

Dorylaeum (1st Crusade, AD 1097)

This is a narrative scenario representing a battle between Crusaders and Seljuk Turks near the ruins of Dorylaeum. The Crusaders have to survive long enough for a relief force to arrive.

Special Rules

The river is impassible. The players alternate placing fords, until four are placed. A ford is shallow water.

The Defender places 5 bases representing baggage. Each base must be completely within the marked area. Each baggage base is Large and has SPD 0, MAT 5, DEF 7, ARM 14, 5 damage points. It has two melee attacks with RNG 0.5 and POW 8.

The Defender deploys first and every model must be within 12" of a baggage base.

The Attacker divides his force into 3 wings, as evenly as possible. The attacker deploys across the river from the Defender, and the wings must be at least 10" apart.

The game lasts 1d3+5 rounds. If the players wish more uncertainty, they may wait until the end of round 5 before rolling the die.

Victory Conditions

The Attacker wins if all the Defender's baggage is destroyed or if the Defender's force is destroyed. The Defender wins in any other outcome.

