

Game Title: **Arsuf: Lionheart vs. Saladin**

Game Released: July 2012

Decision Games, PO Box 21598, Bakersfield, CA 93390

Decision Games hereby grants permission for its customers to download and/or print copies of this file for their personal use.

Design Credits

System Design: Chris Perello

System Development: Christopher Cummins, Ty Bomba, Chris Perello.

Playtesting: Christopher Cummins, Ty Bomba, Chris Perello

Map Graphics: Joe Youst

Counter Graphics: Larry Hoffman

Rules Booklet Layout: Callie Cummins & Lisé Patterson

Folio design: Lisé Patterson

© 2012, Decision Games, Bakersfield, CA. Made & printed in the USA. (BMWArsof Rules_V5F)

EXCLUSIVE RULES

13.0 INTRODUCTION

14.0 SET UP

15.0 SPECIAL RULES

16.0 VICTORY CONDITIONS

17.0 GAME NOTES

18.0 ORDERS OF BATTLE

13.0 INTRODUCTION

After recapturing the port of Acre in 1191 from Saladin's Moslem garrison, Richard the Lionheart led the army of the Third Crusade southward along the Levantine coast. His eventual goal was to establish a base from which he could supply an offensive to recapture Jerusalem. Richard to adopt a strict march discipline to prevent a repeat of Saladin's destruction of another Crusader army at Hattin in 1187. There, Saladin had lured a Crusader army into a waterless waste. The Crusaders became strung out as horses outstripped the exhausted infantry. Saladin then destroyed the column piecemeal.

To prevent a recurrence, Richard marched along the coast, with a well-stocked fleet just offshore. The Crusaders avoided the heat of the day by marching only in the morning. The Crusaders maintained a tight formation, with lines of infantry and cavalry protecting the baggage trains. Moslem raids made no effect.

Finally, Saladin sensed an opportunity just north of Jaffa, where the Crusaders had to cross a river. Hoping the crossing would disrupt the formation and make it vulnerable, Saladin deployed his entire army on the plain between the river and the city of Jaffa. As Richard's army emerged onto the plain, the Moslems swept forward. The ensuing battle was a contest of Moslem mobility against Crusader discipline, of lightly-armed archers against heavily armored men-at-arms. Richard emerged victorious when he turned a momentary counterattack into a general charge, but it could have gone the other way.

14.0 SET UP

14.1 Crusaders

The Crusader player deploys his units first as follows:

Men-at-Arms (6-3 Infantry): all units on the line 0403-0805-0815-0417

Knights: on any hexes of the lines 0605-0615 and/or 0706-0714

Trains and Train Guards (4-2 Infantry): on the line 0506-0513, with no two trains adjacent to one another

Light Infantry (3-4 Infantry) and Turcoples: on any hex in the 04xx, 05xx, 06xx, 07xx, and/or 08xx columns on or within the Men-at-Arms set-up line

Leaders: with any Men-at-Arms and/or Knights

14.2 Moslems

All Moslem units must be placed on or east of the 14xx hex column. The units comprising each the four divisions must be placed on contiguous hexes to one another. The leaders may be placed with any divisions (historically, Saladin and Tariq with the Mamelukes, Gobkori with the Syria division).

14.3 First Player

Place the Turn marker in the "1" box of the TRT. The Moslem player moves first during each game turn.

14.4 Morale

The normal demoralization rules are not used in this game. Instead, the Crusaders are demoralized after two Crusader baggage wagons have been eliminated or if Richard is eliminated. The Moslems are demoralized if a Crusader unit enters the Moslem camp or if Saladin is eliminated. Disintegration is not used in this game.

Crusader Rally: 1-4.

Muslim Rally: 1-5.

15.0 SPECIAL RULES

15.1 Skirmishers & Karr-wa-Farr

During the Crusader melee combat phase, after the Crusader player has announced a melee against a Muslim infantry unit with a dot, the Muslim unit may conduct a regular retreat before combat (see 11.2) or it may conduct Karr-wa-Farr, the tactic of a feigned retreat to draw a Crusader unit into advancing too far and making it vulnerable to being surrounded.

If the retreating unit is not disrupted, roll one die for each involved Crusader unit. Subtract 3 from the result and subtract the highest value of any Crusader leader in that melee. If the result is zero or less, the Muslim unit retreats normally as per 11.2 and the Crusader unit may advance or not advance at its option.

If the result is positive, the Muslim unit retreats that number of hexes and one of the Crusader units must follow the Muslim unit retreat path, stopping when the retreating unit stops. Ignore the ZOC of any other Muslim units: in other words, treat it as a required advance after combat.

Note: Karr-wa-Farr may not be used if the Crusader attack includes a charging cavalry unit.

15.2 Camp Hexes & Plunder

When a unit enters an enemy camp hex, it is captured; remove it from the map. Then roll one die; on a roll of 4-6, the unit scatters to plunder; remove it from the map.

15.3 Crusader Baggage Trains

The Crusader baggage trains were the primary target of Saladin's attack, for without them the Crusader campaign would be finished. No unit may move into or through a Baggage Train hex. Units may retreat through a Baggage Train only if no other retreat route exists, are disordered if they do, and continue to retreat to an empty hex.

The Baggage Trains have a defensive strength of "(1)" meaning they can not attack. If an Moslem unit launches an attack against a Baggage Train, all DE, DR, and NE results are converted to EX (the Moslems would dissolve into a frenzy of looting). Baggage trains may enter only clear or road hexes. When moving along a road (from road hex to road hex, the train pays only one-half MP per hex (lose fractions).

15.4 The City of Arsuf

The ruined city of Arsuf still had defensible walls and a port. Moslem units may not enter the city and Moslem ZOC do not extend into the hexes. One Crusader unit may remain in each hex as a garrison, all attacks against it are halved, and the garrison may ignore any DR result. Each other unit entering the city may be placed off the map as soon as it enters a city hex.

16.0 VICTORY CONDITIONS

16.1 Clear Victory

The Crusader player wins a clear victory if at the end of the game all four baggage trains have entered Arsuf.

The Moslem player wins a clear victory if all four baggage trains have been eliminated.

16.2 Marginal Victory

If neither player realizes a clear victory, total the combat strength of the eliminated units for each side. Use the front (higher value) for all combat units except heavy cavalry use their back/lower/non-

charging value. For leaders, multiple their leader value by 5 for VPs. For each Baggage Train that does not reach Arsuf, add 5 victory points to the Moslem side. For each Baggage Train that does reach Arsuf, add 10 VP to the Crusader side. If the Crusaders enter the Moslem Camp hex (1806) at any time during the game, add 20VP to the Crusader side.

17.0 GAME NOTES

17.1 Designer's Notes

The situation at Arsuf was pretty straightforward. Planned by Saladin as an ambush, Richard had anticipated it and deployed accordingly, The result was a good old-fashioned standup-knockdown battle. In the game as in history, victory goes to the army left standing.

The only difficult design feature was accounting for the Moslem *karr-wa-farr* (hit-and-run) tactics. These are central to Moslem fighting – particularly against Crusader armies dependent on discipline to maintain firm lines – but could not be treated simply by manipulation of combat strength. The special rule takes a little getting used to, but it accurately reflects the impact of the tactic.

17.2 Player Notes

Moslems. Early in the game, surround and press the Crusader from the north and south in an effort to get at the baggage trains – a breakthrough could lead to destruction of two baggage trains and the collapse of the Crusaders. Although good Crusader play will probably prevent you from this early victory, work to exchange your weaker units for his 6-3 infantry units and take any opportunities that arise to destroy any Knights he sends out in piecemeal counterattacks as they may eventually give you an opening to break inside his turtle formation.

Crusaders. Early on, push southward as far as you can to give yourself space to trade for time. Concentrate on making high odds attacks or forcing the Moslem play into low odds attacks. Be careful not to use your Knights in piecemeal attacks or against fresh Moslem infantry (with fresh archers) – individual Knight charges should be used for high odds attacks only because they will be targeted after they charge. Many games will be decided on a late game charge of your Knights so conserve them, wear down the Moslem forces so they are mostly disordered, and then charge as group at the weakest part of the Moslem.

18.0 ORDERS OF BATTLE

Medieval orders of battle are a tricky business not only because of the paucity of detailed documents, but also because the information on those few documents are of questionable accuracy in the first place. Add to that variegated appellations, based in some cases on place of origin, in others on the man responsible for paying for and/or raising the unit, and in still others on the name of the commander on the ground.

Richard's Army

Richard led a combination of forces raised by the Crusader states of the Levant and the (remnants of) armies brought from Europe by Louis IX of France, Frederick II of the Holy Roman empire, and his own Anglo-French troops.

It was less an army than an assemblage of war bands. Each band consisted of mounted (knights and their attendant squires) and foot (men-at-arms and crossbowmen) soldiers. These rarely deployed as complete units, but were arranged as desired at the moment of battle. Richard's success at Arsuf was based largely on the fact he had kept his troops deployed in combat formation during the march, so they were ready for action immediately.

Most sources put Richard's strength at between 20,000 and 30,000 men, including perhaps 2,000 allied Turcopole horse archers, 3-4,000 knights, and the rest infantrymen.

Saladin's Army

Similar to most empires of the period, Saladin's was based very much on personal loyalty to him rather than any national or cultural homogeneity. The Mamluks were his only full-time soldiers and matched up reasonably well against the more heavily-armed and -armored European knights. The rest of his army was a collection of lightly-armed bands raised in the major sections of the empire. Nominally these men were seasonal warriors, but in practice most had considerable experience. Most chroniclers assert the Moslems were approximately equal in numbers, anywhere in the 20-30,000 range.

