

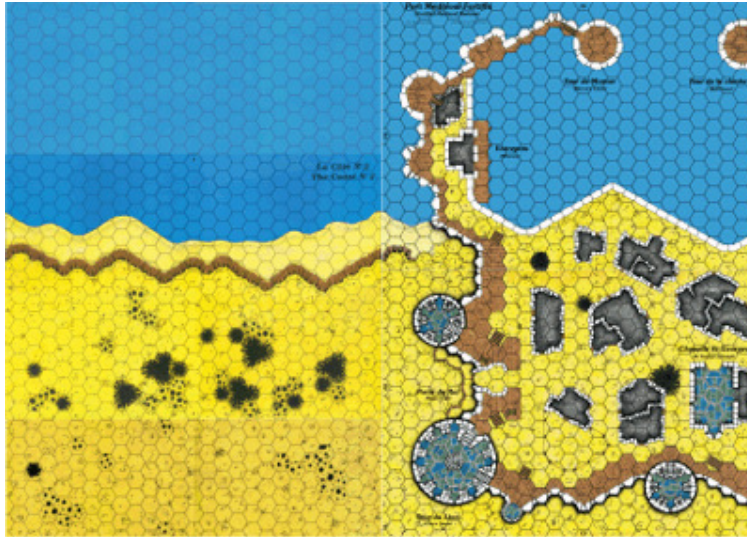
## Scenario Basileus 3

# The Desperate Sally

### Background

1038. 1038. Disputes oppose various emirs of Sicily. One of them, Abu Hafs, appealed to the Caliph of Kairouan against his brother al-Akhal. He finally asks for help. Emperor Michael IV Paphlogonian views this as a way to conquer the island formerly lost to the Arabs. So he sends an army led by the terrible George Maniakes, supported by the Varangian guard of Harald Hardrada. All strongholds give one after the other. In Syracuse, the defenders try a sally.

### Map Layout & Starting Positions















The Arab infantry is deployed at the foot of the ramparts of Syracuse to a maximum depth of 5 hexes from the outside of the towers. The crossbowmen are positioned on the walls or towers. The Byzantines are deployed to a depth of five hexes on the left side of the map. They cannot enter the city for the duration of the game.

Arabs play first.

The game is played for 12 turns.

### The Slides

The Byzantines		The Arabs		
 16 Nm Bohemond Robert Roussel Geoffroy Tancrede Guillaume <b>Normans</b> (on foot)	 9 Thadeos Sk <b>Skutatoi</b>	 10 Saladin 7 <b>Officers</b> (on foot)	 15 Al-Kamil 12 6 <b>Royal Mamluks</b> (on foot)	Al-Kamil Maarat Hakim Abaga El-Arish
 13 Georges 7 4 <b>Kataphractori</b> (on foot)	 11 Vardan 9 8 <b>Trapezitoidi</b> (on foot)	 7 Anwar 6 8 <b>Fatimid infantry</b>	 7 Farhad 4 8 <b>Seljuk infantry</b>	Gashan Mehmet Anwar Magid Moshen Yasaffa Ahmed Hashmi Ibrahim Jellal Shammin Farhad Mohammad Mustafa Sadik Ageel Osewl
 9 Artaxes 7 8 <b>Peltastoi</b>	 6 Etienne 5 8 <b>Psiloi</b>	 5 Khaleed 4 8 <b>Crossbows</b>	 5 Abdul 5 8 <b>Syrian infantry</b>	Abdur Fahrat Junaid Nayeen Jehangir Khaleed Husseyin Baysan Mesut Abdul Ali Tossaun

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### Victory Conditions

At the end of the 12 turns, count the remaining fighters on each side (except missile shooters).

- > The Byzantines have more infantry left than the Arab: Syracuse did not resist George Maniakes. Retaliation on the population will be terrible.
- > The difference between Arabs and Byzantines is less than 6 in favor of the Arabs: Syracuse has shaken the confidence of Maniakes. He will need to think twice to conquer the city.
- > The difference between Arabs and Byzantines is more than 6 in favor of the Arabs: Byzantines and the Varangian guard flee miserably in the surrounding countryside. Syracuse is safe!

### Sources

Les empires normands d'Orient (Pierre Aubé)

### Note

If you don't have the Byzantine counters, you can easily play this scenario using counters of CROISADES/OUTREMER, VIKINGS or the SAXON HARBOR, using the following cross references:

<b>Byzantines</b>	<b>CROISADES / OUTREMER</b>	<b>VIKINGS / VIKING RAIDERS</b>	<b>SAXON HARBOR</b>
Kataphractoï		Earls, Jarls & Thanés	Earls, Huscarls, Nobles & Thanés
Klibanophoroï	Syrian heavy cavalry		
Trapezitoï	Light Mamluk cavalry		
Skutatoï		Thanés	Thanés
Psiloï		Saxon archers	Saxons archers
Peltastoï		Coerls	Coerls
Normans	Templars		