

## Hattin - 1187

The battle that could open the road to Jerusalem for Saladin. Historically it did. An opportunity to good to be missed. But was it a forgone conclusion?

### *Prelude*

King Baldwin IV, the Leper King, of Jerusalem was hoping for a new crusade. The Kingdom was riddled with intrigue and threatened by the muslims now united under Salah ad-Din, in the West better known as Saladin. But a new crusade did not come. Yet the sick King managed to keep the unruly barons in check and his Kingdom intact. Then, in March 1185, he died.

After, and because of, much intrigue the King had nominated Raymond of Tripoli as regent until his sister's son, the sickly Baldwin V, would reach the age of 10. A truce was proposed to Saladin who agreed as he too was facing internal problems. Some prosperity returned to the Kingdom.

In August 1186 Baldwin V died before reaching the age of 10. In a plot for claiming the throne Raymond was tricked by Baldwin IV's sister Sibylla. She was crowned Queen and selected her husband Guy de Lusignan as King.

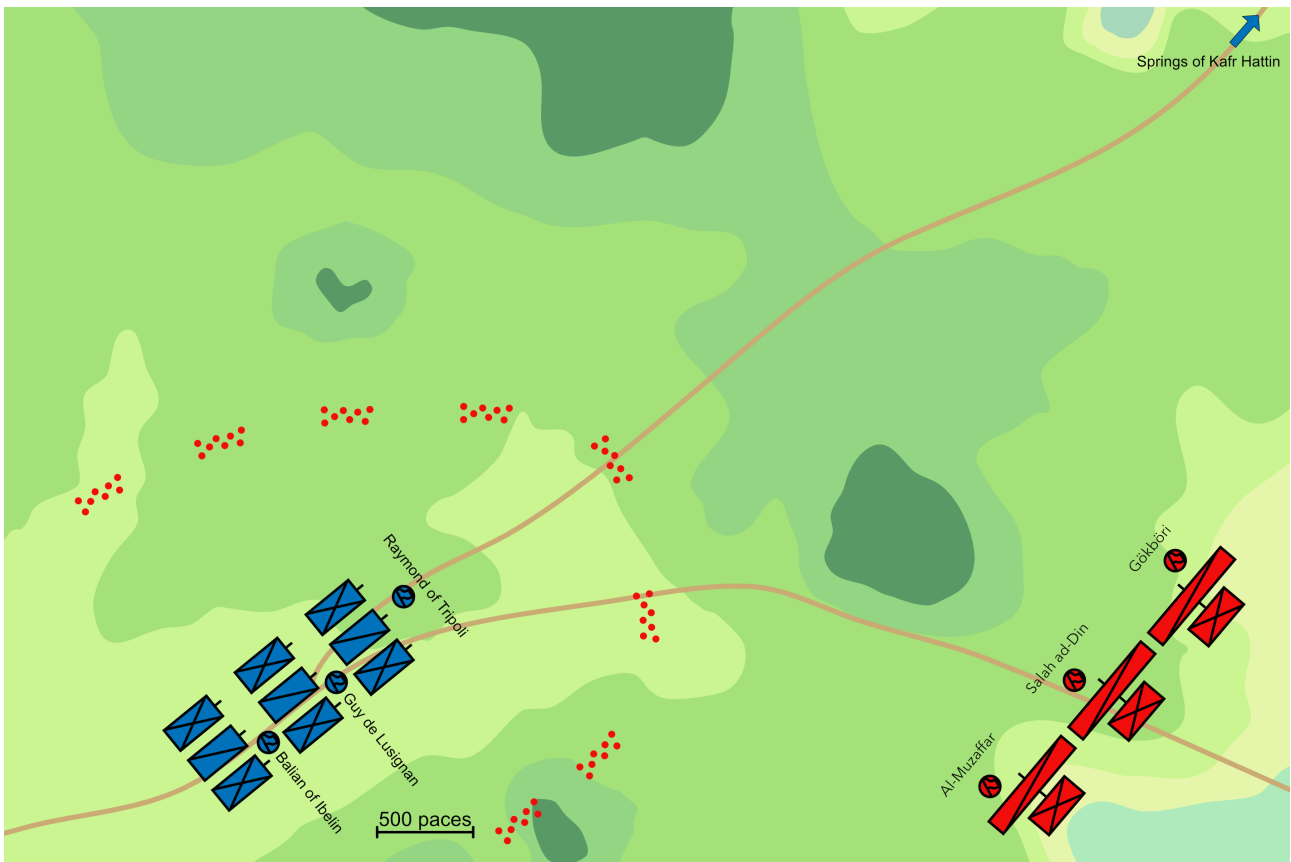
Guy was disliked and despised by many. Even being regarded a coward and unfit for military command. But he could and would have kept the truce with Saladin. However, all did not reckon with Raynald de Châtillon. In late 1186 he raided a large caravan from Caïro. Upon request from Saladin Guy asked Raynald to release the prisoners and provide compensations. Raynald, knowing Guy's crown depended on his support, ignored. War was inevitable.

On 1 July, 1187 Saladin crossed the Jordan river and attacked the city of Tiberias. This fell but the Countess Eschiva, Raymond's wife, held out in the castle. Guy summoned the Barons of the Kingdom. Most agreed on a defensive strategy pointing at the summer heats that would prevent Saladin for maintaining his large army in a parched country. But Raynald and the Grand Master of the Templars did not agree and accused the others of cowardice and lack of commitment to the true faith: DEUS VULT! That settled the matter for Guy. The army was assembled and moved towards Tiberias.

On July 2 it camped at Sephoria. A good site. Easy to defend and plenty of water. Again a defensive strategy was advocated. Most agreed. Again Guy went with the aggressive voices. The army continued its advance, but now over treeless hills without sufficient wells and streams. July 3 was hot and soon men and horses were suffering from thirst. Saladin send a screen of skirmishers to harass to crusaders, further adding to their

agony. By late afternoon the army had reached a plateau above Hattin. It badly needed rest and Guy ordered it to halt for the night.

### Situation



It is the early morning of 4 July, 1187. It is hot and dry. The crusaders must move on and decided to take the northern road that brings them, passing a hill with two summits known as the horns of Hattin, to the springs of Kafr Hattin. Under the cover of darkness Saladin had surrounded the crusader army with skirmishers.

The crusader army has orders to follow the northern road and exit the battlefield at the point marked "Springs of Kafr Hattin". The Muslim army can give pre-battle orders.

### the MATRIX

The following keywords are added to the MATRIX: DEUS VULT, WATER & SMOKE

### The Crusaders

#### Unit types & keywords:

- Crusader knights & sergeants: Close Combat mounted, WEAPON(lance), ARMOUR(full chainmail, shield), TRAINED(high), DEUS VULT

- Military order knights & sergeants: Close Combat mounted, WEAPON(lance), ARMOUR(full chainmail, shield), TRAINED(high), EXPERIENCE(high), MORELE(eager), DEUS VULT, DISCIPLINE(high)
- Turcoples: Dual Purpose mounted, WEAPON(javelins, bow), ARMOUR(shield)
- Crusader spearman: Close Combat foot, WEAPON(spear), ARMOUR(some wearing chainmail, all having shield)
- Crusader crossbowmen: Dual Purpose foot, WEAPON(crossbow), ARMOUR(some wearing chainmail)
- Military order foot sergeants: Close Combat foot, WEAPON(spear), ARMOUR(chainmail, shield), TRAINED(high), DISCIPLINE(high)
- Military order crossbowmen: Dual Purpose foot, WEAPON(crossbow), ARMOUR(chainmail), TRAINED(high), DISCIPLINE(high)

Victory conditions: Breakthrough the muslim army to reach and relieve Tiberias.

Player control dice: 9D6.

### **Commanders:**

Commander in Chief: Guy de Lusignan, Incompetent, Trusted

Sub-commander: Raymond of Tripoli, Competent, Trusted

Sub-commander: Balian of Ibelin, Competent, Trusted

### **Avant-garde: Raymond of Tripoli**

- 4 units of 200 crusader knights and sergeants
- 2 units of 100 turcoples
- 6 units of crusader spearman
- 4 units of crusader crossbowmen

### **Bataille: Guy de Lusignan**

- 4 units of 200 crusader knights and sergeants
- 1 unit of 100 turcoples
- 6 units of crusader spearman
- 4 units of crusader crossbowmen

### **Arrière-garde: Balian of Ibelin**

- 2 units of 200 military order knights and sergeants (Templar and Hospitaller knights)
- 2 units of 200 crusader knights and sergeants
- 2 units of 100 turcoples
- 4 units of crusader spearman
- 2 units of crusader crossbowmen

- 2 units of military order spearman
- 2 units of military order crossbowmen

## ***The Muslims***

### ***Unit types:***

- Mamluks, Dual Purpose mounted, WEAPON(some lances, all bows), ARMOUR(chainmail, shield), TRAINED(high)
- Syrian and Kurdish askari: Dual Purpose mounted, WEAPON(spear), ARMOUR(many wearing chainmail, all having shield)
- Turcomans: mounted Skirmishers: WEAPON(javelins, bow), ARMOUR(shield)
- Bedouins: mounted Skirmishers, WEAPON(javelin), ARMOUR(shield)
- Various muslim foot: Close Combat foot, WEAPON(spear), ARMOUR(shield), TRAINED(low), MORELE(fragile)
- Sudanese archers: Dual Purpose foot, WEAPON(bow)

Victory conditions: This is the moment. This may never again present itself. Now the crusader army can be destroyed. And then... next stop Jerusalem!

Player control dice: 9D6.

### ***Commanders:***

Commander in Chief: Salah ad-Din, Gifted, Trusted

Sub-commander: Gökböri, Competent, Trusted

Sub-commander: Al-Muzaffar, Competent, Trusted

### ***Avant-garde: Gökböri***

- 5 units of 400 mamluks
- 4 units of 400 Syrian and Kurdish askari
- 3 units of 100 turcomans
- 1 units of 100 bedouins
- 5 units of 500 muslim foot

### ***Bataille: Salah ad-Din***

- 8 units of 400 mamluks
- 4 units of 100 turcomans
- 4 units of 500 Sudanese archers
- 1 unit of 500 muslim foot

### ***Arrière-garde: Al-Muzaffar***

- 5 units of 400 mamluks
- 4 units of 400 Syrian and Kurdish askari
- 1 units of 100 turcomans
- 3 units of 100 bedouins
- 5 units of 500 muslim foot

### ***Notes and References***

This scenario is sized at the epic-scale. On-table units represent a number of smaller tactical units. It is assumed that gaps are kept between the composite tactical units. As a result any unit can interpenetrate a stationary unit. The interpenetrating unit becomes unformed as a result, and may start reforming after having interpenetrated.

Unit sizes are arbitrary. Both armies had underlying unit structures, but for practical reasons the size of the on-table units has been limited to a few rounded number of men.

The skirmishers depicted in the scenario map are from the three parts of Saladin's army. It is up to the player pick any Skirmisher or Dual Purpose mounted unit and deploy it skirmishing as depicted. Not more than halve the number of mounted units of a commander may thus be deployed.

The military orders may use the keyword DISCIPLINED. This to mark their better discipline as compared to other units present. The brethren knights could, however, prematurely charge forwards. This tendency is marked with the keyword MORALE adding their eagerness, in addition to the scenario specific keyword DEUS VULT.

### ***Additional keywords:***

DEUS VULT: The crusaders held several war councils during the campaign that led to Hattin. Often a prudent approach was advocated in the light of superior muslim numbers and the risks to the Kingdom of Jerusalem in case of setback. Often such arguments were cut short by accusations of cowardice and lack of commitment to the true faith. Often enforced by a final exclamation of "DEUS VULT" (god wants it!). Guy de Lusignan proved very susceptible to the power of such lines of reasoning. This being one of the reasons, if not the reason, why the crusader army was in the tight spot it found itself at Hattin.

No knight ever wants to be accused of cowardice or a lack of commitment to the true faith.

WATER & SMOKE: The crusader army was lacking water. This increased fatigue from marching in hot weather over treeless terrain. In particular the infantry was hit hard. Adding to this misery was the smoke from burning bushes on the nearby hills. These had been set on fire by the muslim army. The crusaders had a horribly night when they saw the Sun rise over the horns of Hattin on 4 July 1187.

## Round Of (near) Simultaneous Events (ROSE)

- 1) Mark ongoing events
- 2) **Select dice for next narrator**
  - 2.1) Highest D6 = narrator  
1st roll sets minutes
  - 2.2) Propose event
  - 2.2.1) **If disputed**
    - 2.2.2) Resolve argument(s)
    - 2.2.3) **Loop to 2.2.1**
  - 2.3) Event happens, scope is fixed
- 3) **Loop to 2, unless all dice spend**
- 4) Closing step.

Resolving probability of success	disputed (sub-)events	3D6 Score
Dead certain, but...	DC	4+
Nearly certain	NC	6+
Very likely	VL	8+
Likely	L	10+
50-50	50-50	11+
Unlikely	U	12+
Very unlikely	VU	14+
Nearly impossible	NI	16+
A daring attempt	DA	18+

### Battlefield & tactical situation

TERRAIN	OPEN FLANK	EXPERIENCE	ORDERED	PREV. COMBAT
VISIBILITY	OPEN REAR	MORALE	HEROIC	PREV. ACTION
WEATHER	CHARGING	FATIGUE	OPPORTUNITY	THE BIG PICTURE
TIME OF DAY	SKIRMISHING	FORMATION	THREAT	WILDCARD
OUTNUMBERED	SURPRISED	COHESION	DISTANCE	DURATION

Note any additional scenario specific keywords

# REFERENCES

## Movement (100 paces)

Foot	Time Check (TC)
Mounted walk	3D6
Mouted trotting	2D6
Horses galloping 50 paces	1D6

## Reforming

Time Check (TC)	
Misaligned	1D6
Disturbed	2D6
Disturbed undisciplined	3D6
Unformed	3D6
Unformed undisciplined	6D6

## Combat

Time Check (TC)	
CC or DP ft./mtd. Shooting	Reference: VU
Skirmishers shooting	2D6
Catapult reloading	1D6
	4D6

Typical time = number of D6/2

## Engaging unit

Eff. range	CC mtd.	DP mtd.	Eleph.	CC ft.	DP ft.	Skirm.	Cat.
CC mounted	--	50-50	L	NI	VU	U	NC
DP mounted	--	U	50-50	NI	VU	U	VL
Skirmishing mtd.	--	NI	VU	NI	VU	50-50	L
Elephants	--	NC	NC	50-50	L	U	NC
CC foot	--	n.a.	n.a.	50-50	L	NC	NC
DP foot	--	n.a.	n.a.	U	50-50	NC	NC
Skirmishing foot	--	n.a.	n.a.	NI	NI	50-50	L

## Shooting unit

Ranged weapons	100	L	VL	L	U	L	VU	U
Catapults	200	L	L	VL	L	L	NI	U
All skirmishers	25/100	U	50-50	L	VU	U	50-50	VU

## Risk to commanders

Result of nearest friendly unit	Captured (HTH only)	Wounded	Killed
MP, Di, FU or Pu	16	17	18
FB	14	15-16	17-18
FL	12-13	14-16	17-18

## Combat result

Net score 3D6	If unit loses it must.			If unit wins it will.			
	Shooting Eff.	long	Close combat***	Shooting Eff.	long	Close combat	
Equal	Di*	--	FB	Di	FL	FB	MP
1 Diff.	Di*	--	FB	FB	FL	FU	MP
2 to 3 Diff.	FB	Di	FB	FB	FL	Pu	FU
4+ Diff.	FL**	FB	FL	FL	FL	Pu	Pu

\*Mtd: Di => FB. \*\*Skirmishers: FL => FB. Elephants: FB = FL

\*\*\*Keyword FATIGUE: Di => FB, FB => FL when both sides exhausted

# Outcomes & Orders

## Coup d'oeil

Number of D6	Outcomes
Hawk eyed	0D6
Gifted	1D6
Competent	2D6
Slow witted	4D6
Incompetent	8D6
Has other talents	16D6

Giving orders: D6 = coup d'oeil + recipients/distance (+D6/action)