

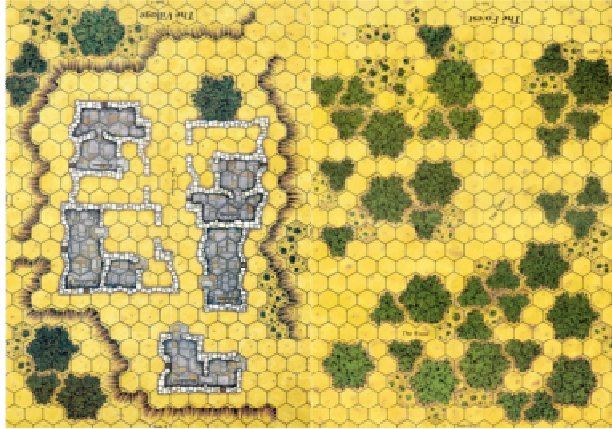
Scenario Basileus 1

The Abandoned Village

Background

South Italy, 1043. From his lair of Scribla, Robert Guiscard sacks the surrounding villages to survive. His last raid has been successful: he is on his way back with many mules fully loaded with food and stolen goods. Scribla being still far off, Robert spends the night with his small party in a village that has been deserted by its inhabitants when they saw the raiding group heading in their direction. The village is located at the end of a deep canyon, which prevents any escape way in case they get attacked by enemies. Yet, the chasing Byzantines are decided to put his raids to an end. Will the few stakes designed to stop cavalry charges be enough to save Robert one more time?

Map Layout And Starting Positions



Normans are installed on the Village map. All knights are dismounted and their horses are located in the various gardens of the houses. Stakes are placed in order to block any access to the village.

Byzantines are located on the Forest map.

Special Rules

Use the various tactical rules of Montjoie (Shooter up the tree, stakes, cutting hamstrings), except low walls and flat roofs.

Archers only have 20 arrows in their quiver. Peltastoi with a javelin can only carry 3 of them.

Counters

Byzantines		Normans		
<p>Kataphraktoi</p>	Liparit Georges Kedrenos Bardas Theokristos Aaron	<p>Skutatoi</p>	Mathieu Skylitzes Thadeos Petros Nicolas Katakalon	
		<p>Peltastoi</p>	Maurice Aristakes Melias Alexandre Midas Diogene	
			<p>Knights</p>	Robert Roussel Eustache Tancrede Onfroy Sarlon
			<p>Archers</p>	Bowyer Aylward Chretien Engerrand Mathias Fletcher
			<p>Stakes</p>	11 épieux
			<p>Mules</p>	4 mules
<p>Psiloi</p>	Theophilos Germain Etienne Alyatte Basile Stephane Isaac		<p>Peasants</p>	Gam Baker Smith Salter Giles

Victory Conditions

Robert Guiscard must escape this trap as soon as possible, but the road to Scribla must go through this forest packed with enemies. Each Norman that can exit through one of the sides of the Forest map accounts for 1 point. One mule accounts for 3 points.

Robert wins if he scores 20 points at least or if Byzantines leave the battlefield. The death of Robert equals to an immediate victory of the Byzantines.