

3th JULY

On July 3, 1187, the crusader army, split into three groups, set off towards Tiberias. The front guard was commanded by Raymond of Tripoli, the forces coming in the middle of the army were led by King Guy de Lusignan, while the the rear guard marched under Balian of Ibelin.

Saladin's troops stormed the positions of the Crusaders by hitting their wings. Light cavalry, under the command of Taki ad Din, was the first to attack. High temperatures and lack of water supply slowed down the Crusaders march, so they decided to move their troops

towards Hattin, where they hoped to get water supplies. Saladin could not let this happen, so he continued his attacks on the wings of Christians. At the same time, Taki ad-Din's horsemen blocked the only road that led to Hattin.

At the end of the day, Crusader camped 4 km before Hattin. They intended to fight the battle with Saladin at dawn. Because of being afraid of sudden attack, Raymond's army spend entire night without much sleep, readying for combat.

INITIAL SET UP:

| CRUSADERS: | | | | MUSLIMS: | |
|-----------------------------|----------|---------------------------|----------|---------------------|----------|
| Raymond of Tripoli ★ | 3014 | Bailan of Ibelin | 1820 | Saladin ★ | 2626 (1) |
| 1-4 Infantry [1] | 3014 (2) | 1-4 Cavalry [2] | 1820 (2) | 1-10 Cavalry [1] | 2925 (1) |
| 5-9 Infantry [1] | 3014 (2) | 1-7 Cavalry [1] | 1820 (2) | 1-10 Mounted Archer | 3127 (1) |
| 1-4 Cavalry [2] | 3014 (1) | 1-10 Infantry [1] | 1820 (4) | 1-11 Infantry [1] | 3225 (1) |
| 1-7 Cavalry [1] | 3014 (1) | 1, 2 Crossbowman | 1820 (4) | 12-22 Infantry [0] | 3423 (1) |
| 1, 2 Crossbowman | 3014 (2) | 1, 2 Archer | 1820 (4) | banner | 2826 (1) |
| 1, 2 Archer | 3014 (2) | | | | 3327 (1) |
| Guy of Lusignan | 2517 | Jerusalem Kingdom: | | Quoukburi | 1315 (1) |
| 1-4 Cavalry [2] | 2517 (1) | 1-3 Crossbowman | 3014 (2) | 1-4 Infantry [1] | 1614 (1) |
| 1-6 Cavalry [1] | 2517 (1) | 1-3 Archer | 1820 (4) | 5-14 Infantry [0] | 2410 (1) |
| 1-8 Infantry [1] | 2517 (3) | 1-5 Infantry [0] | 2517 (3) | 1-8 Mounted Archer | 1912 (1) |
| 1, 2 Crossbowman | 2517 (3) | banner | | 1-8 Cavalry [1] | 2111 (1) |
| 1, 2 Archer | 2517 (3) | | | | 2609 (1) |
| | | | | Taki al-Din | 3108 (1) |
| | | | | 1-8 Cavalry [1] | 3511 (1) |
| | | | | 1-8 Mounted Archer | 3615 (1) |
| | | | | 1-4 Infantry [1] | 3914 (1) |
| | | | | 5-14 Infantry [0] | 4010 (1) |
| | | | | | 3704 (1) |

FOOTNOTES:

- Morale – 0.
- Initiative: Crusaders.
- Players may set up their forces freely in the proper range from the given hexes.
- Scenario starts at turn 1 and ends at turn 12.
- 1-4 Cavalry [2]** – Cavalry units with number from 1 to 4 with armor factor 2.
- 2517 (3)** – units may be set up in the three hexes range from 2517 hex.
- Fatigue level is 8 for Christians and 9 for Muslims.

VICTORY CONDITIONS:

- CRUSADERS:**
- For each unit that exits through the eastern edge of the map +3 VP
 - For each unit that exits through the northern edge of the map +2 VP
 - For each unit that exits through the western edge of the map +1 VP
- (victory points are counted only for crusaders)

scale of victory / defeat:

| | |
|--------------|---------------------|
| 91+ | – Total victory |
| 81-90 | – Great victory |
| 71-80 | – Big victory |
| 61-70 | – Average victory |
| 51-60 | – Small victory |
| 41-50 | – Small defeat |
| 31-40 | – A big failure |
| 21-30 | – Total Defeat |
| 11-20 | – Complete disaster |
| 0-10 | – Massacre |

4th JULY

When the morning sun rose over Hattin, Crusaders realized that they were in completely surrounded. The troops moving east were attacked by Saladin's cavalry and archers. The rear guard also had to endure repeating attacks of Qukburi's cavalry.

Jerusalem's troops were attacked from practically every direction. This resulted in increasing losses and panic among some units. Individual soldiers and some troops began to flee from the battlefield. Balian from Ibelin managed to get out of the trap, charging at the encircling enemy. Meanwhile, the forces of Raymond of Tripoli made

an assault towards Hattin. The Muslims did not fight the heavy cavalry and let it pass, closing the ring around assaulting crusaders.

Almost all the infantry remained in the trap and some managed to made its way, with heavy fights, to the hills near Hattin. Further attack was practically impossible. The lap ring tightened with every hour and the losses were enormous. Soon most of the Christians were killed or captured. At the end of the day the fighting expired and Saladin became the winner.

INITIAL SET UP:

CRUSADERS:

Same set up as in the last turn of first scenario. Units may change their direction.



MUSLIMS:

Same set up as in the last turn of the first scenario. Units may change their direction. If any of the Muslim units ended next to the Crusader's unit or in the one hex distance, it has to be moved back, to keep two hexes range from both sides.

FOOTNOTES:

- Morale – same as at the end of scenario „3th July”.
- Initiative: Crusaders.
- Players may set up their forces freely in the proper range from the given hexes.
- Scenario starts at turn **1** and ends at turn **12**.
- Fatigue level is **8** for Christians and **9** for Muslims.

VICTORY CONDITIONS:

CRUSADERS:

- For each unit that exits through the eastern edge of the map
 - For each unit that exits through the northern edge of the map
 - For each unit that exits through the western edge of the map
- (victory points are counted only for crusaders)

scale of victory / defeat:

| | |
|--------------|---------------------|
| 91+ | - Total victory |
| 81-90 | - Great victory |
| 71-80 | - Big victory |
| 61-70 | - Average victory |
| 51-60 | - Small victory |
| 41-50 | - Small defeat |
| 31-40 | - A big failure |
| 21-30 | - Total Defeat |
| 11-20 | - Complete disaster |
| 0-10 | - Massacre |

+3 VP

+2 VP

+1 VP

Fires

During their own movement phase (July 4 scenario only), a Muslim player may start fires. In this case, he places the "fire" counter on any hex next to his unit. This hex must not be located in the zone of control of the Crusader's unit.

The fire remains on the hex until the end of the game.

Passing through the hex with fire is forbidden and the unit that must enter it (e.g. as a result of escape) is destroyed.

Number of 'fire' tokens: **11**.