



ARSUF 1191

Saladin's army had been observing the crusaders column for several days. The Muslims were just waiting for the best moment to attack. Such moment came as the crusaders approached Arsuf. They were tired and thus exposed to horse archers' ranged attacks.
















Saladin gave the order to attack. His horse archers were the first to move, followed by the infantry. But the crusaders put up fierce resistance, taking cover behind their

shields. However, they suffered losses that could soon turn out to be devastating.

The Christian cavalry, afraid of being decimated by the enemy fire, launched several counter-attacks, one of which proved successful enough to force the Muslims to retreat. It was the decisive moment of the battle, and soon after Saladin's entire army began to flee.

INITIAL SET UP:

SARACENS:

 3311	 3311	 x 9 2 8	 x 10 2 8	 x 4 1 3	 x 4 2 3	 x 4 2 4
2811 (1), 2815 (1), 3415 (2)						
 2413	 x 9 2 8	 x 9 2 9	 x 3 1 3	 x 6 2 3	 x 3 2 4	
2413 (2), 2017 (1), 1719 (2)						
	 x 3 2 8	 x 3 1 8	 x 4 2 3			
3311						
	 x 10 2 8	 x 10 2 9	 x 6 2 4			
4212 (2), 3812 (1), 4114 (2), 4513 (1)						

CRUSADERS:

 4622 (1)	 x 5 2 7	 2720 (1)	 x 3 2 8	 4221 (2)	 x 3 2 8	 P x 7 2 3	 P x 8 2 3	 P x 11 1 3
 2521 (1)	 x 5 2 7	 3621 (1)	 x 4 2 8	 3921 (1)	 x 2 2 8	 T x 18 2	 P x 8 2 3	 P x 9 1 3
 3221 (2)	 x 4 1 8	 3221					 P x 3 2 4	 P x 3 2 4
on the road								

VICTORY POINTS:

SARACENS:

- Instant victory if muslim morale reaches level V.
- For each enemy cavalry unit eliminated
- For each enemy infantry unit eliminated
- For each wagon train eliminated

CRUSADERS:

- Instant victory if crusader's morale reaches level V.
- For each enemy cavalry unit eliminated
- For each enemy infantry unit eliminated

2 VP
1 VP
3 VP

2 VP
1 VP

Footnotes:

- Initiative: Muslims,
- Fatigue:
 - Muslims – 3,
 - Crusaders: Robert IV – 3, Henry II, Richard I – 4, Guy, James – 5, Hugh III, Garnier – 6.
- Crusader's infantry doesn't have to roll for pursuit when enemy retreats in his own combat phase.
- Wagons trains move:
 - Three hexes if on the road only
 - Two hexes if on the clear terrain
 - One hex if on the beach



RACE TO ARSUF

After dawn, the crusader army passed the sandy dunes, and the head of their column reached a narrow stream. The Arsuf towers were visible on the horizon. But the first lines of the Saracens were much closer, blocking the way to the south. Richard gave the order to attack immediately and sent the archers and crossbowmen first.

He gave them some infantry along with an elite unit of Joanites to protect them. The fighting by the stream did not last long.









Crusaders crushed the first line of Saracens, but the further combat became much harder. The incoming reinforce-

ments helped to continue the attack, but there was still a long way to Arsuf. Mounted knights charged again and again, supported by archers.









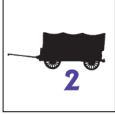
The narrow battlefield made it difficult to maneuver and limited the ability to perform full-scale charges. Still, there was no choice but to attack. Saladin meanwhile watched the battle and waited for a good moment to strike with his main forces.

He wanted the crusaders to carve out by the stream, making it easier for his light cavalry to attack. He also counted on the inexhaustible wealth stored in the wagons.

SARACENS:







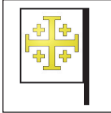

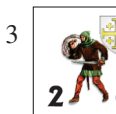


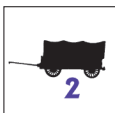
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CRUSADERS:

 Garnier 1318 (1)	 x 5 2 7	 x 3 1518 (1)	 x 3 1 1518 (1)	 x 3 1320 (1)	 x 3 1 1320 (1)	 x 4 2 3 1818 (1)	 x 4 2 3 1320 (1)	 x 4 1018
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REINFORCEMENTS:

1018

 Robert IV 2	 x 5 2 7	 Guy 2	 x 4 2 8
 Hugh III 1	 x 3 2 8	 Henry II 1	 x 3 2 8
 James 1	 x 2 2 8	 Richard I 3	 x 4 2 8
			
 x 3 2 4	 x 3 2 4	 x 8 2 3	 x 3 1
 x 5	 x 4 2 3	 x 4 2 3	 x 1 na ture

VICTORY CONDITIONS

CRUSADERS:

- For reaching level V of morale at the morale track – **Instant Victory**
- For each wagon train that reaches Arsuf **10 VP**
- For each cavalry unit that reaches Arsuf **5 VP**
- For each infantry unit that reaches Arsuf **2 VP**
- For each eliminated enemy unit **1 VP**

Footnotes:

- Initiative: Crusaders
- Fatigue: Crusaders 2, Saracens – 0
- Wagons move:
 - 3 hexes down the road,
 - 2 hexes down the clear terrain,
 - 1 hex down the beach. Initial terrain counts.
- Each turn one wagon counter enters the game.
- Saladin and Aladdin units can move only if at least one Crusaders' unit will appear in the 2 hexes range from any of them.