

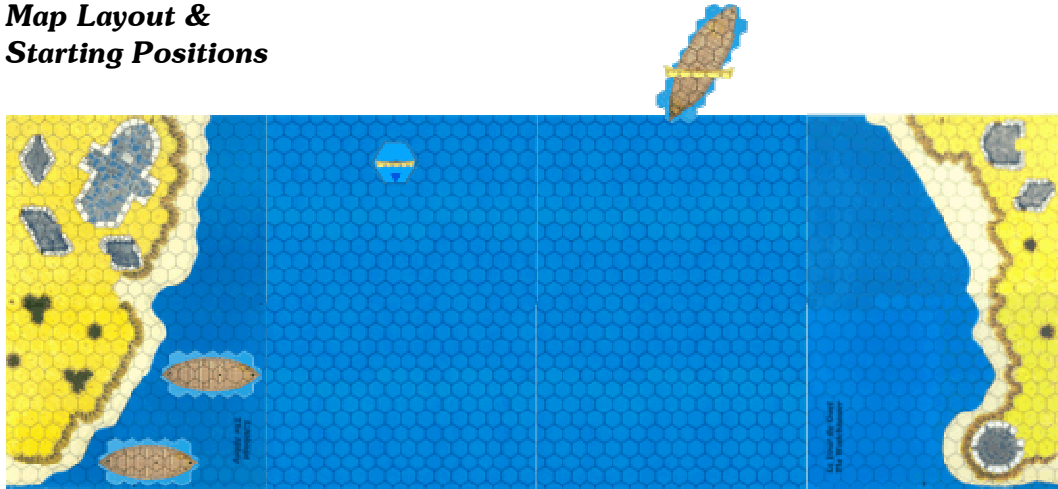
## Basileus Scenario 5

# The Strait of St George

### Background

Nothing can stop the Turkish advance. The rear guard of the imperial army commanded by Protosebastos Theokristos flows back in disorder to the small port of Galatta where they can get on barges to cross the Strait of St. George, better known today as the Bosphorus. Boarding passes under the Turkish fire arrows. However, the crossing looks just as dangerous since a Turkish felucca appears in the distance.

### Map Layout & Starting Positions



The fleeing Byzantines are placed on the lower half of the Abbey map, at least two hexes away from the slope. The two boats are placed as shown in the illustration, one sea hex away from the beach.

Turkish pursuers enter during the first turn through the upper edge of the Abbey map.

The felucca is placed beside the map as shown in the illustration. It comes into play when a boat enters the Sea map, in the Turkish player's turn.

The Turks play first.

### The Sides

The Byzantines		The Felucca		The Turks			
<p><b>Kataphractoio (on foot)</b></p>	Theokristos Georges Liparit Bardas Aaron Kedrenos	<p><b>Royal Mamluks (on foot)</b></p>	Al-Kamil Maarat	<p><b>Officers</b></p>	Murda	<p><b>Mamluks</b></p>	Baha Taki Yaghi Fa'iz Vezelay Rashid
<p><b>Skutatoio</b></p>	Mathieu Nicolas Skylitzes Katakalon Petros Thadeos	<p><b>Syrian infantry</b></p>	Husseyin Baysan Mesut Abdul Ali Tossaun	<p><b>Archers</b></p>	Ayub Fakr Imad Mongka Qutuz Rashid Usamah	<p><b>Seljuk cav.</b></p>	Yesugai Arghun Ruzzik Bar
<p><b>Peltastio</b></p>	Alexander Artaxes Aristakes Midas Attaliates Diogene Melias Maurice	<p><b>Sudanese infantry</b></p>	Shazir Abdoul Yousef Essem Said Taqi	<p><b>Fatimid infantry</b></p>	Gashan Mehmet Anwar Magid	<p><b>Seljuk infantry</b></p>	Jellal Shammin Farhad Mohammad

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### Victory Conditions

The Byzantines must reach the other shore to expect to win the game.

- > It is a resounding victory if more than 15 of them joined the opposite bank : They will strengthen the rescue force that is sure to drive the Turkish out of city in the coming days.
- > It is a mixed victory if more than 10 of them joined the opposite bank: The exhausted soldiers will have to rest before going back into battle and they may be missed by the rescue party that struggles to form.
- > It is a defeat if more than 5 of them join the opposite bank: The survivors break loose and will resume fighting any time soon after such an ordeal.
- > It is a humiliation if five or fewer of them join the opposite bank: The few survivors, if any, will be quickly caught by the Turkish patrols and they will have to cross the strait again, chained in the hold!

### 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 & Thanes	Earls, Huscarls, Nobles & Thanes
Skutatoï		Thanes	Thanes
Peltastoi		Coerls	Coerls