush the tired Crusaders.

2nd Battle of Heraclea

Date: September 11th, 1101 - Size: Large- Location: A couple miles east of Heraclea

Crusade: The Crusade of 1101

One of the fatal mistakes, and there were many, made by the Crusaders of 1101, was that they were more divided than their opponents. For example, the Sultans of Rum and Danishmend were

normally at war with each other. However, when it was apparent that more Crusaders would be passing through their lands, they put aside their differences to avenge their defeats of 1097-1098.

These defeats were a stain on both their honor and their reputations. To repair this damage, they were willing to unite in an effort to kill as many Crusaders as possible. As for the Crusaders, so many were enemies at home, it was very difficult to put their rivalries aside for the benefit and success of this Crusade. One example of this, Duke William IX of Aquitaine and Raymond IV of Toulouse were old enemies and could not be expected to unite. Additionally, Duke Welf IV of Bavaria and Conrad, the constable for Emperor Henry IV, were also enemies. With this disunion, the armies fought three major land battles as three distinct groups. And each was destroyed in detail.

With the 2nd Battle of Heraclea, you have an opportunity to either repeat history or maintain its integrity. If you choose to fight as a Crusader, you have two choices. As you are a few miles east of Heraclea and the rotting bodies of the Crusaders massacred a week earlier, your men are tired, hungry and above all thirsty. You can make for the stream to drink from its clean waters, or try for the exit hex at 114, 24.

Note that your units are starting this scenario with a fatigue level over 100. If on the other hand, you decide to lead the Seljuk mounted archers and spearmen, you must stop and kill the Crusaders. Note that as this battle is taking place later, many of the Seljuk stragglers have caught up with their comrades and have added their numbers to those already on the field.

1st Battle of Ramla

Date: September 7th, 1101 - Size: Small - Location: The Town of Ramla

Crusade: Period between 1st and 2nd Crusade

The new King of Jerusalem would have no peace in his newly taken lands around Jerusalem. To the north, the Seljuq Turks were making plans to counter-attack these invading Christians they referred to as the Franks. And to the south, the Fatimids from Egypt were always eager to move from their bastion at Ascalon and attack towards the Kingdom of Jerusalem.

On this day, both armies advanced toward Ramla. They were both determined to destroy each other and gain both power and peace for their respective Kingdoms. The armies that were to face each other were far different. The army of King Baldwin I was experienced and battle tested, but numbered slightly less than 1,200 knights and infantry. This was in sharp contrast to the

numerically superior Fatimid Egyptians and their mostly horseless army, who numbered over 3,000. In previous battles against the Seljuq Turks, the Crusader army had been time and time again ravaged by the seemingly numberless mounted archers. But the Fatimids had not adopted this tactic and would not have the same battlefield respect from King Baldwin. This day will determine if respect can be earned. Note: In this scenario, the city of Ramla is only an obstacle to be bypassed. No siege engines are available to enter the city.

2nd Battle of Ramla

Date: May 17th, 1102 - Size: Small - Location: The town of Ramla

Crusade: Period between 1st and 2nd Crusade

Baldwin I, King of Jerusalem, was eager to repeat his victory of a year ago on this very spot. After hearing of a expeditionary force of Fatimids, he assumed it would only be a small force and could be easily defeated. He, with a force of a little more than 200 knights rode out to meet the Egyptians just west of Ramla. To his shock, and instead of meeting a force of a few hundred, he encountered a much stronger force of over 3,000. With little chance of escape, he passed through the gates of Ramla to await his fate. In this scenario, you can try break down the walls of Ramla and take revenge on Baldwin, or as a Crusader, you can choose to defend Ramla or charge the Fatimids to a glorious conclusion.

Siege of Acre 1103

Date: May 15th, 1103 - Size: Small- Location: The city Acre

Crusade: Period between 1st and 2nd Crusade

Since the capture of Jerusalem in July of 1099, the coastal walled fortresses of Ascalon and Acre have been a thorn in the side of the Kingdom of Jerusalem, and it's King, Baldwin I. In May of 1103, the King finally decided to remove that thorn and set out to lay siege to Acre. He hoped for a quick victory. Historically, the defenders, having withstood the siege for several weeks, were about to surrender. They defended bravely and were able to even damage several siege engines that King Baldwin was using to breach the city. Including his prized siege tower. Just hours before a delegation were to be sent to Baldwin to discuss terms for a surrender, 12 large galleys arrived in the Acre harbor. These ships not only brought supplies, but additional men to fight the battle and relieve the siege. Note that the ships that will appear in the game are only meant to be symbolic and will not have a combat role. This scenario condenses that siege to the climatic final day. In fact, almost every siege, in actual fact, comes down to a single day. Assuming the command of King Baldwin I, you must endeavor to breach the walls and capture the city. Please note that victory is VERY unlikely if you cannot take control of the victory hex at (15,27). One last thing, your sappers are great miners and can certainly help you breach the walls; however, they are very vulnerable to

projectile weapons. Be sure to eliminate the nearby wall defenders before bringing them into range of such weapons.

Siege of Acre 1104

Date: May 25th, 1104 - Size: Small- Location: The city Acre

Crusade: Period between 1st and 2nd Crusade

Following the failure to capture Acre in 1103, King Baldwin I was even more determined to take Acre and make it safer for Pilgrims coming from Europe to travel to Jerusalem. This time, the army of Baldwin will have the assistance of a 70-ship fleet from Genoa. This fleet will ensure that a relief fleet will not make it to Acre as it did in 1103. Note that for this scenario, though the ships are represented, their only purpose is to make their presence known. There is no need to try and move them. For this 1104 attempt, there are fewer turns available, so make each one count. Also, just as in the previous 1103 siege, you should take command as King Baldwin I. You must endeavor to breach the walls and capture the city. Please note that victory is VERY unlikely if you cannot take control of the victory hex at (15, 27).

One last thing, your sappers are great miners and can certainly help you breach the walls, however, they are very vulnerable to projectile weapons. Be sure to eliminate the nearby wall defenders before bringing them into range of such weapons.

Battle of Harran

Date: May 7th, 1104 - Size: Medium - Location: A crossroads near Harran

Crusade: Period between 1st and 2nd Crusade

Following the capture of Jerusalem in 1099, there were many skirmishes and some small-scale battles, but on this day, the Empire of the Seljuks would seek a large-scale battle to avenge their earlier defeats. The Crusaders were looking to expand their territory and set out to besiege and capture the Seljuq city of Harran. First on the scene was Baldwin II of Edessa and Joscelin of Courtenay. Needing assistance, Baldwin called upon both Bohemond I of Antioch and Tancred. They soon marched to Harran to join with Baldwin.

To counter this new threat, Jikirmish of Mosul and Sokman of Mardin, assembled an army to besiege Edessa. Given this threat to Edessa, Baldwin and his allies marched to relieve the siege on Edessa and were soon to encounter the Seljuks near the crossroads south of Harran. The armies were nearly equal in size, but as usual, there was a Seljuk numerical superiority. The combined Crusader army exceeded 11,000. This number included over 3,000 mounted heavy cavalry. The Seljuqs numbered approximately 15,000 in total. With more than half of this total comprised of the usual fast moving mounted archers. The use of these archers was both feared and respected by the

Crusaders. However, at close range, they were no match for the more heavily armored Crusader mounts.

Battle of Artah

Date: April 20th, 1105 - Size: Medium - Location: The wall city of Artah

Crusade: Period between 1st and 2nd Crusade

After the Battle of Harran, the previous year. The crusader outposts belonging to the Principality of Antioch were beginning to waiver with their loyalties. With this crusader defeat, came a shortage of fighting men able to hold off Seljuk incursions. To defend Antioch, most of the strongholds east of the Orontes River were either abandoned or the populace, not wanting to be an enemy of the resurging Seljuks, expelled their crusader garrisons. \ One of these garrisons was Artah. However, upon hearing this news, Tancred, Prince of Galilee and regent of Antioch, assembled a force of over 10,000 men. Most of whom were infantry. The army set out to lay siege to Artah and recover it from the Seljuks. To oppose this siege effort of Tancred's crusader army, The Seljuk lord of Aleppo, Fakhr al-Mulk Ridwan, and his commander General Sabawa, assemble a for of 7,000 infantry and 3,000 mounted archers.

3rd Battle of Ramla

Date: August 27th, 1105 - Size: Small - Location: The town of Ramla

Crusade: Period between 1st and 2nd Crusade

Once again, the town of Ramla will be the scene for yet another battle between King Baldwin I of the Kingdom of Jerusalem, and the Fatimid Egyptians invading from their coastal bastion at Ascalon. As this will be the third battle of Ramla, the ground is already well soaked with the blood of both Muslim and Christian. For this battle, King Baldwin marches southeast from Jaffa with an army of 2,500, a force more than 10 times the size of his army in his last disastrous encounter in this area. In contrast, the Fatimids have come with an army of about the same size as before, numbering about 6,000. Only this time, they have a new weapon - mounted archers borrowed from the Seljuks. This new weapon, however, is not at all new to the Crusaders. This being mounted archers borrowed from the Seljuks. With these 1,200 Turks, the Fatimids are hoping to draw the crusaders into a trap from which they cannot escape.

In this scenario, the Turks will start fixed while they await to see if the crusaders take the bait.

Siege of Tripoli

Date: July 12th, 1109 - Size: Medium- Location: The city Tripoli

Crusade: Period between 1st and 2nd Crusade

The siege of Tripoli was one of the longest during the Crusading period in the Levant, roughly from 1102 to July 1109. This battle on this day represents the climatic conclusion of those many years. When the siege began, the city was controlled by the Seljuks. This changed in 1108 when the citizens and nobles of Tripoli lost their faith in the Seljuk leadership of Fakhr al-Mulk ibn Ammar and handed the city over to the Fatimid Sharaf ad-Dawla ibn Abi al-Tayyib, the wali (friend of God) of al-Afdal Shahanshah, the vizier in Cairo for the Fatimid caliphs. However, the siege did not end with this change in leadership. The months of siege continued and still there was no help coming from Egypt to relieve the siege. And now we come to the 12th of July, 1109. The Crusaders, under the leadership of King Baldwin I, will take just one more day to finish this ongoing concern.

Siege of Tripoli v.1

Date: July 12th, 1109 - Size: Medium- Location: The city Tripoli

Crusade: Period between 1st and 2nd Crusade

In the previous scenario, it was explained that the city of Tripoli was alone and no help was coming from Egypt to relieve the siege. However, this variant assumes that the Genoese fleet was forced to leave the surrounding seas due to other threats further north. With this news, al-Afdal Shahanshah, vizier of Egypt set about organizing a fleet capable of ferrying thousands of Fatimid warriors along with hundreds of horses and much needed supplies. If successful, this force will confront the Crusaders and raise the siege.

Siege of Tripoli v.2

Date: July 12th, 1109 - Size: Medium- Location: The city Tripoli

Crusade: Period between 1st and 2nd Crusade

In this siege of Tripoli scenario, the toll of the siege can be seen in the faces of the participants. For many, fatigue is visible as are some strengths loses in manpower. Also, the walls of Tripoli are starting to crumble. In fact, in three places, the walls have failed. As the commander of the Muslim defenders, you must react as fast as you can to prevent the Crusaders from overpowering you and taking Tripoli. Please keep in mind, that this is a do or die situation. After so many years of siege, the Crusaders will be in no mood to show kindness. In fact, the entire population should be fearing that if the city is taken, no quarter will be shown. Not for the women and children and certainly not for any defenders

Battle of Shaizar

Date: September 13th, 1111 - Size: Medium - Location: Walled city of Shaizar

Crusade: Period between 1st and 2nd Crusade

It was that time again! The Seljuks invaded Crusader lands on a near annual basis, only this time, the Sultan was determined to take back both lands and cities. To do this, a much larger army was assembled from all over the Seljuk Empire. With the Muslim armies assembled, their first target was the County of Edessa. With this as a major threat, the Crusaders from all the principalities gathered their forces and converged on the Crusader castle of Rugia, south of Antioch. From there, they moved south to Afamiya and finally marched to meet the Seljuks at Sharizar. Each army numbered over 12,000 and the oncoming battle has the potential to be decisive. This scenario provides the Crusaders with siege engines capable of penetrating the walls of Sharizar, but also, the Muslims will have a numerical advantage and the potential to crush the Crusaders once and for all.

Battle of al-Sannabra

Date: June 28th, 1113 - Size: Medium - Location: South of the Jordan River, near al-Sannabra

Crusade: Period between 1st and 2nd Crusade

Scenario Briefing: Since 1110, the Sultan of the Seljuk Empire had ordered invasions into the lands held by the Christian Crusaders. The 1113 would be no exception. His forces would be commanded by Mawdud ibn Altuntash of Mosul. This battle would find the Crusaders joined in defense of their lands. The four major principalities of Jerusalem, Antioch, Tripoli and Edessa answered of the call of their king and marched to join him in battle. Not all would arrive on time. On the Muslim side, the Sultan would field a numerically superior army. Many would be the feared mounted archers that are known for moving fast, striking hard with a barrage of arrows, and moving fast away to minimize their losses. The battlefield would have no particular strategic value. Rather, it only served as a convenient site where both armies converged for this engagement. The battle would take south of the Jordan River near to the bridge at al-Sannabra. Be cautious on deciding how to advance your forces.\\ Your enemy awaits, grab your weapon of choice and let the battle begin. Note that there is an exit hex for the crusaders to exit the map and gain victory points at 41,0.

Battle of Sarmin

Date: September 14th, 1115 - Size: Medium - Location: Valley of Sarmin

Crusade: Period between 1st and 2nd Crusade

The time between the 1st and 2nd Crusade was not one of peace. In fact, it was anything but peaceful. In 1115 those that practiced the Islamic faith were at war with those that called themselves Christians. With that, one would think Islam would be united in their wish to destroy these invaders from the land of the Franks. However, many Muslims were more than willing to make peace and even form alliances with the Crusaders, just to gain an advantage against their long time Muslim rivals.

Yet, most wanted war. The sultan of Baghdad was one that wanted war and to unify Muslims for the purpose of expelling the Crusaders and recapturing the holy city of Jerusalem. To this end, an army was sent into the Crusader states with the task of killing Crusaders and recruiting more Muslims wanting to do the same. And it didn't matter if they were willing or not.

In this scenario, two armies will meet in the Valley of Sarmin. The Crusader army was mainly comprised of Antiochenes and Edessans. They were led by Prince Roger of Antioch and Count Baldwin of Edessa. Hastily assembled, this small force numbered less than 4,000. Facing them would be a Muslim army led by Bursuk ibn Bursuk. The emir of Hamadan. This army would far exceed the Crusaders in numbers. More than 2-1 on this field of battle. However, their overall enthusiasm would be inferior. And if caught by surprise, the result could be disastrous. For the Crusaders, act fast and attack. Show no mercy as none will be shown to you. As the leader of the Muslims, recover fast and counter-attack or all will be lost. Note: Due to the surprise attack element, all Muslim forces will start disordered and many are temporarily fixed. Also, some fatigue has been applied.

Battle of Ager Sanguinis

Date: June 28th, 1119 - Size: Medium - Location: Near Sarmada

Crusade: Period between 1st and 2nd Crusade

After their victory at the Battle of Sarmin in 1115, the Crusaders were slowly moving toward Aleppo. Its capture would solidify the position of the Crusader states and in particular, the Principality of Antioch. To reverse this unacceptable Crusader advance, Aleppo's new ruler, Najm al-Din Ilghazi ibn Artuq attacked the Principality of Antioch in 1119. This scenario depicts the impatience of Roger, the regent of the Principality of Antioch, and his desire to attack with the hopes of repeating his 1115 victory. The battle would, and as usual, have the Crusaders vastly outnumbered nearly 3-1. But boldness and over-confidence was never lacking among the Crusaders and their desire for capturing booty. Time will tell if Roger can repeat his victory or suffer the fate of hubris.

Battle of Hab

Date: August 14th, 1119 - Size: Small - Location: Retreat to Hab from Tell Danith

Crusade: Period between 1st and 2nd Crusade

With the death of Roger of Salerno and his Antiochene army at the Battle of Ager Sanguinis, King Baldwin II of Jerusalem assembled his army and marched north to ensure the city of Antioch did not fall to the Muslims led by Il Ghazi's Seljuks. Along the way to Zardana, King Baldwin was informed that Zardana had been captured. He then decided to march to Hab, a Crusader stronghold. With his army on the march, early on the morning of August 14th, 1119, the two opposing forces of Il

Ghazi and King Baldwin clashed. Fortunately for King Baldwin, II Ghazi's army was divided and only a force of a little over 6,000 could be mustered for the battle against roughly 4,000 Crusaders.

Battle of Yibneh

Date: May 29th, 1123 - Size: Medium- Location: Yibneh

Crusade: Period between 1st and 2nd Crusade

With the capture of Jerusalem, nearly 25 years earlier, the Fatimids of Egypt have tried on several occasions to invade Crusader held lands but could not achieve victory. But now in 1123, the Fatimids felt that the time was right to invade once again. King Baldwin II was held in captivity by the Seljuk Turks of Syria and a new Fatimid vizier, al-Ma'mun al-Bata'ih, assembled an army of over 15,000 and marched to retake Jaffa. To counter this invasion, the Kingdom of Jerusalem's regent, Eustace Grenier, mustered over 7,000 mounted knights and men at arms. Though outnumbered better than 2-1, the Crusaders rode with the confidence that their heavy cavalry could ride down the Egyptians and repel them once and for all. The two armies will meet near the coastal walled town of Yibneh. A town west of Jerusalem.

Siege of Tyre

Date: June 29th, 1124 - Size: Small- Location: The city Tyre

Crusade: Period between 1st and 2nd Crusade

A major goal of the Crusaders from the time Jerusalem was first captured to the time period of this siege, was the complete control over the entirety of the Palestinian coast. From the southeastern part of Anatolia to Egypt. Only two strongholds remained in Muslim control. The cities of Ascalon in the south and Tyre in the north. During the time of Alexander the Great, Tyre was an island city that prevented any effort to capture it by land. To overcome this obstacle, Alexander constructed an Isthmus. Nearly 1500 years later, the city was again under siege and it was this isthmus that made it possible. This scenario takes place on the last day of a nearly 2-year siege. During that time, the city had been largely controlled by the Fatimids of Egypt. However, during a naval engagement with the Venetian fleet, a large part of the Fatimid fleet was destroyed and the Fatimid Caliph in Cairo had no choice but to hand over the defense of the city to Zahir al-Din Toghtekin, the emir of Damascus. In an effort to raise the siege, Toghtekin marched his army, but was forced to halt his progress when confronted by Pons, the Count of Tripoli and William de Bury, the King's constable. With this, the fate of Tyre was sealed. Your task as the leader of the besieging army is to capture Tyre before the end of the day. Remember, though the city has been weakened by lack of food and water, taking the city will be no easy task. NOTE: The forces of Pons, the Count of Tripoli and William de Bury are present on the map, but will remain fixed as the threat of a relief effort from Toghtekin

is still present and these forces are in reserve to counter such a threat. Incidentally, the following scenario will see this threat realized.

Siege of Tyre v.1

Date: June 29th, 1124 - Size: Medium- Location: The city Tyre

Crusade: Period between 1st and 2nd Crusade

As mentioned in the description of the previous scenario, this variant will start with the combatants occupying their same dispositions, except now the relieving Muslims, led Toghtekin, have arrived. For the Crusaders, the goal is the same, the capture of Tyre. And as the leader of the Muslims, save Tyre and crush the Crusaders.

Siege of Aleppo

Date: January 25th, 1125 - Size: Medium- Location: Walled city of Aleppo

Crusade: Period between 1st and 2nd Crusade

Following the success of the 1st Crusade, Aleppo was positioned to be a thorn in the side of the new Crusader states for many decades to come. Especially vulnerable and not far, was the city of Antioch. This proximity would prove to be a constant threat. One that in 1125 would prove to be intolerable for King Baldwin II of Jerusalem. It was just at this time that the King had been recently released from his captivity in Aleppo. But though he himself was released, due to an agreement to pay a heavy ransom, Baldwin's daughter and others were still being held captive. To free his daughter Loveta, Baldwin organized an army and marched on Aleppo with the intention of taking the city and freeing the hostages. Included in this army were several Muslim lords with whom Baldwin had formed an alliance. These were a Bedouin leader, Dubais ibn Sadaqa from Banu Mazyad and two Seljuq princes, Sultan Shah and Toghrul Arslan. Also aiding the King was Count Joscelin I of Edessa. As the King of Jerusalem, your task is to take Aleppo. If successful, you will have freed your daughter and the remaining prisoners. If you decide to defend Aleppo as the qadi Ibn al-Khashshab, you must defend the walls and kill all those you dare to enter the city. For this 1st Aleppo scenario, there is not relief force.

Siege of Aleppo v.1

Date: January 26th, 1125 - Size: Medium- Location: Walled city of Aleppo

Crusade: Period between 1st and 2nd Crusade

In this siege of Aleppo variant, the battle begins on the following day, and the requested help from Ibn al-Khashshab, the qadi of Aleppo will now arrive. Fortunately for the Crusaders, their scouts

alerted them of these new combatants to the siege and a battle will soon decide the city's fate. And interestingly, Baldwin's Muslim allies will be fighting alongside Christian Crusaders.

Battle of Azaz

Date: June 11th, 1125 - Size: Medium- Location: City of Azaz

Crusade: Period between 1st and 2nd Crusade

At the beginning of 1124, King Baldwin II was a captive of the Seljuks. Later that year, he was released after agreeing to pay a huge ransom. Not long after, he reneged on paying this ransom due to a pretext he and others conjured up. Baldwin being Baldwin, wasted little time after returning and organized an army to lay siege to Aleppo. As Aleppo was a strongly fortified walled city, Baldwin failed to force its surrender after a 3-month siege and was forced to leave the area as a relieving force led by Aq-Sunqur il-Bursuqi was not far from arriving. With Baldwin's retreat from Aleppo, Aq-Sunqur il-Bursuqi felt emboldened and decided to lay a siege of his own. His choice was the city of Azaz. Upon hearing this news, King Baldwin immediately organized a relieving army and marched to return the favor given to him by Aq-Sunqur il-Bursuqi when he relieved Aleppo. But Aq-Sunqur il-Bursuqi did not leave and with an army that vastly outnumbered Baldwin's army by about 3-1, he was confident of victory. This is your chance to take on Aq-Sunqur il-Bursuqi and save Azaz. The battle starts just before the break of dawn. Do not move you men into line formation. If you do and as it will be night on turn 1, your men will become disordered.

Battle of Azaz v.1

Date: June 11th, 1125 - Size: Medium- Location: City of Azaz

Crusade: Period between 1st and 2nd Crusade

For a full description of the background information, be sure to read the previous Battle of Azaz's briefing. This scenario follows the more descript account by Matthew of Edessa. South of the city, Baldwin formed up his army and prepared to receive the Seljuks who were still maintaining the siege of Azaz but with the bulk of the army preparing to overrun Baldwin with arrows and horses. Now, take up your weapons and prepare for battle.

Battle of Marj al-Saffar

Date: January 26th, 1125 - Size: Medium to large- Location: Marj al-Saffar (south of Damascus)

Crusade: Period between 1st and 2nd Crusade

Note: Expect weather complications. Mother nature can often be unpredictable.

Just seven months earlier, King Baldwin II had won a great victory at Azaz. With this victory, the King felt emboldened to expand his territory and lay siege to Damascus. A victory there would make the

Kingdom of Jerusalem all but invincible for many decades to come. Therefore, the order was given. Assemble the army and march on Damascus. To accomplish this feat, King Baldwin II assembled an army of mounted knights and infantry men-at-arms. The total number came to about 7,000. To resist this invasion, Toghtekin of Damascus gathered over 10,000 mounted archers, spearman and assorted infantry. The two armies would meet 30 kilometers south of Damascus, at a point called Marj al-Saffar.

Battle of Ba'rin

Date: May 10th, 1137 - Size: Medium - Location: Village Ba'rin

Crusade: Period between 1st and 2nd Crusade

Since the fall of Jerusalem in 1099, there has been little to no peace. Every Christian went to sleep fearing a new battle and every Muslim wanted revenge for the loss of the holy city. \During this uneasy time, leaders on both sides fought battles that resulted in little gain for either Christian or Muslim. Both waited for a time to wage a new war that would further their cause. In 1127 a new Seljuq Turk came to power. A man that would prove to be a powerful military and political leader. He was Imad al-Din Zengi.

Zengi came to power in Mosul in 1127 and up to 1137 his time was spent consolidating his power against rival Seljuk warlords. Now it is time for Zengi to turn his attentions to defeating the Crusader Kingdom of Jerusalem. His first effort would be capturing the castle at Ba'rin. \ Having received a message from Raymond II, Count of Tripoli to come and fend off the attacking Seljuks under the command of Zengi, King Fulk of Jerusalem sent both knights and foot soldiers to Ba'rin and took personal command. NOTE: to destroy the inner wall of the castle, you must first breech the outer wall. Then you can use you siege engine catapults to breech the inner wall.

Historically, the battle was a decisive victory for Zengi and his Seljuks. How will your battle be resolved. Will it again be a Seljuk victory, or will King Fulk and the Kingdom of Jerusalem prevail. Choose your side and let the battle begin.

Siege of Edessa 1144

Date: December 29th, 1144 - Size: Medium- Location: City of Edessa

Crusade: Period between 1st and 2nd Crusade

Will this battle become the "Beginning of the End," or will it be better known as the "End of the Beginning." Edessa and what it would become known as, The County of Edessa, was the first of what would later become, the Crusader States. And since it was the first to be formed, it would also be the first to fall. In most of the battles you have fought to this point, it was the Crusaders that were

the besiegers. However, we have now entered a new phase to this conflict. Now it will be the Crusaders who are besieged.

From the very beginning, Edessa was always going to be the most vulnerable of the Crusader strongholds. After all, it was the furthest from any reliable allies and closest to its most bitter enemy, the Seljuk Empire. At the time of the siege, Joscelin II, Count of Edessa, left the city with the greater part of his army to come to the aid of his ally, Kara Arslan, the Artuqid ruler of Diyarbakir. In performing this honorable act of an ally, his enemy, Imad al-Din Zengi, the atabeg of Mosul, Aleppo and Hama, took notice of Joscelin's absence and marched north to lay siege to the city of Edessa. Defending the city was a few thousand remaining garrison troops and three clerics as their leaders. None of whom had any great military experience. Edessa's hope was that its strong walls and towers could hold out long enough for Joscelin to return and with him, more allies to drive off Zengi and his besieging army. Note: if you are waiting for Joscelin to return, you'll need to wait for the next scenario.

Siege of Edessa v.1, 1144

Date: December 30th, 1144 - Size: Medium- Location: City of Edessa

Crusade: Period between 1st and 2nd Crusade

In this scenario, Count Joscelin II of Edessa has returned to drive off Zengi and relieve his capital city. Assisting him in this effort is the army of the Kingdom of Jerusalem. Following the death of her husband, King Baldwin II, Queen Melisende responded to Count Joscelin's request and sent troops to help the siege of Edessa. She knew that if successful, Zengi would continue taking Christian controlled lands with the hopes of retaking Jerusalem itself.

Siege of Edessa 1146

Date: November 2nd, 1146 - Size: Medium- Location: City of Edessa

Crusade: Period between 1st and 2nd Crusade

Nearly two years have passed since the capture of Edessa by Imad al-Din Zengi in 1144. However, Zengi is now dead, and the time seemed right for Count Joscelyn II (formerly of Edessa) to attempt the recovery of his capital city. Joining and encouraging him were members of the Armenian Christian community and Baldwin of Marash. By late October, Joscelyn was before the city walls and soon after in the city itself by way of sympathetic Edessan citizens lowering ropes from the walls. Once inside, Joscelyn was able to open a nearby gate and his army poured in. These men managed to surprise the greater part of the Muslim garrison. Many Muslims were killed as a result of this internal treachery. The survivors and Muslim citizens either tried to leave the city or made their way to the citadel. Once inside, they for the moment, felt themselves safe from the wrath of

Joscelyn. The Count, having no siege equipment, was unable to breach his way into the citadel and could only try to wait them out.

Upon hearing that Edessa was recaptured by Joscelyn, Zengi's successor, Nur al-Din, assembled an army of about 10,000 and soon after reached Edessa. His army was well equipped with siege engines ready to turn the walls of Edessa into piles of rubble.

Note: Nur al-Din siege equipment included several trebuchets. This is the first confirmed use of this next generation siege engine.

Battle of Ephesus

Date: December 24th, 1147 - Size: Small - Location: Ancient city of Ephesus

Crusade: 2nd Crusade

Having reached the Ancient and now imperial city of Ephesus, the army of King Louis VII camped nearby to rest. Against the advice of the Byzantine Emperor, Manuel I Komnenos, King Louis sent his vanguard to ensure that the way was clear for the rest of the army to proceed. Just beyond the city, in the Decervium Valley, the Seljuks were waiting to ambush the unsuspecting crusaders.

Battle of the Meander

Date: December 28th, 1147 - Size: Small - Location: Meander River Valley

Crusade: 2nd Crusade

Following his encounter with the Seljuks from the Sultanate of Rum near Ephesus, King Louis VII's victorious army continued their journey with a greater degree of confidence. This confidence would be tested again in the Meander River Valley. Here again, King Louis will have to do battle with the Seljuks and their deadly mounted archers. The battle you are about to fight will depict King Louis' vanguard with Louis himself in command, against 4 banners of Seljuk's led by Rukn al-Din Masud I, sultan of Rum. The crusaders must ford the Meander River and capture the high ground. In doing this, Masud's army will be forced to withdraw and the rest of the French army will be able to safely continue to Jerusalem. This will not be an easy task as Seljuks occupy positions on both sides of the river and outnumber the crusaders.

Battle of Mount Cadmus

Date: January 6th, 1148 - Size: Small - Location: Mountain pass (Mount Cadmus) on the way to Attaleia.

Crusade: 2nd Crusade

With their recent victory at the Battle of Ephesus, in late December, King Louis VII and his Crusaders continued their march to Jerusalem via Attaleia. To get there, the Crusaders would need to pass through the mountains that separate Phrygia from Pisidia. This was a treacherous route fraught with danger from both the Seljuk's and the mountains themselves. And winter has come! The battle you are about to fight will be along a relatively narrow pass along the side of a mountain, Mount Cadmus. If playing as a Crusader, be sure to look at both the elevation changes and for the enemy you know is not far away. As a Seljuk, you are not on horseback, rather you are fighting as an infantryman. Draw your sword or spear and send these vanguard Crusaders from France, to their death. They need only be pushed over the precipice.

Siege of Damascus (Day One)

Date: July 24th, 1148 - Size: Large - Location: Damascus

Crusade: 2nd Crusade

After many months of hard fighting in Anatolia, both King Louis VII of France and Emperor Conrad III of the Holy Roman Empire, were both in Jerusalem as a fulfilment to their crusader vow. King Baldwin III was their host. Though the military purpose of the Crusade was to retake Edessa, King Baldwin at the Council of Acre, convinced them that taking Damascus would be of greater importance. Both from a religious perspective and also a military consideration. With the decision made, the armies of France, Germany and Jerusalem marched toward Damascus. In the Vanguard was Baldwin, then Louis and finally Conrad.

With three Crusader armies comprising over 25,000 combatants, the Emir of Damascus, Mu'in ad-Din Unur, knew that he would need help if he were to prevail. He sent word to Saif ad-Din Ghazi I, the Emir of Mosul, and also to Nur ad-Din Zengi, the Emir of Aleppo. Both answered his plea for help and began their march in late June 1148. When taken as a whole, the Muslim forces would amount to nearly 30,000.

Note about the strengths of the armies. The numbers seen here are an average of what was likely to have been available at the time of the siege. Some sources have the Crusaders as high as 50,000 and as low as 15,000. This variance is typical of all the battles of this era. The same is true for the Muslim armies. The battle you are about to fight is the first day of a 4-day siege, 24 July 1148. Here we see the Crusaders approaching Damascus from the west. Emir Unur will be fighting alone on this first day, but help would soon arrive.

As the leader of the Crusading army, your first task will be to secure the orchards around Mezzeh. This will be no easy task as the Muslims are waiting and eager to kill Christians. Next, move up your siege engines and take Mezzeh. Once engaged, Conrad III will see an opportunity to leap frog over the army of King Louis and come in behind Baldwin and attack. King Louis will not make it to the

battlefield in time, but rest assured, he and his French Crusaders will be fresh for the next day's battle. As leader of the Muslims, you must defend the orchard and hold back the Crusaders long enough for the Emirs of Aleppo and Mosul to arrive.

Siege of Damascus (Day Two)

Date: July 25th, 1148 - Size: Large - Location: Damascus

Crusade: 2nd Crusade

Following the first of the siege, the Crusaders have secured the orchards and Mezzeh. Additionally, Conrad III has taken position across the Barada River. They are fixed to the north of Damascus. Their mission is to guard against those wishing to aid the defenders. Unless provoked, they will not be a participant in this day's battle.

For the Emir of the city, it has been a busy night. With little rest from the previous day's battle, he has assembled almost the entirety of his force and is preparing to attack the Crusaders before the Sun has risen for what will be a hot day. Remember, because it is early, for the first few turns, your maximum visibility will only be 4 hexes. As the leader of the Crusading army, your task will be to defend against this morning attack and push Unur back into the city so that on the following day, you can breach the walls and secure Damascus.

As leader of the Muslims, you must attack with as much force as possible and retake the orchard. Note that the walls and towers around Mezzeh were damaged and partially destroyed the previous day. Also, within the damaged walls, you will see several Crusader units that suffered more than the average and are recovering in this make shift hospital. There they are being tended to by one unit of Hospitallers. Lastly, for this battle, the Crusader siege engines have been hidden away for safe keeping. They will be used another day.

Siege of Damascus (Full Siege)

Date: July 24th to 28th, 1148 - Size: Large - Location: Damascus

Crusade: 2nd Crusade

This scenario is the full siege of Damascus. It will start with identical troop dispositions as those you see with the 24 July scenario. Historically, the additional forces sent to aid the Emir of Damascus did not arrive until after the Crusaders had decided to withdraw on 28 July. That is aside from some more local aid coming from the Beqaa Valley and other nearby areas.

As the leader of the Crusading army, you must first clear out the orchards near Mezzeh, protect your siege engines and push the Damascene defenders back to Damascus. As leader of the Muslims, you have a few choices. You can attack on 24 July or wait for the Emirs of Aleppo and Mosul before your attack. Their arrival times are not set in stone. The choice is yours.

Have fun storming the castle!