

The Battle of Ain-Jalut 1260AD

Scenario 10 for Conquerors and Kings ancient battle rules.

Setting the scene

This battle marks the far reaches of the mighty Mongol empire. The middle east, alongside the Christian crusader coast. This is not the full Mongol campaigning army. The country side could not support such a huge army.

The Mongol and Mamluk armies **both** had various contingents from subjected/allied peoples.

The mamluks moved up from the South (Egypt) and met the Mongols at the water springs of Ain Jalut.

The Mongols had sent emissaries demanding submission of the sultan Qutuz, He had their heads cut off. (i.e. a No).

The advance part of the Mamluk army had met the Mongol force on a ridge and fallen back beyond that ridge into the Jezreel valley. Fighting and suffering casualties in the bloody withdrawal.

The Mongol army pursued into a valley with wooded sand rough scenery flanks.

Both armies had good quality fighting cavalry with a lot of fighting experience.

ADVICE

Deployment

- ◆ Skirmishers can be deployed in any zones wished by the players. Subject to the normal zone capacity and army deployment area.
- ◆ Where units have extra qualities such as armour, veteran etc the player can **choose** which particular units these are applied to.
- ◆ Generals do not roll for gifts. They must use those listed in the army make up. Replacement generals have the usual 1D6 per gift.
- ◆ No scenario generator is applied to this battle.
- ◆ Lates and losses are not applied.
- ◆ No piggy chase
- ◆ Normal victory conditions apply.
- ◆ The given battle tactics can be applied by the player as he sees fit.
- ◆ Assume all units are trained and have shield unless specified otherwise.
- ◆ The battle layout uses a normal CK battle table.

Special scenario rule

Crude gunpowder weapons. A Mamluk close order foot unit can remove an opponent mounted skirmisher base in a face contacting zone. Attempt this **twice** per game in different turns. Roll of 4,5,6 = success. Do this at turn very very start.

Mamluk army

2 x Close order spear (2x levy)

7 x cavalry (all shields) (1x elite, 2 x veteran, 3 x armoured, 3 bow) (reduce 2 units to 2 bases each use D6 to decide)

5 mounted skirmisher

2 x auxiliary (1 x levy with spear and shield 1x bow with no shield)

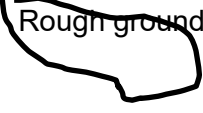

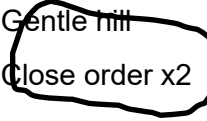
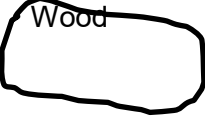
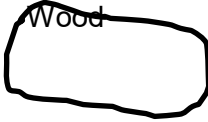

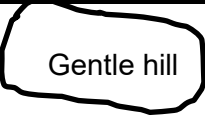
2 x Foot skirmishers

General 1= Sultan Qutuz **Gifts** = Morale, Valiant

General 2= Baibars (mamluk) **Gifts** = Fight, valiant

There were small streams coming down the flanks of the high ground but not included in this battle.

Mamluks (Defending)

			Rough ground 		
	Gentle hill 	Cavalry x3	Cavalry x2 General 2	Gentle hill Close order x2 	Auxiliary x2
Wood 	Cavalry x2 General 1			Wood 	Rough hill 
Gentle hill 			Christian cav x2 General 2		
	Cavalry x 2	Cavalry x1 General 1	Cavalry x1	Cavalry x1	

Mongols (Attacker)

Village of Shutra



Mongol army

5 x cavalry (Shield , bow) (1 x veteran, 2 x armoured)

2x Christian cavalry (shield, armoured, 2 x veteran, 2x shock)

7 x mounted skirmisher

2x Foot skirmishers

General 1= Kitbuga **Gifts** = Fight

General 2= Christian lord **Gifts** = Fight, Valiant

Battle tactics= 3x Brace shields, 1 x Hold fast, 1x die hard

What really happened at the battle of Ain-Jalut

This is written in Portuguese so that you are less tempted to read the result and try to emulate it.

After the game ends put this text into a translator program and see what happened. Also you can read up on this battle through Wikipedia or similar.

Portuguese

O império mongol continuou a expandir-se para o atual Egito, Síria, Palestina e Israel.

Esta força foi liderada pelo senhor mongol Kitbuka. Foi uma força muito bem-sucedida, tendo "esfolado" as cidades que conheceu. Os mongóis também eram bons em cercos.

Os mamelucos foram a última dinastia a controlar as terras do Sul (Egito). O Sultão Qutuz controlava um exército mameluco que recentemente chegara ao poder através da violência. Os mamelucos são uma ordem militar composta por cativos do sexo masculino colocados em treinamento e serviço como uma classe guerreira.

Ambos os exércitos dependiam do arco e do cavalo. O exército mongol estava se tornando cristão neste momento e o exército mameluco era muçulmano.

Inicialmente, os mongóis rechaçaram a vanguarda mameluca. Os mongóis então prosseguiram até a armadilha mameluca (?). Muitas lutas ferozes. O flanco esquerdo mameluco estava sendo morto até que o sultão Qutuz o reuniu com fervor religioso.

O exército mongol foi envolvido quando recebeu ordem de ficar e morrer, em vez de recuar. Alguns fugiram, no entanto. Uma vez capturado, o Mongol Kitbuga teve a cabeça decepada.

Esta batalha embotou o movimento mongol para o sul. Uma das primeiras vezes que o exército mongol foi derrotado em batalha. Os mongóis iniciaram uma guerra civil que os manteria ocupados.

Na viagem da vitória de volta à Capital Baibars, é claro, matou Qutuz e tornou-se o próprio Sultão. Eles haviam se desentendido muito antes da batalha de Ain Jalut.

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