

The Garrison of 'Ayn Tur'ān

Crusader Player Handout — Player 1: The Hospitallers

Historical Background

June 13th, 1187. The truce between Saladin & the Kingdom of Jerusalem has collapsed. Raynald of Châtillon's seizure of an Ayyubid caravan has given a *casus belli* while the defeat of the Templars and Hospitallers at the Spring of Cresson has shaken the Franks of Galilee. Across the Jordan, Saladin's emirs gather. Everyone knows the campaign is coming, but no man can say where the hammerstroke will fall.

In the hills between Saforie & Tiberias, water is scarce. Saladin has sent advance parties to secure key wells. One such force has seized, and now defends, 'Ayn Tur'ān, which provides sufficient water to supply parties on the inland road. The Franks have learned of this incursion and sortied a party to capture the spring. Their forces include Templars and Hospitallers who are eager for redemption.

The Franks have overwhelming numbers, but the Ayyubids have scrambled cavalry to respond. They have a long journey to make, under a hot sun. Dust on the horizon heralds their approach, but it is not yet close enough to promise salvation...



Your Situation

You are **Guillaume Borrel**, Grand Commander of the Knights Hospitaller (*interim*). Your superior, Roger de Moulins, died one month prior at Cresson. You lead a combined force of mounted Hospitallers and Templars, along with heavily armored (but slow) foot soldiers and crossbowmen. Your knights are impetuous and you wish to seize the well before reinforcements arrive. **Hugh of Acre**, your ally, leads Frankish infantry in support.

Decisive Victory: Control the well with > 60% of starting points **and** Guillaume survives. You have captured the supply and maintain the strength and leadership necessary for the campaign's next phase.

Minor Victory: Control the well with < 60% of starting points, **or** control the well but Guillaume dies. While your tactical objectives are secure, the day is at best a strategic draw.

Minor Defeat: Fail to secure the well, but retreat in good order with > 60% of your forces remaining and Guillaume survives. You have lost but live to fight another day.

Crushing Defeat: Fail to secure the well, lose > 40% of your forces, **or** Guillaume dies. Your forces are shattered and the campaign is in jeopardy.

Your Forces

Name	Type	Armor	Qty	pts/fig	Weapon	Move	Total
Knights of the Hospital	Heavy Horse	Full	5	5.0	—	4.5"	25
Knights Templar	Heavy Horse	Full	5	5.0	—	4.5"	25
Men-at-Arms	Armored Foot	Full	16	2.5	—	3"	40
Armoured Crossbowmen	Armored Foot	Full	4	4.0	Crossbow	3"	16
Total							106

Rules Intro

Tactical Notes

The Frankish army has two powerful ways to attack—your knights, and Hugh's crossbowmen. Your knights are mobile, dominant in melee, and can force morale checks with a charge. These will be powerful anywhere and potentially decisive. Note that your knights, as members of a military order, have better morale than the Ayyubids.

In contrast, your armored foot will be difficult to employ effectively. While they decisively outclass medium foot, they match up poorly with even medium horse (4:1 odds) and their slow movement makes them difficult to use on this battlefield. Note that the crossbows are optional to use; the crossbow unit fights in melee just as effectively as your soldiers. The crossbows must fire directly, and it makes sense to deploy them in front of your infantry.

Armoured Crossbowmen

With 4 men firing:

- **Fully Armored:** die 1–4 kills 0, die 5–6 kills 1.
- **Half Armor or Shield:** die 1–3 kills 0, die 4–6 kills 1.
- **Unarmored:** die 1–2 kills 1, die 3–6 kills 2.

Armored Foot (Men-at-Arms)

Roll the dice shown per man; kill on the score shown or higher:

- vs. Light Foot: **1 die**, kill on 4+
- vs. Heavy Foot: **1 die**, kill on 5+
- vs. Armored Foot: **1 die**, kill on 6
- vs. Medium Horse: **1 die per 2 men**, kill on 6
- vs. Heavy Horse: **1 die per 3 men**, kill on 6

Heavy Horse (Hospitallers & Templars)

Roll the dice shown per man; kill on the score shown or higher:

- vs. Light Foot: **4 dice**, kill on 5+
- vs. Heavy Foot: **3 dice**, kill on 5+
- vs. Armored Foot: **2 dice**, kill on 5+
- vs. Medium Horse: **1 die**, kill on 5+
- vs. Heavy Horse: **1 die**, kill on 6

Knight morale — The Hospitallers and Templars gain a straight +1 to all morale checks.

Cavalry charge morale — when your Heavy Horse charges, the target unit must roll 2d6 or retreat before melee begins. Required score to stand firm:

- Light Foot: **10+** — fails 83% of the time
- Heavy Foot: **9+** — fails 72% of the time
- Armored Foot: **8+** — fails 58% of the time
- Medium Horse: **6+** — fails 28% of the time
- Heavy Horse: **5+** — fails 17% of the time

Morale Thresholds

Unit	Str	Check	Need
AF (men-at-arms)	16	33%	6+
AF (crossbowmen)	4	33%	6+
HH (Hospitallers)	5	50%	6+
HH (Templars)	5	50%	6+

Units within 3" of a major commander add +2 to morale dice; within 3" of a minor commander, +1.

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Crusader Player Handout — Player 2: The Following Foot

Historical Background

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Your Situation

You are **Hugh of Acre**, commander of a detachment of Frankish infantry and archers. You support **Guillaume Borrel**, Grand Commander of the Knights Hospitaller (*interim*), who has the overall command. The infantry under your control are more mobile than Guillaume's and their speed may prove decisive.

Decisive Victory: Control the well with > 60% of starting points **and** Guillaume survives. You have captured the supply and maintain the strength and leadership necessary for the campaign's next phase.

Minor Victory: Control the well with < 60% of starting points, **or** control the well but Guillaume dies. While your tactical objectives are secure, the day is at best a strategic draw.

Minor Defeat: Fail to secure the well, but retreat in good order with > 60% of your forces remaining and Guillaume survives. You have lost but live to fight another day.

Crushing Defeat: Fail to secure the well, lose > 40% of your forces, **or** Guillaume dies. Your forces are shattered and the campaign is in jeopardy.

Your Forces

Name	Type	Armor	Qty	pts/fig	Weapon	Move	Total
Pilgrim Spearman	Heavy Foot	Half	23	2.0	—	4.5"	46
Frankish Crossbows	Light Foot	None	14	2.5	Crossbow	4.5"	35
Total							81

Rules Intro

Tactical Notes

The Frankish army has two powerful ways to attack—your crossbows, and Guillaume’s knights. Your crossbows outrange the Ayyubid archers—even more so if the Ayyubids fire indirectly—and their large number allows them to deal devastating damage to enemy units. They must fire directly, so you have to leave the space in front of them clear, or come up with clever ways to permit fire.

In the meantime, your heavy foot are mediocre at combat—they will have limited efficacy against armored foot, and stand little chance against Medium or Heavy horse. But, their speed means they can engage long before Guillaume’s foot, they can soak up arrow fire and threaten the Ayyubid archers.

Frankish Crossbows (Light Foot)

Range: 9". These outrange the Ayyubid archers (7.5"). However, your crossbows are only capable of direct fire, so must have a clear shot (i.e., cannot be behind your infantry).

With 14 men firing:

- **Fully Armored:** die 1–4 kills 2, die 5–6 kills 3.
- **Half Armor or Shield:** Two dice. Each: die 1–4 kills 2, die 5–6 kills 3.
- **Unarmored:** Two dice. Each: die 1–2 kills 3, die 3–6 kills 4.

Heavy Foot

vs.	Dice/man	Kill on
Light Foot	1	5+
Heavy Foot	1	6
Armored Foot	1 / 2 men	6
Medium Horse	1 / 4 men	6
Heavy Horse	1 / 4 men	6

Morale Thresholds

Unit	Str	Check	Need
HF (pilgrims)	23	33%	7+
LF	14	25%	8+

Units within 3" of a major commander add +2 to morale dice; within 3" of a minor commander, +1.

The Garrison of 'Ayn Tur'ān

Ayyubid Player Handout — Player 1: The Garrison

Historical Background

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Your Situation

You are **Yūsuf ibn Farrūkh**, a garrison commander of no great lineage. The position is desperate—you have only a nominal force against an overwhelming Frankish force, and it is all you can do to hold them off until your ally, Taqī al-Dīn 'Umar, arrives.

Decisive Victory: Control the well while slaughtering the majority of the Crusaders and their leadership. Your victory here builds on the success at Cresson and will have a decisive impact on the campaign.

Minor Victory: Control the well, but permit the Hospitaller commander to escape with the majority of his forces. While you're successful, an opportunity slipped through your fingers.

Minor Defeat: Fail to secure the well but slay the Hospitaller commander or a significant portion of their forces. You can't win them all.

Crushing Defeat: Fail to secure the well and leave the Hospitaller leadership intact. You will be lucky to maintain your position after this disgrace.

Your Forces

Name	Type	Armor	Qty	pts/fig	Weapon	Move	Total
Garrison Archers	Light Foot	None	12	4.0	Bow	4.5"	48
Veteran Foot	Armored Foot	Full	9	2.5	—	3"	22.5
Garrison Foot	Heavy Foot	Half	10	2.0	—	4.5"	20
Total							90.5

Rules Intro

Tactical Notes

You begin in an unenviable position, weak and exposed. The Frank's main offensive capacity comes from their knights and crossbowmen, and you should make a plan to deal with these. The knights are powerful in melee and can force morale checks with a charge. The crossbows outrange your archers—even more so if you choose to fire indirectly—and can deal enough damage to force your units to check morale in a single turn.

Your defensive position offers limited options for addressing these. The hill and well block cavalry charges (although the knights can advance normally), mitigating that threat somewhat. And your armored foot have some ability to soak arrow damage, potentially allowing your archers to close. (Your heavy foot will take 4-6 casualties per turn from the crossbows, and therefore have little staying power).

The most important question may be—what will the field of battle look like once Taqī al-Dīn 'Umar arrives? What matchups can break in your favor, and how might your deploy to make these happen?

Garrison Archers (Light Foot)

May move (short distances) and shoot in the same turn, or fire twice if stationary. Bow range: 7.5".

With 12 men firing:

- **Armored Foot / Heavy Horse** (Fully Armored): **die** 1–4 kills 1, **die** 5–6 kills 2.
- **Heavy Foot / Medium Horse** (Half Armor): Kills 4 regardless of roll.

Veteran Foot (Armored Foot)

vs.	Dice/man	Kill on
Light Foot	1	4+
Heavy Foot	1	5+
Armored Foot	1	6
Heavy Horse	1 / 2 men	6

Garrison Foot (Heavy Foot)

vs.	Dice/man	Kill on
Light Foot	1	5+
Heavy Foot	1	6
Armored Foot	1 / 2 men	6
Heavy Horse	1 / 4 men	6

Morale Thresholds

Unit	Str	Check	Need
LF	12	25%	8+
AF	8	33%	6+
HF	10	33%	7+

Units within 3" of a major commander add +2 to morale dice; within 3" of a minor commander, +1.

The Garrison of 'Ayn Tur'ān

Ayyubid Player Handout — Player 2: The Relief Column

Historical Background

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Your Situation

You are **Taqī al-Dīn 'Umar**, nephew of Saladin & his trusted commander. You received word of the Frankish march, which presents a rare opportunity. Defending the well, of course, is crucial; but you also have the chance to crush the already-reeling Templars and Hospitallers, the most dangerous of the Crusader forces. Success here will cement your reputation and win you great honor.

Decisive Victory: Control the well while slaughtering the majority of the Crusaders and their leadership. Your victory here builds on the success at Cresson and will have a decisive impact on the campaign.

Minor Victory: Control the well, but permit the Hospitaller commander to escape with the majority of his forces. While you're successful, an opportunity slipped through your fingers.

Minor Defeat: Fail to secure the well but slay the Hospitaller commander or a significant portion of their forces. You can't win them all.

Crushing Defeat: Fail to secure the well and leave the Hospitaller leadership intact. You will be lucky to maintain your position after this disgrace.

Your Forces

Name	Type	Armor	Qty	pts/fig	Weapon	Move	Total
Household Lancers	Medium Horse	Half	16	4.0	—	6"	64
Noble Retinue	Heavy Horse	Full	5	5.0	—	4.5"	15
Tribal Cavalry (Desert Riders)	Medium Horse	Half	4	4.0	—	6"	16
Total							95

Rules Intro

Tactical Notes

At a glance, your task is straightforward—you must close as rapidly as possible to prevent Yusuf from being overrun. The most important question may be—what will the battlefield look like once you arrive?

The Franks have two powerful attacking threats—their knights and their crossbowmen. Both their armored foot and heavy foot match up poorly against your cavalry, although their numbers may be a threat. Their crossbows outrange Yusuf's archers and can devastate his infantry. Note that, if they hold a position, they have access to split-move fire, which means your cavalry will take damage during a charge. Therefore, dislodging them will require clever tactics (forcing movement) or massed cavalry.

Likewise, they have more heavy cavalry than you, and their knights, as members of a military order, have better morale. Forcing a rout with a charge is possible but difficult. Outmaneuvering them to gain flanking bonuses or forcing them to fight while fatigued are good options to consider.

Medium Horse (Lancers & Desert Riders)

vs.	Dice/man	Kill on
Light Foot	3 dice	5+
Heavy Foot	2 dice	5+
Armored Foot	2 dice	6
Heavy Horse	1 / 2 men	6

Heavy Horse (Noble Retinue)

vs.	Dice/man	Kill on
Light Foot	4 dice	5+
Heavy Foot	3 dice	5+
Armored Foot	2 dice	5+
Heavy Horse	1 die	5+

Medium Horse charge morale — when your Medium Horse charges, the Crusader unit must check before melee begins:

Target	Must roll	Fails ~
Light Foot	9+ on 2d6	72%
Heavy Foot	8+ on 2d6	58%
Armored Foot	7+ on 2d6	42%
Heavy Horse	4+ on 2d6	8%

Heavy Horse charge morale — when your Heavy Horse (Noble Retinue) charges:

Target	Must roll	Fails ~
Light Foot	10+ on 2d6	83%
Heavy Foot	9+ on 2d6	72%
Armored Foot	8+ on 2d6	58%
Heavy Horse	5+ on 2d6	17%

Morale Thresholds

Unit	Str	Check	Need
MH (lancers)	16	33%	7+
HH (retinue)	3	50%	6+
MH (tribal)	4	33%	7+

Units within 3" of a major commander add +2 to morale dice; within 3" of a minor commander, +1.