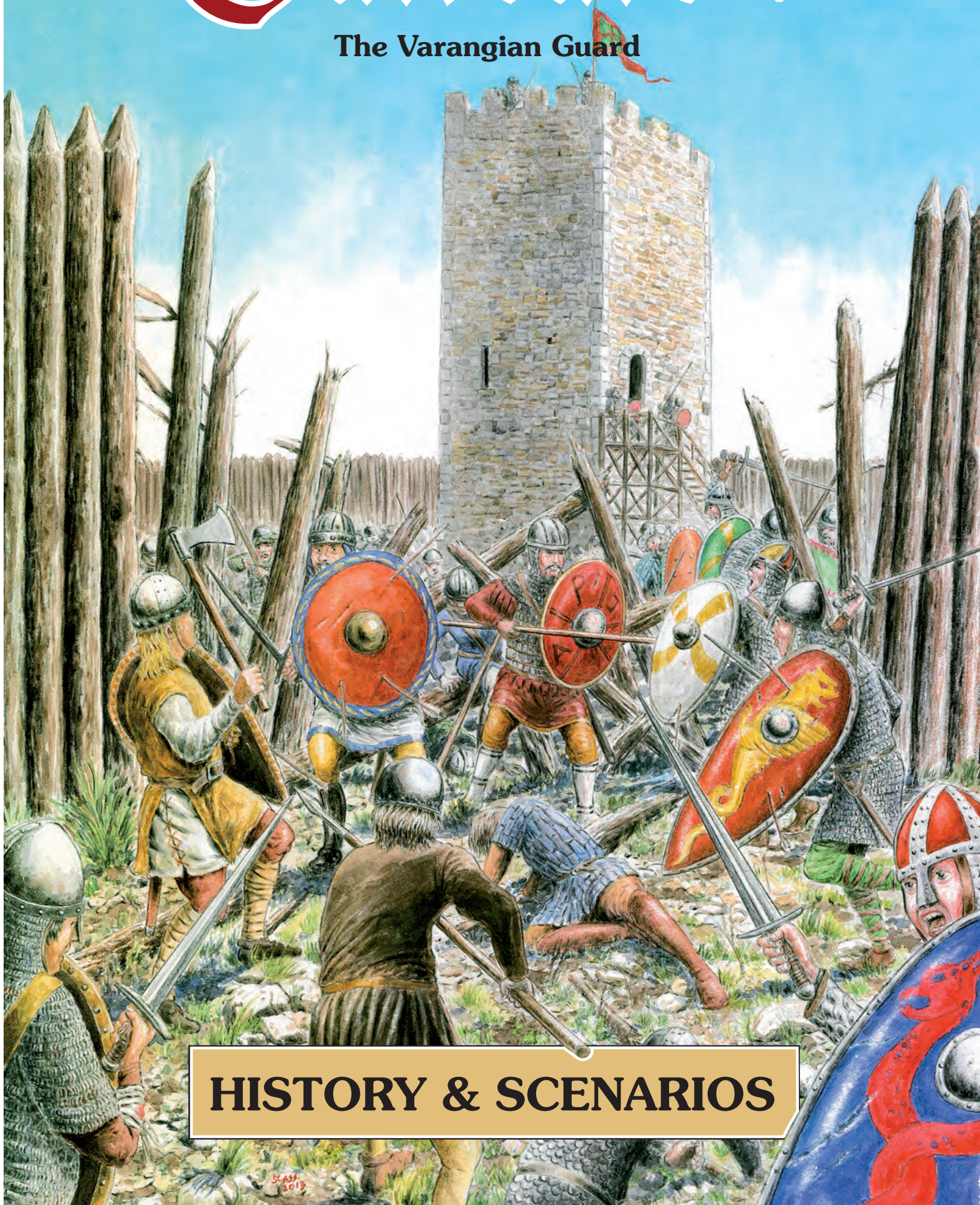


Guiscard 2

The Varangian Guard



HISTORY & SCENARIOS

SCAS 2019

History

Normans in Southern Italy and Sicily in the 11th Century

1 - The historical context

1.1 - Southern Italy and Sicily at the beginning of the 11th Century

Byzantium had conquered Southern Italy and Sicily in the first half of the 6th century. But by the end of that century, Lombards coming from Northern Italy had conquered most of the peninsula, with Byzantium retaining only Calabria and Sicily. From the middle of the 9th century, the Aghlabid Dynasty of *Ifriqiya* (the original name of Eastern Maghreb) raided Sicily to take possession of the island. A new Byzantine offensive at the end of the century took back most of the lost territories in Apulia and Calabria and established Bari as the new provincial capital. Lombard territories further north were broken down between three cities led by princes: Capua, Salerno, and Benevento. Further east, Italian duchies of Naples, Amalfi, and Gaeta tried to keep their autonomy through successive alliances with the various regional powers to try and maintain their commercial interests. Ethnic struggles in Sicily between Arabs and Berbers on the one side, and various dynasties on the other side, led to power fragmentation: The island is divided between four rival military factions at the beginning of the 11th century. Beyond its natural boundaries, Southern Italy had to cope with two external powers which were looking to expel Byzantium from what they considered was part of their area of influence: the Papacy and the Holy Roman Empire.

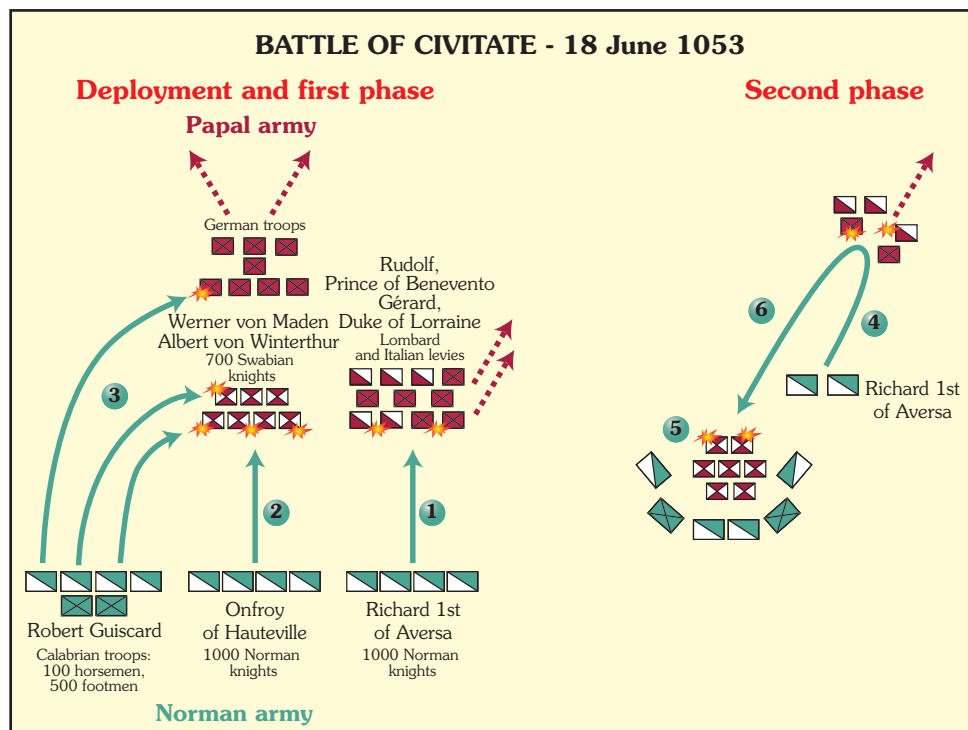
1.2 - The mercenaries

The first groups of Norman knights appear in this chaotic situation in 1017. Transiting through Rome, Pope Benedict 8th recruits them to rampage the Byzantine territories in Apulia. Once back in their homeland, they told the opulence of the cities they plundered, which generated a great deal of envy from penniless kid brothers and turbulent knights sentenced to exile by Richard, the Duke of Normandy. In 1029, a group of Normans led by Rainolf Drengot is given the city of Aversa by the Duke of Naples for their services. This was the first permanent Norman settlement in Italy. The new comers were hired as mercenaries by the Italian dukes and the Lombard princes. In 1038, 300 Normans join a Byzantine expedition to conquer Sicily, led by General George Maniakes. Among them is William of Hauteville, who was just arriving from his native Cotentin. He becomes famous at the siege of Syracuse where he charges the Arab governor by himself, kills him, and is nicknamed Iron Arm as a result. The expedition fails due to quarrels about the way to share the booty. Back in Italy, Normans feel the need to nominate a leader to strengthen their newly acquired territory and expand their conquest. After several unlucky attempts, the emigrant knights name William Iron Arm as their count. His brother Drogo succeeds him in 1045 after his death.



1.3 - The brigands

Thirty years after their first appearance, the feelings of the local people about the Normans had radically changed. The initial gratitude felt towards these mercenaries, who were serving their princes, had transformed into hate. The Normans were increasingly being viewed as foreigners who only cared about plunder and conquest of territories for their sole profit. From their small castles perched on high hills, they raided the surroundings, looking for loot and ransoming the local populations. One year after the death of William, his half-brother Robert arrives in Italy, hoping to get his own share of the cake. His brothers Drogo and Humphrey don't receive him well and he is sent to a desolated part of Calabria to continue the conquest. He acts there as a marauder as he first needs to get supplies for him and his followers. His initial lair of Scribla was in such a hostile area that he leaves it a few years later for San Marco Argentano. Robert doesn't hesitate to use wily tactics to get what he wants, hence his nickname of Guiscard (the wily, the weasel). Drogo is assassinated in 1049 and his brother Humphrey succeeds him to carry on with the organized conquest of Apulia at the expense of Byzantium. Pope Leo 9th perceives



the growing power of the Normans as a threat, and he organizes a coalition to defeat them. The defining encounter takes place in Civitate on June 18th, 1053. The Papal army is made of German contingents, including a group of 600 Swabian knights, and miscellaneous militia from the neighboring Italian and Lombard cities. Against them, Humphrey leads the center, Richard of Aversa the right wing and Robert Guiscard the left wing with his Calabrian troops. Richard easily scatters the Italian contingents while Humphrey faces the terrible Swabians (1-2-3). Robert rescues him by attacking the left flank of the Germans. His bravery reverses the odds. To end the battle, Richard of Aversa, who had rallied his troops after pursuing the Italians (4) attacks the rear of the Swabians who make their last stand (5-6). The Pope who witnessed his crushing defeat from the ramparts of Civitate is made prisoner by the Normans that night. The victory is total for Humphrey of Hauteville.

1.4 - The counts

Once back, Robert resumes his bandit life to complete the conquest of Calabria. His younger brother Roger joins him around 1057 and displays unmatched bravery. That same year, Humphrey dies and Robert is nominated as Duke of Apulia by his peers, after preventing Humphrey's son from the inheritance. To strengthen his power and get the favors of the local populations, Robert rejects his first wife Aubrée and marries Sichelgaite, the sister of Gisolf of Salerno. His respectability is recognized in 1059 when Pope Nicolas 2nd recognizes him as Duke of Apulia, Calabria and Sicily as well as all the future conquests. Calabria being now conquered, Roger's target is now Sicily. The emir of Syracuse and Catania, Ibn At Timnah, calls Roger, whose fame had already crossed the Messina straight, for him to help against his brother-in-law, emir of Agrigente and Castrogiovanni. Roger's first raid is a failure due to too few soldiers and ill-preparation, but he summons Duke Robert and returns in May 1061 with two thousand men. They penetrate more than 120 miles inland then come back on the continent after leaving garrisons in the conquered castles. Ibn At Timnah is assassinated the following year and Roger comes back in Sicily with 300 followers. The inhabitants of Troina revolt against the Norman occupation and besiege Roger, his wife, and his men in the citadel during the long winter of 1062/63. He takes advantage of a party, where all the Arabs are drunk, to sally and slaughter the besiegers. Informed about the arrival of a rescue Arab army, he fights them in Cerami, east of Troina, and is victorious in a very outnumbered situation. He wants to push his advantage up to Palermo where Robert joins him. However, the siege of a city, which is still supplied by the sea, is useless. Robert must lift the siege and return quickly in Apulia where his barons are revolting. They are led by Abelard, the son of Humphrey, as he is bitter that he had been removed from power. Four years will be needed to put down the rebellion. He then decides to bring the Byzantine presence in Italy to an end by besieging Bari in 1068. After one year without any success, Robert calls the Calabrian fleet to blockade the city by sea. Twenty more months will be needed before the garrison surrenders, ending five centuries of Greek presence in Italy. Once the situation is stabilized in Italy, Robert Guiscard lays siege in front of Palermo, by land and by sea this time. After several months of siege, Robert uses trickery to capture the city. In the surrender act of 1072, Robert promises to respect the customs and the religion of the Arab populations, which will become the defining feature of Norman Sicily.

1.5 - The Duke of Apulia

Robert Guiscard needed a break after conquering all of Southern Italy and Sicily, but he has to deal with Abelard and other barons who continue rebelling. Additionally, Pope Gregory 7th becomes hostile and calls Christendom to help him annihilate the Norman power. Robert is excommunicated but the punitive expedition that the Pope expected never forms. This leaves enough time for Robert to eradicate the barons' rebellion in 1078. At the same time, a conflict strikes between the Pope and the Holy

Roman Empire. Gregory's political clout forces him to come to terms with Robert in 1080 to avoid being caught in the middle. The situation with the Papacy being finally cleared, Robert now puts his focus on Byzantium, and especially the Illyrian Coast off Italy, which had become the rally point for all the opponents to the Duke. He sends his son Bohemond ahead of the rest of his army to seize Avlona. The main Norman fleet puts to sea soon after. Once in Avlona, Robert's army seizes the island of Corfu and then marches towards the city of Dyrrachium (Durazzo), which is besieged in 1081. A Byzantine rescue army, led by the Emperor Alexios Komnenos, tries to attack the besiegers in the rear. The battle at first is difficult for the Normans due to the pressure of the Varangian Guard, mostly made of Anglo-Saxon huscarls. A smart outflanking manoeuvre by Robert changes the course of the battle. The huscarls look for shelter in a nearby church which is burnt and they all perish (1). Alexios retreats, but is chased by a group of Norman knights and he barely escapes. The siege of the city of Dyrrachium continues for four months and the city finally surrenders in February 1082. Robert Guiscard can't celebrate his success for too long as he is informed that the German Emperor is marching on Rome with a formidable army. At this same time, his Apulian barons had rebelled again. Robert leaves Bohemond in command and returns quickly to Italy. After mastering his barons' rebellion one more time, he rushes to Rome to rescue Pope Gregory 7th who is besieged in the Castle St Angelo, while Emperor Henry 4th has seized the city of Rome. Henry decides to evacuate the city as soon as he hears that Robert is approaching with a massive army, leaving the Romans alone to defend their city. Robert takes Rome after a by-pass action and frees the Pope. However his troops plunder Rome and commit massacres, which leaves the city battered. Meanwhile in Illyria, Bohemond had a few early successes but had to give up in 1083 while facing the Basileus when Durazzo was retaken by the Venitians. The Guiscard needs to cross the Adriatic Sea one more time to help his son. His fleet is ambushed by the Venitians, but their over-confidence plays against them, as a Norman counter-attack destroys the Greek and Venitian allies. During the winter, a disease decimates the Norman army. Robert himself is afflicted and dies on July 17, 1085. The epitaph on his tomb is a good summary of his character: "**Here lays Guiscard, terror of the world**".



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2 - The characters

2.1 - The Normans



2.1.1 - The Counts (Ncc)

Robert and Roger are the two brother heroes of the conquest. Their equipment is typically Norman, although richly adorned with gold and the use of two-tone helmets. Heraldry does not exist in the eleventh century yet, hence the dragon and griffin shapes on their shields in the way that Normans commonly did.



2.1.2 - The knights (Nck)

The Norman knights who arrive in Italy are formidable warriors who easily defeat the Lombards and Byzantines who are more inclined to develop trade than win on the battlefield. In the 11th century, knights still hold their lance over the head, ready to be thrown as a javelin. The lance could also be used to jab, by amplifying the movement with the arm. The use of the couched lance (the weapon firmly blocked under the arm so that the rider, the frame and the lance form only one missile) will become widespread only at the end of the 11th century. The lance charge is a form of attack which was developed in the middle of the 11th century by the Normans and would become the distinctive trait of the Western knights in the 12th and 13th centuries. It might have been developed in Southern Italy. Initial strength was generated by the lance firmly hold under the right arm, but the tight formation of a group of mounted knights made it even stronger.

2.1.3 - Norman infantry (Nim & Nij)

The equipment of infantry differs little from that of the knights: They wear the same nasal helmet, a coat of mail, stopping at the top of the thighs and a large kite shield. They fight with the lance-javelin, sword, or axe.



2.1.4 - Archers (Nia)

The use of the bow was not a Norman specialty, and enlisted archers could come from different French provinces.



2.2 - The Byzantines

2.2.1 - The *katafraktoi* (Bch)

These riders were the most heavily armoured fighters of the time, making them less mobile but very effective as a shock unit against infantry. Their chainmail was covered with the *epilôrikion*, a padded coat which left the additional metal protections for arms and legs visible. In addition to a round shield, the *katafraktoi*, or cataphract, could fight with a spear, two swords (the curved *paramêrion* and a straight sword with 2 blades, the *spathion*), or a mace.



2.2.2 - The *koursôres* (Bcm)

This medium cavalry was used to pursue routing enemies or defeat mounted enemies. They were much less heavily armed than the cataphracts to be able to move quickly. They wore a chainmail (*alusedôton*) over a padded jacket (*zava*) and protected with a round shield. Their armament could be a spear, a sword, or sometimes one or two maces.



2.2.3 - The horse archers (Bca)

These light riders were not wearing any chainmail to ensure maximum mobility. Their protection was made of a padded coat called *kavadion* whose sleeves could fold to be able to fight more freely. They wore a felt hat covered with a turban. They used a composite bow and carried from 30 to 40 arrows in a quiver. Many archers were Turkish mercenaries, recognizable by their lamellar corselet.



2.2.4 - The Varangian Guard (Biv)

The personal guard of the Basileus consisted of mercenaries of Russian or Scandinavian origin who wielded a very dangerous two-handed ax, but who left them very exposed in defense due to the lack of shield. After the Battle of Hastings in 1066, many Anglo-Saxon Huscarls joined the Guard and fought again against the Normans, notably at Dyrrachium in 1081.



2.2.5 - Les *hoplitai* (Bih)

This heavy infantry fought in close formation with a long spear, in the manner of the Macedonian phalanx. Protection was reduced to a quilted coat and a shield, as they had little opportunity to fight in melee. They wore either a helmet or a felt hat covered with a turban. Intensive drilling was essential to enable formation movement with long pikes of 4.5 m (14 feet). To move forward under a barrage of arrows, they practiced the *foulkon*, this maneuver that the Romans called the tortoise.



2.2.6 - Les *skutatoi* (Bim)

This medium infantry was equipped with the *skuta*, a large shield and a lamellar corselet (the *klibanion*).



2.2.7 - Les *peltastoi* (Bil)

This light infantry implemented a shorter (2.5 m - 8 feet) spear than the hoplitai pike. Their mission was to harass the enemy or come to reinforce a weakening formation.



2.2.8 - Les *psiloi* (Bia)

These shooters could either use a 1m (3-foot) long bow, javelins, or a sling. Their training allowed them to shoot an arrow in the shaft of a spear.



2.2.9 - The civilians (Bic)

The Byzantine civilization was refined and members of the nobility lived in opulence, hence the glitzy outfits that were enhanced with many gems. The Byzantine clergy began evolving around 1054 following the schism of Eastern and Roman churches that gave birth to the Orthodox Church.



2.2.10 - The Greek fire

This mixture of naphtha was projected using a pressure syphon and then set fire with flaming arrows. Greek fire had the characteristic of burning on the water and could only be extinguished with sand or vinegar.



2.3 - The Lombards

The Lombard principalities were economically rich, which evoked intense envy, but they were militarily weak: few cavalry, based primarily on urban militias for the defense of cities. On the flip side, they were experts in siege warfare.

2.3.1 - The noblemen (Lcn)

Lombard nobles seemed more anxious to show off their belonging to their caste than lead troops on the battlefield. Hunting was a crucial activity for them. Their attire takes much from Byzantine style, like the presence of a hood. These characters also serve as light cavalry, often used in southern Italy.





2.3.2 - The knights (Lck)

These knights were no match to the Normans. Their equipment was a mixture of Eastern and Western influences, like the single-edged sword.



2.3.3 - Medium infantry (Lim)

These soldiers were from the upper classes of the cities, who could afford quality equipment: mail hauberk, typical large Pavese shield beveled down to kneel behind. The left leg is equipped with a mail chausse for protection when the soldier kneels.



2.3.4 - Urban militia (Lil)

City dwellers had to provide military service to compensate for the absence of a caste of warriors, as was prevalent elsewhere in Europe at that time. They are simply equipped and their morale was not high if they were fighting heavily armoured knights, as we saw at Civitate in 1053.



2.3.5 - Neapolitan infantry (Lij)

The equipment of these soldiers is close to that of the medium infantry, with a mail hauberk and a long shield with flat base. The mail avantail fastened to the helmet is clearly of Middle Eastern inspiration. They were equipped with the *falchion*, a kind of machete, and javelins.



2.3.6 - Archers (Lia)

The archers were not highly valued in the Italian society. So these are very poorly equipped soldiers who are used to harass the enemy.



2.3.7 - Slingers (Lis)

The sling is a weapon that was used throughout the Middle Ages. As archers, these soldiers had no protection.



2.3.8 - Javelin throwers (Lij)

They were used to harass the enemy before the main assault.



2.3.9 - Civilians (Lic & Lip)

A woman of nobility, a peasant, a nun and a shepherd are four bystander characters who may be involved in different scenarios.

2.4 - The Arabs

Muslim armies who conquered Sicily consisted of Africans, Berbers, exiles from Spain, and Persians.



2.4.1 - Heavy North African cavalry (Ach)

These riders wore a chainmail under their padded coat called *jubbah*. A similar padded cover (*tijfaf*) protected the horse. Their equipment was adapted from those found in Fatimid Egypt, with the use of the lance or mace.



2.4.2 - Medium Khurasani cavalry (Acm)

These riders were from Persia and equipment is similar to that of the Turks of the time, including boots, a coat of mail under the tunic and a helmet surrounded by a turban.



2.4.3 - Light North African cavalry (Acl)

The Berbers had a large cavalry, although poorly equipped, and used primarily javelins. They had a leather shield for protection and did not use stirrups. These horsemen had adopted the Arab turban at the end of the tenth century, while the rest of the equipment is still of Berber influence.



2.4.4 - The Emirs (Ace)

These city Governors were richly dressed, but their combat capabilities were quite limited.



2.4.5 - Heavy infantry (Aih)

While equipped with a coat of mail, a helmet protecting the neck, and shield, these soldiers were still struggling to stand up to the Norman infantry.



2.4.6 - Medium infantry (Aim)

Less protected than the previous ones, they wore a lamellar corselet called *Jawshan* and a large shield.



2.4.7 - Berber infantry (Aim)



2.4.8 - Light infantry (Ail)

These soldiers served in the militia to defend strongholds. They had no special protection apart from a shield and a helmet.



2.4.9 - Nubian infantry (Ain)

Aghlabids and their successors recruited former slaves called *abid* for their elite guard. These soldiers were armed entirely with African equipment, including a padded coat. The only exception was the use of a metal helmet.

2.4.10 - Javelinmen (Aij)

Poorly equipped to remain highly mobile, these men had several javelins they used to harass the enemy.



2.4.11 - Archers (Aia)

North African foot archers played a major role in the conquest of Sicily. They used Arab bows which were less powerful than the Turkish composite bow. These archers wear a hauberk called *Dir'*.



2.5 - The Germans

2.5.1 - The Ministeriales (Gcm)

Since the beginning of the eleventh century, the prominent German barons kept in their service knights who were not free. Named *Dienstleute* in German or *ministeriales* in Latin texts of the period, these men-at-arms formed the bulk of the German cavalry that Emperors sent to Southern Italy to claim this territory as rightfully theirs. In comparison with those of their Norman contemporaries, their chainmail and shield were much more rudimentary.



2.5.2 - The Swabian knights (Gik)

These Knights were the elite of the army assembled by Pope Leo IX to fight the Normans in Civitate in 1053. Ill trained to fight on horseback, they preferred to fight on foot with their feared long swords that could cleave an enemy in two. Their determination to conquer or die made them formidable opponents



2.5.3 - Lotharingian knights (Gim)

These German knights served in the armies of the Emperor when he fought in Italy. Their gear was quite dated for the time, with a side slit chain mail or shield with a very large central boss.



2.6- The Slavs (or Sclavons) (Sil)

Slavic populations had migrated to southern Italy, back in the seventh century, from Dalmatia. Although not well integrated, they had the advantage of knowing the terrain. They fought as mercenaries in the Byzantine army, but they also formed a strong contingent of infantry in the service of Robert Guiscard when he plundered Calabria.



2.7- The mercenaries

Southern Italy was a maelstrom of people who had no sense of belonging to a faction: Byzantine cities were mainly populated by Greeks and Italians who lived under Arab rule in Sicily. More than fifty percent of Byzantine armies were formed using mercenaries from all origins and religions, be it Slavs, Turks, Anglo-Saxons (after the conquest of England), or even Normans as during the 1038 expedition led by George Maniakes in Sicily. The Normans were only a small group of elite soldiers, and they had to enlist Lombards, Slavs, Byzantine army deserters, and even Arabs after the conquest of Sicily. So do not be surprised if the scenarios happily mix characters from diverse backgrounds to form the two opposing factions.

2.8 - The animals

Besides the cavalry horses, Guiscard provides three types of animals: harmless sheep, dogs trained for hunting and which obey their master, and wild boars which can be deadly if they are forced.



3 - The maps

3.1.1 - The Eagle Nest

This map displays a square tower of Byzantine origin, isolated atop a hill overlooking the sea and beach. It is surrounded by a wooden palisade and access to its first floor is made via a wooden staircase. The flat terrain which extends to the east is an ideal ground for cavalry charges.

3.1.2 - The Lagoon

This map represents a marsh by the sea. Small elevations of land emerge from the swamps and are an excellent defense for infantry against mounted opponents.

3.1.3 - The Chapel

This map displays a coast with a chapel and a Lombard farm. It can be combined with both any other Coast map and any other standard map. This Byzantine chapel is represented with its four typical domed apses, preceded by a vestibule (the small room between the exterior door and the actual chapel entrance). Note that only four hexes are part of the front vestibule. The hexes on both far sides are part of the adjacent apse. The windows are cross-shaped and are playable like arrow-slits. Despite the entrance staircase, the floor of the chapel is at ground level. The farm is shown with residential buildings and a barn. The various buildings are adjacent to a courtyard where the sheep are kept. In case of an attack, the barn is a great elevated position for archers who can even outflank the attackers trying to enter the residential buildings.

3.1.4 - The Reef 1 & 2 mini-maps

These two junction maps are used with the maps above to represent an abrupt shift of the coast.

3.1.5 - The Jetty mini-map

This map displays a small pier from which boats can dock and unload their goods.



3.1.6 - The Staircase mini-map

This junction map represents a staircase carved into the rock to cross a cliff. The parapets along the staircase provide good protection for archers who want to prevent passage of the attackers from the beach below.

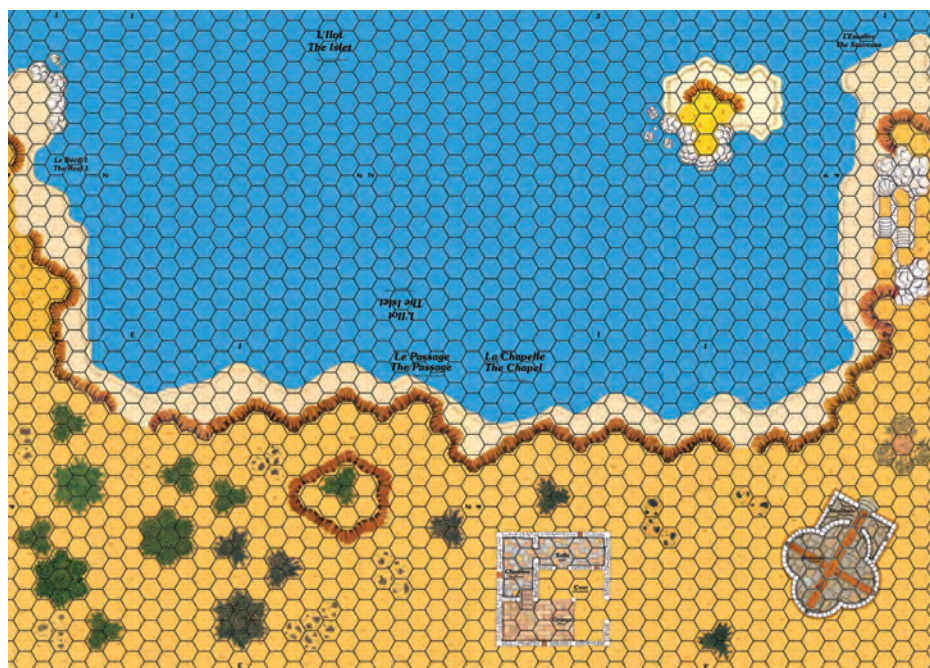
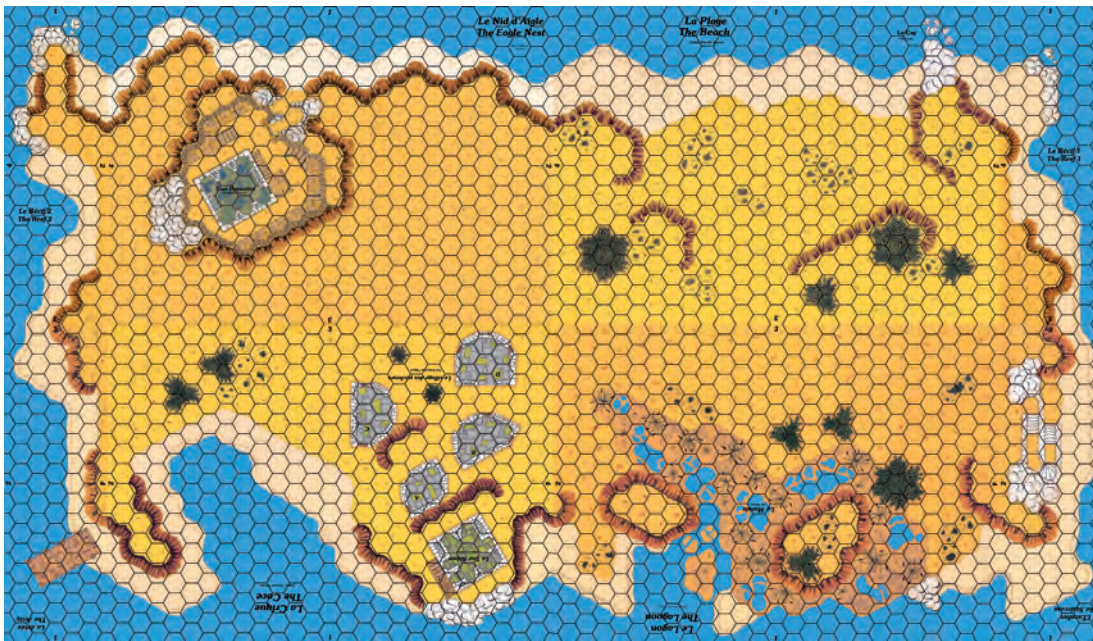
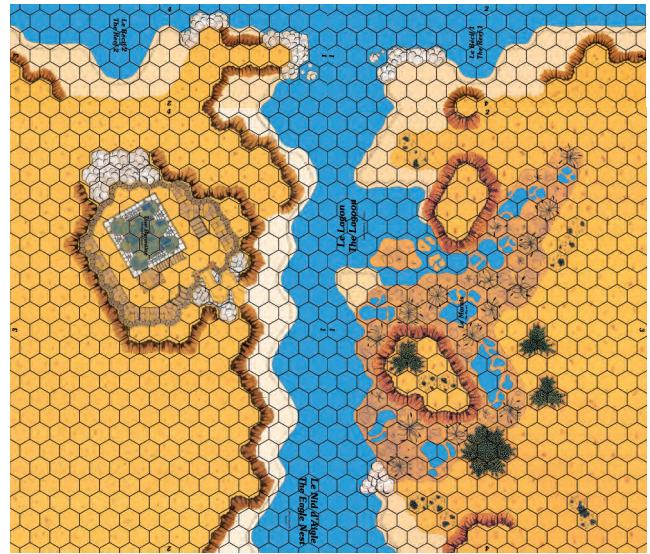
3.1.7 - The Overlook

This overlay represents a flat terrain which is intended to cover the castle hexes of the Eagle Nest map.

Beware at cutting the shape along the sand color and not only the hex edges, to make sure you will cover the entire castle drawing.

3.1.8 - Combining maps

All of these maps can be assembled together to form a wide variety of terrain such as: an island, a river, the mouth of a river, or the meandering coastline. You can also purchase additional maps in the Shoppe of Cry Havoc Fan (cryhavocfan.org) to create other combinations. The Big Island (pictured below) is made by adding the maps "The Cove" and "The Beach". The Big Cove by adding The Passage and 2 Islet maps to the Chapel map.



Scenarios

We propose 14 scenarios of increasing difficulty for you to get familiar with the rules of *Guiscard* 2. Scenarios 4 & 6 require the use of The Passage map which is available in our Shoppe.

The proposed purchase table at the end of this booklet lets you create your own scenarios using balanced forces. An Excel utility on www.cryhavocfan.org is available to help you set up your scenarios more easily.

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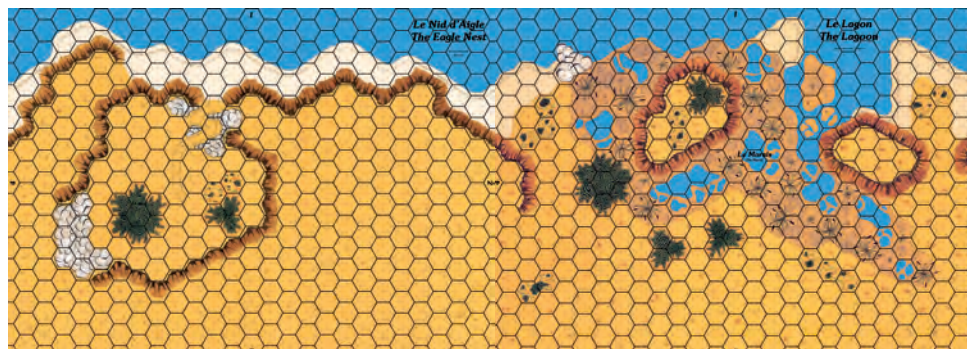


Scenario 1: The evening of Civitate

Background

July 1053: The battle under the walls of Civitate is coming to an end. A small group of Swabian knights becomes separated from the main force and resists the onslaught of the Normans. Off in the distance, a few fellow Ministeriales realize their desperate fight and rally a few fleeing militia and Lombard knights to rescue them. Can they reach them in time?

Map layout and starting positions



Position the "Outlook" overlay over the castle hexes of the Eagle Nest map.
 Swabians are positioned first on the overlay hexes.
 Normans are then set up on the map.
 They can be adjacent to the Swabians.

The rescue group is placed on the Lagoon map.
 The Germans and their allies play first.
 The game is played in 12 turns.

The sides

The Swabians		The Rescue Group	
 Swabian Knights - Gik	Hermann Manfred Hadmar Paulus Jacob Thadeus	 Ministerialis - Gcm	 Knights - Lck
			 Urban Militia - Lil
The Normans			
 Counts - Nck	Robert	 Knights - Nck	 Slavs - Sil
		Guillaume Arthur Tancrede Tristan Odon Onfroy Sarlon Rainulf Drogon	Goran Miroslav Vukadin Branimir Radoje Vlatko

Victory conditions

Victory is decided by the number of surviving Swabian knights at the end of the 12 turns:

- > 4 & up: German victory;
- > 2 or 3: Draw;
- > 1 or none: Norman victory.





Scenario 2: Stairway to Heaven

Background

1030 - The Amalfi Coast is undergoing incessant raids by Arab pirates from Sicily. A felucca just docked and a group of warriors from Palermo landed on the beach. Spies have indicated that a village on top of the cliff was a great target for looting. A small staircase leads there, but the Lombards watch carefully.

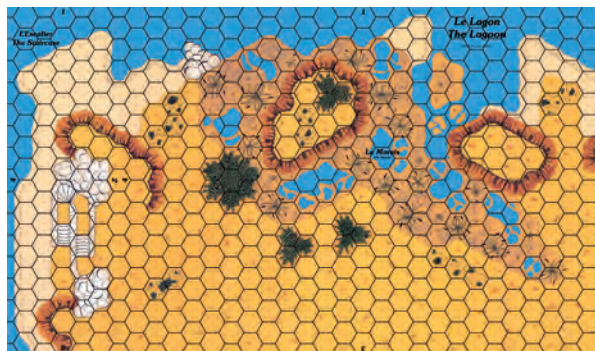
Map layout and starting positions

Set the Arabs up on the beach hexes of the "Staircase" junction map.










Lombards are positioned on any other hexes.

Arabs play first.

The game is played in 12 turns.



The sides

The Lombards		The Arabs	
 Carlo Standard Bearer - Lim	 Amadeo Neapolitan Infantry - Lij	 Bashir Khurasanis on foot - Acm	 Abbas Heavy Infantry - Aih
 Ilario Ercole Lucio Urban Militia - Lil	 Ettore Callisto Archers - Lia	 Jawhar Haroun Ahmad Medium Infantry - Aim	 Adama Dadsoul Enomedjou Nubian Infantry - Ain
 Edigio Slinger - Lis	 Mario Javelin - Lij	 Zahir Kamaal Qadir Light Infantry - Ail	 Tarik Hamid Youssef Archers - Aia

Special rule

Both Sand hexes across the Lagoon and Staircase maps are quicksand and are therefore impassable. The slope hexes on the Staircase map are impassable as well.

Victory conditions

The Arabs must cross the cliff to reach the Lombard village. At the end of the 12 turns, count the number of Arabs located on top of the cliff and beyond.

- > 12 & up: Decisive Arab victory - The booty will be huge!
- > 9 to 11: Narrow Arab victory - Another push, and the victory is ours... assuming that the Lombard resistance fades away;
- > 6 to 8: Narrow Lombard victory - Reinforcements are arriving from the village, we will force them to sail away.
- > Less than 5: Decisive Lombard victory - We will make sure they never want to come back!



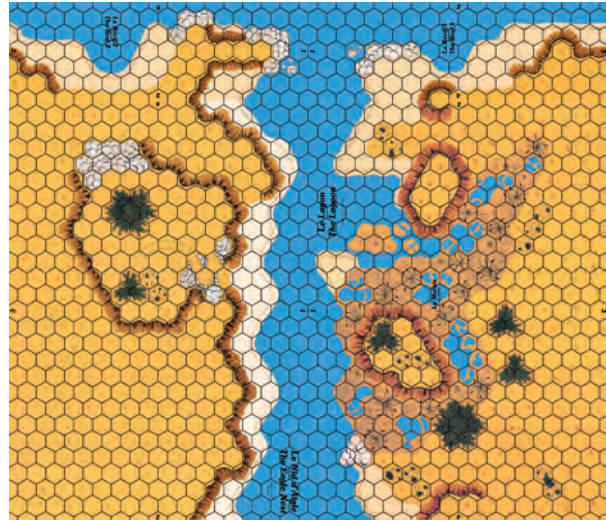
Scenario 3: Only the river left to cross!

Background

February 1061 - The Emir of Syracuse needs military aid against his brother, the Emir of Agrigento. He calls Roger de Hauteville for help, who crosses the strait with 160 knights and lands at Messina. The north coast of the island is sacked but the Normans face counter-attacks from the Arab garrison of Messina. Roger decides to return to his vessels. He still needs to cross a river near its mouth in order to reach his ships, but a strong Arab party is determined to stop them.

Map layout and starting positions

Position the "Outlook" overlay over the castle hexes of the Eagle Nest map. Normans are positioned on the Lagoon map, at least 4 hexes away from the river. The Arabs are set up on the Eagle Nest map. The game is played in 12 turns. The Normans play first.



The sides

Les Normans		Les Arabs	
 Roger Counts - Nck	 Guy Knights - Nck	 Jabbar North African Heavy Cav - Ach	 Bashir Khurasanis - Acm
	 Teobaldo Knights - Lck	 Jahmal Berber Light Cav. - Acl	 Ahmad Light Arab Cav. - Acl
	 Tarik Archers - Aia	 Omar Tarik	 Yant Javelins - Aij
		 Abbas Heavy Infantry - Aih	 Farid Abbas Sayyid Yacoub Nasser

Special rule

All water hexes south of the rocks marking the mouth of the river are considered Shallow Water hexes.

Victory conditions

The Normans must cross the river and exit the Eagle Nest map through its side 3. At the end of the 12 turns, the number of Normans having exited the map will determine the victory:

- > 12 & up (including Roger): Striking Norman victory - Roger will come back to Sicily very soon.
- > 9 to 11 (including Roger): Narrow Norman victory - Despite its losses, Roger was able to realize that this island is immensely wealthy and can be taken.

- > 6 to 8: Narrow Arab victory - The Arabs will be ready to throw them back as soon as they try to land.
- > Up to 5: Striking Arab victory - The lesson was tough. These Norman marauders won't come back any time soon.

Epilogue

The Normans took back to sea as the resistance of the inhabitants of Messina was too strong. They rested in Calabria and called for the Duke Robert Guiscard to arrange for a better planned expedition.

Sources

La terreur du monde – Huguette Taviani-Carozzi - Pages 357-358.

Scenario 4 : The Sheep of the Catepan

Background

September 1041 – Following the Norman and Lombard rebels' defeat of the Byzantines at the Battle of Montemaggiore (May 4, 1041), the Catepan Exaugustus Boioannès was sent to Italy to fix the situation. After suffering a setback before Melfi, the Byzantine army takes refuge in the fortress of Montepeloso, which seems impregnable. To draw them into combat, the rebels are increasing their raids against the herds which provide the place, and they are destroying vines and olive trees in the surrounding countryside as well. During one of these attacks, a group of looters comes up against a rather peculiar herd: a party of Varangian guardsmen.

Map layout and starting positions

The Byzantine player places the sheep, the dog, Duccio and the Varangian guards on the map first, anywhere but the 'deep water' hexes. If the Varangian guards are placed on tree hexes, their location remains secret until they come into the line of sight of an opposing counter.

The Norman player begins the game by bringing in all his counters via Side 2, 3 or 4. The Norman player always goes first.

The game is played in 12 turns.



The sides

The Byzantines			
	Cnut Harald		Hakon Brandr Thorlak Leif Asgot Eyjolf Thorstein Einar Olaf
			
	1		3
			Aldo
			Duccio
			Javelin – Lij
			Civilian - Lip
The Norman Rebels			
	Guillaume Drogon Arthur		Gontrand Gildas
			
			Avray Osbern Rioulf
			Light infantry - Nil

Special Rule

Capturing the sheep: use the rules for riderless horses with the following exception: Only characters on foot or dog(s) can capture sheep. The dog will not pull but push them ahead.

Victory conditions

The Rebel player wins the game if he manages to get 3 sheep off the map and / or all Varangian guardsmen are killed.

The Byzantine player wins the game if at the end of the game at least 3 sheep are still on the map and / or if all the Knights are dead.

Note: It is forbidden to kill a sheep. This precious resource cannot be wasted

Option

To benefit the Norman player, add Landry (Nij), the javelin thrower.
 To benefit the Byzantine player, add a dog: Dog 2.

Epilogue

On September 3, the Byzantine army finally emerged from its lair to break the siege. At the end of fierce combat during which the Norman chivalry once again worked wonders, the Byzantines were shattered and Boioannès was captured.

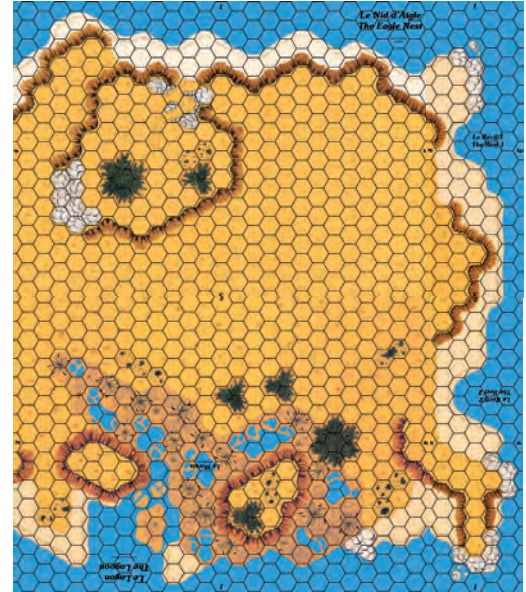
Scenario 5: The pike forest

Background

Spring 1082 - The eldest son of Robert Guiscard, Bohemond, besieges the Byzantine city of Ioannina in Epirus. The Emperor Alexios leads his army to the rescue. He developed a tactic to break the momentum of the Norman cavalry, putting his heavy infantry armed with long spears at the center of his line.

Map layout and starting positions

Assemble the map as shown on the left. Use the "Overlook" overlay to cover the castle hexes. Water hexes are not playable.
 The Byzantines are set up on the bottom half of the Eagle Nest and Reef 1 maps.
 The Normans are positioned on the Lagoon and Reef 2 maps.
 The game is played in 15 turns.
 The Normans play first.



The sides

The Normans		The Byzantines	
 Knights - Nck	Guillaume Arthur Tancrede Tristan Odon Onfroy Sarlon Rainulf Drogon	 Lombard Knights - Lck	Arechis Bertoldo Teobaldo Gisulfo Arnolfo Romualdo
 Javelins - Nij	Gontrand Gildas Sigisbert Audomar Alcuin Landry	 Norman Infantry - Nim	Henri Gauthier Eudon Nizier Etienne Pierrick
 Archers - Nia	Philibert Alphonse Merlin Sigismond Alaric Olivier	 Slavs - Sil	Goran Miroslav Vukadin Branimir Radoje Vlatko
 Neapolitan Infantry - Lij	Niccolo Amadeo	 Kataphracts - Bch	Nikephoros Kosmas Ioannis Demetrios Manasses
		 Horse Archers - Bca	Jason Murad Takis Salih Hamza
		 Skutatoi - Bim	Argyris Diogenes Milo Damian Manueles
		 Psiloi - Bia	Agamedes Stephanos Aegidios Androkles Petros
		 Koursoroes - Bcm	Basil Cyril Leo
		 Hoplites - Bih	Stavros Eukleides Georgios Helios Evangelos Kephalos Nikolaos Okeanos Palaimon
		 Pelastoi - Bil	Alexio Dorian Filippo Patroclus Philemon

Victory conditions

The goal of each player is to weaken what is the strength of the opponent, in order to ensure future victories. The Norman cavalry on the one hand, the hoplites on the other are the main targets of the opponents. At the end of the 15 turns, count the number of Norman knights and remaining hoplites. The party with the most characters alive (healthy, stunned, or wounded) wins. Note that the Lombard knights do not count towards the achievement of the goal.

Epilogue

Bohemond got advanced notice of the scheme. He divided his troops and attacked by both sides, routing the Greek army.

Sources

La terreur du monde – Huguette Taviani-Carozzi - Page 470.

Scenario 6: BBQ in Durazzo

Background

18 October 1081– During the battle of Dyrrachium, the Varangian guard is outflanked by a Norman attack and the elite troops retreat to a nearby church, where they take refuge. To flush them out, their pursuers set the building on fire.

Map layout and starting positions

The Norman player places a fire marker on one of the tips of the chapel's cross-shaped tiles, except the one next to the entrance. Then the Byzantine player places at least half of the Varangians in the chapel and the others in the farm. The Norman player then places his men anywhere on the maps, excluding the chapel, the farm, and the hexes immediately adjacent to these buildings. The Byzantine always plays first. The game is played in 15 turns.



The sides

The Varangians		The Norman Rebels	
 Varangian officers - Bik	Cnut Harald	 Knights on foot - Nck	Arthur Guillaume Odon Tancrede
 Varangian guards - Biv	Hakon Brandr Thorlak Leif Asgot Eyjolf Thorstein Einar Olaf	 Knights - Nck	Guy Drogon Rainulf
		 Javelins - Nij	Alcuin Gildas Landry
		 Medium Infantry - Nim	Angilbert Gauthier Gauvin Henri Romaric Nizier
		 Light Infantry - Nil	Avray Osbern Rioulf

Special rule

Every minute that passes without the Varangian guardsmen fleeing the chapel persuades the Normans that the matter is closed and the Byzantines prefer to die in the flames. They are therefore tempted to go elsewhere to fight. Consequently, on each turn that passes without a living Byzantine counter exiting the chapel, the Norman rolls 1D6 at the start of his turn. The result, divided by two, indicates the number of counters he should immediately remove from the map. Any result less than 1 is not taken into account. The Norman chooses which characters will leave. The rules for the propagation of fire apply.

Victory conditions

The Norman player wins the game if all Varangian guards are killed. The Byzantine player wins if all the knights are dead AND at least one of the Varangian guards is unharmed at the end of the game.

Epilogue

On October 18, none of the Varangian guard was able or willing to leave the church. They all died in the flames.



Scenario 7: Looted while away hunting

Background

Around 1040 - The people of Nocera must pay a tax on wine to the priory of Salerno. They built a warehouse to store their royalties. This is tempting prey for the Norman mercenaries of the prince of Salerno, who cannot resist some plunder to improve their wages- especially as the Lord Guaimario and his retinue have gone hunting.

Map layout and starting positions

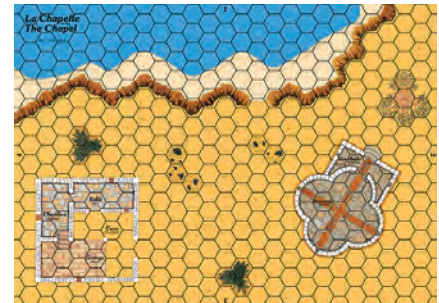
Use The Chapel map.

Set the Lombards of the warehouse on the farm or within 3 hexes of it. The sheep and Duccio are placed in the courtyard while Rosmunda and Sichelgaite are in the buildings.

Three bags of supplies are in the barn.

The Normans are positioned along the Side 2 of the map and play first. Gaimario and his retinue return from hunting on turn 6. They enter through the side 2 of the map.

The game is played in 15 turns.



The sides

The Normans							
	Guillaume Tristan Odon Sarlon Guy		Gontrand Alcuin Landry		Romarie Etienne Pierrick Gauvain Henri Eudon		Avray Osbern Rioulf
Knights - Nck		Javelins - Nij		Norman Infantry - Nim		Norman Light Infantry - Nil	
The Lombards of the warehouse							
	Pandolfo		Fabio Gaetano		Ettore		Anselmo
Nobles on foot - Lcl		Urban Militia - Lil		Archers - Lia		Slingers - Lis	
	Amadeo		Duccio Rosmunda Sichelgaite		4		3
Neapolitan Infantry - Lij		Civilians - Lip		Sheep		Supply	
Guaimario and his retinue							
	Atenolfo Guaimario		Gisulfo Arnolfo		Ilario Sandro Ercole Remigio		Carlo
Nobles - Lcl		Knights - Lck		Urban Militia - Lil		Standard Bearer - Lim	
	Dante Niccolo		Dog 1 Dog 2				
Neapolitan Infantry - Lij		Dogs					

Special rule

Capturing the booty: Two characters on foot must remain adjacent to a Booty counter for a full turn without any other action to take possession of it. They can then carry it as long as they remain adjacent to the Booty counter. If they are engaged in combat, they must release the booty and will have to wait a full turn without any action to resume control of it.

Capturing sheeps: Use the rules 4.4.3 dealing with horses without a rider. The only exception is that only characters on foot can capture sheeps.



Victory conditions

The Normans must capture as many sheep and bags of supplies as possible. At the end of the 15 turns, count the plunder swept off the map by the Normans:

- > 5 or 6: Total Norman victory - There will be a big party tonight!
- > 3 or 4: Narrow Norman victory - The Normans deserved their reputation but the loot is not enough to feed them for very long.
- > 1 or 2: Narrow Lombard victory - The Normans will be more careful next time, or will come back in force?
- > None: Total Lombard victory - The Normans should have learned their lesson and will not return anytime soon.

Sources

La terreur du monde – Huguette Taviani-Carozzi - Pages 179/180

Scénario 8 : The pious Norman

Background

1045- Raoul leads a band of Normans. He is a thief but he is pious. He enters a church with his band near Monte Cassino after having deposited their weapons outside the entrance. The servants immediately shut the doors behind them and call the nearby dwellers.

Map layout and starting positions

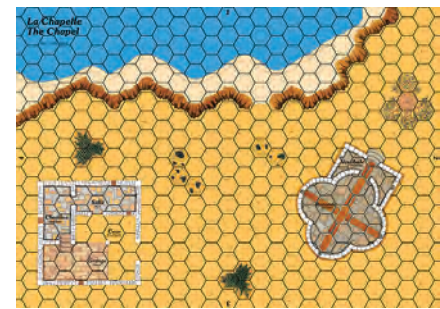
Use The Chapel map.

Set up the Normans in any hexes in the chapel (except for the entrance stairs) using their "Wounded" stances.

The Lombards are positioned around the chapel, including Remigio (Lil) on the entrance stairs.

The game is played in 15 turns.

The Normans play first.



The sides

The Normans		The Lombards			
 Count on foot - Nck	Roger (Raoul)	 Norman Light Infantry - Nil	 Knight on foot - Lck	 Standard Bearer - Lim	Drago
 Knights on foot - Nck	Onfroy Arthur Tristan Guy	 Norman Infantry - Nim	 Neapolitan Infantry - Lij	 Urban Militia - Lil	Ilario Fabio Sandro Gaetano Domenico Ercole Remigio Lucio Ruggiero
 Javelins - Nij	Gildas Sigisbert	 Archers - Nia	Alphonse Merlin		

Special rule

To retrieve his weapons, a Norman must remain a full turn without fighting in one of the 4 outdoor hexes around the entrance stairs of the chapel. At the end of the turn, the Norman recovers his full combat potential (his "Healthy" stance is brought back).

The Norman archers cannot shoot until they recover their bow.

The Normans are enraged for having been fooled: in the first five turns, all disarmed characters benefit from a (-2) on the combat table.

Victory conditions

The Normans must exit the chapel with as many men as possible and keep them alive for 15 turns. At the end of the 15 turns, count the number of live Normans (healthy, wounded, or stunned) outside the chapel:

- > 12 & more: Striking Norman victory – These Lombards will pay big for their treason.

- > 9 to 11: Narrow Norman victory - We will come back to revenge our comrades!
- > 6 to 8: Narrow Lombard victory - These damned Normans will think twice the next time.
- > up to 5: Striking Lombard victory - We got rid of the Normans for a long time.

Epilogue

The Lombards thought that the Normans had seized the prior. They invaded the church and killed 15 Normans, routed the others, and captured Raoul.

Sources

La terreur du monde – Huguette Taviani-Carozzi - Pages 180/181.

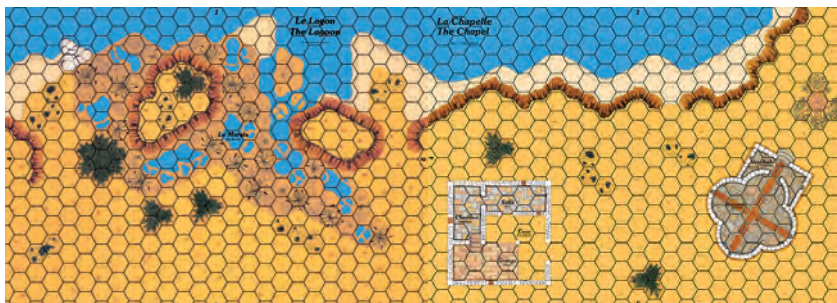
Scenario 9: The Outpost

Background

1084– Entrenched in the Castel Sant’Angelo of Rome, Pope Gregory VII is besieged by the troops of Emperor Henry IV. The prelate calls Robert Guiscard for help. Guiscard gathers an army largely made up of Arabs, and flies to the aid of the Pope. On the banks of the river Tiber, a small mounted vanguard collides with an Imperial outpost.

Map layout and starting positions

The German player places two slavs on 'The Lagoon' map as a sentry; the rest of his troops are placed in the buildings on the 'The chapel' map. The riderless horses are placed adjacent to the buildings. The Norman-Arab player begins the game by entering from side 4 of 'The Lagoon' map. The Lotharingian infantry arrive as reinforcements from side 2 of the 'The Chapel' map on turn 5. The game is played in 12 turns.



The sides

The Norman-Arabs		The Germans	
<p>Tristan Guy Guillaume Arthur</p> <p>Knights - Nck</p>	<p>Merin Husayn Jahmal Riyaad Ahmad Mahmud</p> <p>Light Cavalry - Acl</p>	<p>Slavs - Sil</p>	<p>Hugo Dietricht Konrad</p> <p>Ministérialls - Gcm</p>
<p>Jabbar Qadir Anwar Sharif</p> <p>Heavy Cavalry - Ach</p>		<p>Paulus Jacob Leopold Thadeus Otto</p> <p>Swabian knights - Gik</p>	<p>Arnold Johan Erbelin</p> <p>Lotharingian infantry - Gim</p>
		<p>Archer - Lia</p>	<p>Callisto</p>

Victory conditions

The objective of each side is to kill all enemy knights (Ministerialis, Swabian or Norman). If at the end of the twelve turns neither side has achieved this objective, victory goes to the one who killed and wounded the most enemy knights. In the event of a tie, the game is drawn.

Options

Add Mario, the Javelin Thrower (Lij) to provide the German player with an advantage. To provide the Arabian-Normans with an advantage, consider that all knights are equipped with a lance they can throw, whether they display a flag or not.

Epilogue

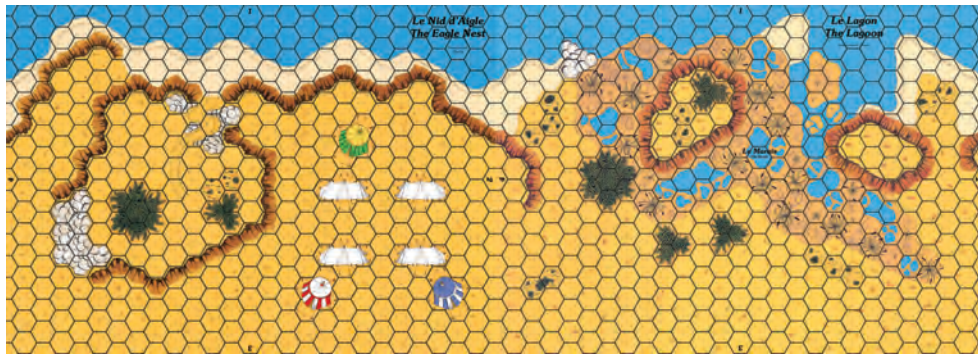
His army weakened, Henri decides to lift the siege of the Castel Sant’Angelo, and leaves Rome without facing the troops of Robert Guiscard. Rome is plundered, ravaged and set on fire by its Norman-Arab liberators. While surviving the siege, Gregory VII will eventually be sent into exile and die in Salerno in May 1085.

Scenario 10: Bohemond's booty

Background

Spring 1083- Bohemond, the eldest son of Robert Guiscard, lays siege in front of the Greek city of Larissa in Epirus. The Emperor Alexios tries one more time to rescue the city with his army. He managed to make Bohemond believe that he was fleeing by retreating a regiment displaying his banner. The Norman launches his cavalry in pursuit of the fugitives, but leaves his camp exposed as a result. Alexios then comes out of hiding and storms the camp to seize the booty collected.

Map layout and starting positions



Assemble the maps and position the tents as shown to the left. Only the left side of the Lagoon map is used.









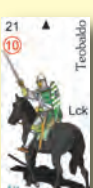




The Norman player hides his Treasure and Supply counters under the tents (one per tent) out of sight of the other player. Use 3 other counters as decoys. (The Naphtha counters for instance).

The Norman player positions the foot soldiers on the Eagle Nest map (these soldiers must be placed on the left 2/3 of the map). The Norman and Lombard cavalry is set up off map to the left.

The Byzantine player enters through the right hand side of the Lagoon map.

The game is played in 12 turns. The Byzantine player takes the first turn.

The sides

The Normans		The Byzantines	
 Robert Roger Counts - Nck	 Gontrand Gildas Sigsibert Audomar Alcuin Landry Javelins - Nij	 Nikephoros Kosmas Ioannis Demetrios Manasses Theodoros Kataphracts - Bch	 Argyris Diogenes Milo Damian Manueles Skutatoi - Bim
 Guillaume Arthur Guy Tristan Odon Onfroy Sarlon Rainulf Drogon Knights - Nck	 Henri Gauthier Eudon Angilbert Etienne Pierrick Norman Infantry - Nim	 Theophilos Stelios Cyril Koursores - Bcm	 Alexio Dorian Filippo Patroclus Philemon Peltastoi - Bil
 Arechis Bertoldo Teobaldo Gisulfo Arnolfo Romualdo Lombard Knights - Lck	 3 supplies  2 treasures Booty	 Jason Murad Takis Salih Hamza Timon Horse Archers - Bca	 Agamedes Stephanos Aegidios Androkles Petros Thadeos Psiloi - Bia

Special rule

Intervention by the Norman cavalry: The Norman player rolls 1D10 at the beginning of each of his turns to know if his cavalry will come back this turn. The cavalry appears on a roll of 10. From the second turn on, add +1 to the die result every turn (+5 on turn 6 for example). Any result above 10 is considered a 10.

Capturing the booty: Two characters on foot must remain adjacent to a Booty counter for a full turn without any other action to take possession of it. They can then carry it as long as they remain adjacent to the Booty counter. If they are engaged in combat, they must release the booty and will have to wait a full turn without any action to resume control of it.

Victory conditions

The Byzantines must seize as many booty counters as possible (except decoys of course) and get them off the map through the right side of the Lagoon map. The Normans must stop them. The number of Booty counters taken off the map determines the victory:

- > 4 or 5: Decisive Byzantine victory - Bohemond lost everything and will have to retreat;
- > 3: Narrow Byzantine victory - Bohemond will lose a lot of time to rebuild its war booty;
- > 1 or 2: Narrow Norman victory - The majority is saved and Bohemond will be able to pay his troops in order to continue the conquest.
- > 0: Decisive Norman victory - The Byzantines failed and their losses will probably lead to a future Norman victory.

Epilogue

Bohemond came back too late to avert disaster. He returned to Italy to ask Robert Guiscard for help.

Sources

La terreur du monde – Huguetta Taviani-Carozzi - Page 472.

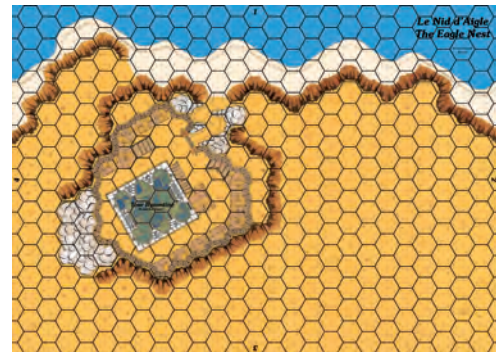
Scenario 11: Don't trust a dead Norman

Background

Around 1050- Robert wants to take a castle belonging to a monastic community, but his retinue is too small. He decides to employ trickery: He is taken on a stretcher by his men in procession, pretending to be dead, while hiding weapons under their clothes. Once in the courtyard of the fort, the truth comes out...

Map layout and starting positions

Deploy the Normans in the castle courtyard.
Then position the Lombards inside the castle.
The castle gate is closed.
The game is played in 12 turns. The Normans play first.



The sides

The Normans		The Lombards					
 13 Arthur Nck Knights on foot - Nck	Guillaume Arthur Guy Tristan Odon Onfroy Sarlon Rainulf Drogon	 11 Arnaldo Lck Knights on foot - Lck	Teobaldo Gisulfo Romualdo	 8 Sandro Lil Urban Militia - Lil	Ilario Gaetano Domenico Ercole Remigio	 12 Dante Lij Neapolitan Infantry - Lij	Dante Niccolo
 14 Robert Nck Count on foot - Nck	Robert	 5 Callisto Lia Archer - Lia	Callisto	 11 Drago Lim Standard Bearers - Lim	Drago Carlo	 8 Aldo Lij Javelin - Lij	Aldo

Victory conditions

The Normans must seize the castle. At the end of the 12 turns, victory is determined by the control of the different elements of the castle. Control is effective for the side with the most living characters in certain parts of the fortress:

- > Total Norman victory if they control the tower, the north wall, and the south wall;
- > Decisive Norman victory if they control the tower and at least one of the two walls;
- > Marginal Norman victory if they control the two walls, but not the tower;
- > Marginal Lombard victory if the Normans control only one wall;
- > Decisive Lombard victory if the Normans don't control any part of the castle;
- > Total Lombard victory if Robert was killed in the fighting.

Sources

La terreur du monde – Huguetta Taviani-Carozzi - Pages 188/189.



Scenario 12: The favors of the emperor

Background

October 1018- The Lombard lord Melus leads the revolt against Byzantium, with the help of Norman mercenaries. His troops were defeated at Cannae and he fled to Germany. His brother Dattus took refuge in the papal tower of Garigliano and expected to get the protection of the Prince of Capua. But the latter, wishing to gain favor with the Emperor, decided to deliver him Dattus, who is only defended by a few Normans.

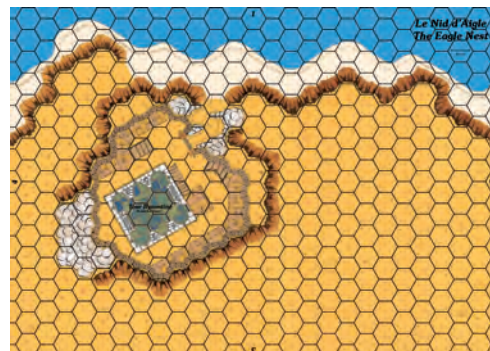
Map layout and starting positions

Dattus and his Normans are positioned inside the castle.

The men of the Prince of Capua are deployed outside the castle, at least 6 hexes away from the stockade.

The men of the Prince of Capua play first.

The game is played in 15 turns.



The sides

The troops of Dattus		The prince of Capua	
 11 Gisulfo Lck Lombard knights on foot - Lck	 13 Arthur Nck Norman knights on foot - Nck	 21 Cyril Bcm Coursors - Bcm	 13 Jason Bca Horse Archers - Bca
 8 Sigisbert Nij Javelins - Nij	 10 Gauvin Nim Norman Infantry - Nim	 10 Argyris Bim Skutatoi - Bim	 7 Alexio Bil Peltastoi - Bil
 7 Philibert Nia Archers - Nia	 8 Avray Nil Norman Light Infantry - Nil	 6 Stephanos Bia Psiloi - Bia	 8 Ilario Lil Urban Militia - Lil
		 Comysing Ladders	2

Special rule

Capture: If during a fight, several characters of the Prince of Capua get a combat differential of 60 (or more) against Dattus, who is not adjacent to any character of his side, he may be captured.

Roll 1D10 to determine if Dattus is taken prisoner:

- > From 1 to 4, Dattus surrenders;
- > From 5 to 10, Dattus courageously continues the fight!

When Dattus surrenders, use his "Wounded" stance. He must then be escorted to one of the edges of the map by two armed men. The escort must remain in the hexes adjacent to the prisoner at all times (the prisoner moves with his guards).

Dattus may attempt to escape during the movement phase in the following circumstances:

- > If a member of his escort is no longer in a hex adjacent to his (whether by negligence or because he was killed or forced to retreat after a missile fire or a combat).
- > If a member of his escort is attacked.. In this case, instead of fleeing, Dattus can join the attack.



- > If his escort of two men is reduced to one after a missile fire or a combat, he may try to escape even if the remaining escort is in an adjacent hex.

Dattus can get his full strength back (if he was not already wounded when captured) by staying one full turn next to a dead character to take his weapon.

If Dattus attempted to flee or attacked a member of his escort, and is currently adjacent to an enemy character, they can try again to take him prisoner or choose to attack him. If attacked, Dattus must fight to the death because, by fleeing, he lost the right to ask for mercy.

Victory conditions

The men of the Prince of Capua must capture Dattus dead or alive, to secure their victory. If at the end of the 15 turns, Dattus has not been taken and is still alive, the number of Norman survivors determines the outcome:

- > More than 10 Norman survivors: Large Norman victory. These Lombards subsidized by the Greeks understood the lesson.
- > More than 6 Norman survivors: Narrow Norman victory. There should be enough men to repel another attack.
- > Normans and under: Short Capuan victory. The attackers will have no problem raising reinforcements and take this place at the next assault.

Epilogue

The Normans were able to obtain refuge with the abbot of Monte Cassino, but Dattus was taken prisoner. They brought him into Bari mounted on a donkey as a peasant and he was tied up in a leather bag and thrown into the sea.

Sources

La terreur du monde – Huguette Taviani-Carozzi - Pages 140/141.

Scenario 13: The Hornets' Nest

Background

Sicily, 1038 - While Georges Maniakès begins his reconquest of the island, a small Arab garrison harasses its lines of communication. To put an end to the harassment, the general first detaches a few Greek units which are gnashing their teeth at the defenders' defiance. A group of Norman mercenaries sent as reinforcements having also failed, Maniakès decides to put an end to the problem by dispatching the Varangian Guard. They arrive on the spot as the horsemen of the garrison are marauding.

Map layout and starting positions

The besieging player places a Destroyed Palisade marker at a location of his choice.

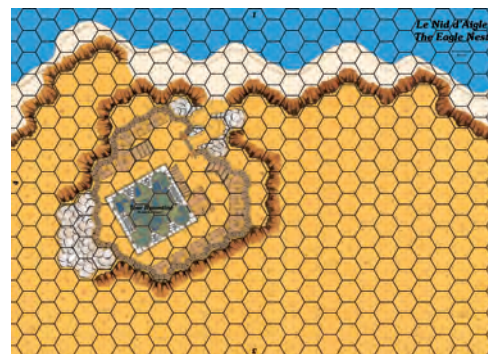
The Arab garrison is placed first in the fortifications of the Eagle's Nest map, then the besieging forces are placed on the map outside the fortification hexes, at least two hexes away from the slope. The Arab cavalry then enters, if they wish, on the map through sides 2, 3 or 4. The Arab cavalry enters the map on the turn that suits them.

The Arab garrison plays first, then the besiegers, then the Arab cavalry.









It is possible to play this as three-player scenario, with one besieging and two Arab players.











It is also possible to play with four or five players, with one or two Arab players and three besieging players. In this case, the Arab garrison plays first, then the Varangian guards, the Normans, the Byzantines, and the Arab cavalry. In this case see the optional rule 1.2.

The game is played in 15 turns.



The sides

The Besiegers			
 Knights - Nck	Arthur Tristan	 Koursors - Bcm	Basil
 Medium Norman Infantry - Nim	Angilbert Gauthier Gauvin Henri Romaric Nizier	 Skutatoï - Bim	Argyris Manueles
		 Varangian officers - Bik	Cnut Harald
		 Peltastoi - Bil	Alexia Dorian Filippo Patroclus Philemon
		 Varangian guards - Biv	Hakon Brandr Thorlak Leif Asgot Eyjolf Thorstein Einar Olaf
		 Archers - Nia	Philibert Alphonse Alaric

 <p>Stephanos Androkles</p> <p>Psiloi - Bia</p>	 <p>Grappling hooks</p>	 <p>Ladders</p>	
The Arab Garrison (all on foot)			Arab Cavalry
 <p>Jabbar</p> <p>Heavy North African cavalry - Ach</p>	 <p>Awras Mbarek Hakku Jawhar Harow Rachid Ahmad</p> <p>Medium infantry - Aim</p>	 <p>Qadir Kamaal Ahir Ziyad Salih</p> <p>Light Infantry - Ail</p>	 <p>Ahmad Merim Mahmud Riyaad</p> <p>Light cavalry - Acl</p>
 <p>Imram Yani</p> <p>Javelins - Aij</p>	 <p>Samir Omar</p> <p>Archers - Aia</p>		 <p>Anwar Sharif</p> <p>Heavy cavalry (Ach)</p>

Special rule

On any turn, an Arab cavalry character may exit the map of his own free will, by the side of his choice. However, to return to the field he must wait for the second turn following his exit if he returns by the side by which he started, and the third turn if he returns by one of the other two sides. This rule also applies to Arab cavalry that is forced to retreat. Thus an Arab horseman forced to exit the map edge due to a combat result is not wounded.

Optional rule 1.1

Even though they served the same ruler, Normans, Varangians, and other Byzantines did not necessarily get along. To simulate this, in order to gain a bonus in a group attack, the attackers must all be of the same origin: Normans (Nck, Nia and Nim), Greeks (Bcm, Bim, Bia and Bil) or Varangians (Bik and Biv). That said, besieging factions still cannot fight or shoot at each other.

Optional rule 1.2

If the Normans, Varangian guards and Greeks are played by different players, in addition to the rules above, new victory conditions for besiegers apply (see below).

Optional rule 2

To give an advantage to the Arabs, add the following horseriders: Bashir, Mukhtar, Khaled (Acm).

Victory conditions

In a game with two or three players, the besieging player wins the game if, at the end of the 15 turns, the attackers have succeeded in driving the Arab garrison from the stockade and the courtyard, and still has at least one unharmed Varangian guard. If a besieging character manages to enter the tower, the game ends with an immediate victory for the besiegers.

The Arab garrison wins the game if, at the end of the 15 turns, there are at least two unharmed characters left in the courtyard or on the stockade, and no more than a single unscathed besieging character on the stockade or in the courtyard.

The Arab cavalry wins the game if, at the end of the 15 turns, all the Varangian guardsmen are dead or wounded, and at least one of the Arab horsemen on the map is alive.

In a game with four or five players (one or two Arabs and three besiegers), a Varangian, Norman, or Byzantine character who manages to enter the tower grants an immediate victory to the controlling player.

In a four or five-player game, if no Arab or besieging player meets their victory conditions, the besieging player who first succeeds in placing a counter on the stockade or in the courtyard of the Eagle's Nest wins a minor victory over the other besiegers (but not over the Arabs).

So it is quite possible that this fight has no winner!

Scenario 14: Family affair

Background

Fall 1073- Abelard, the son of Humphrey of Hauteville, disowned by Robert Guiscard is in constant rebellion. He is entrenched in Santa Severina Calabria, north of Crotone. Robert Guiscard and his brother Roger decided to lay siege to his den and to storm it immediately.

Map layout and starting positions

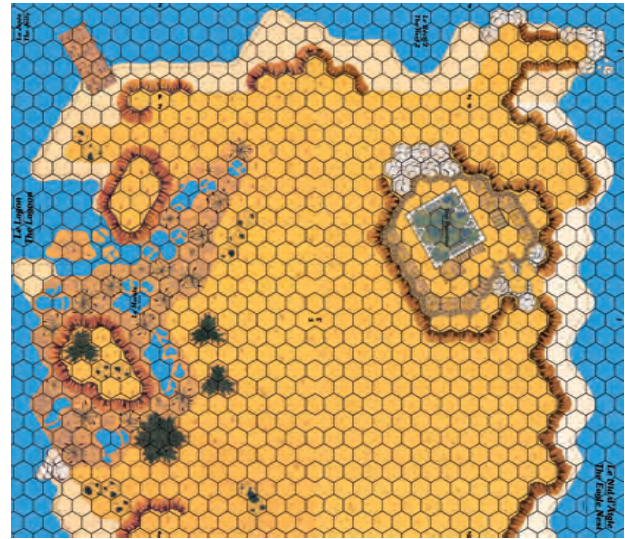
Position both Jetty and Reef 2 junction maps along the Eagle Nest and Lagoon maps as shown.

The troops of Abelard are deployed in the castle.

The forces of Robert and Roger are positioned on the Lagoon map.

The game is played in 15 turns.

The besiegers play first.



The sides

The troops of Robert & Roger		The troops of Abelard	
 Counts on foot - Nck	Robert Roger	 Knights on foot - Nck	Guillaume Arthur Tancrede Tristan Onfroy Rainulf
 Javelins - Nij	Gontrand Gildas Sigisbert Audomar Alcuin Landry	 Norman Infantry - Nim	Gauvin Romaric Nizier Etienne Pierrick Henri Eudon
 Archers - Nia	Philibert Merlin Alaric	 Slavs - Sil	Goran Miroslav Vukadin Branimir Radoje Vlatko
 Stone thrower	1	 Grappling hooks	2
		 Knights on foot - Nck	Odon (Abelard) Sarlon Drogon
		 Standard Bearer - Lim	Drago
		 Urban Militia - Lil	Ilario Sandro Remigio Lucio
		 Slingers - Lis	Anselmo Edigio
		 French infantry - Nim	Jacques Eustache Renaud Roland Thibaut
		 Neapolitan Infantry - Lij	Dante Livio
		 Archers - Lia	Angelo Callisto

Victory conditions

Abelard's capture is the only victory condition in this scenario. As Robert Guiscard doesn't wish the death of his nephew, the attackers must do everything to capture him alive. If at the end of the game, Abelard is still alive, the defending player wins. If Abelard died, there is no winner.

Special rule

Abelard's capture: Use the capture rules in Scenario 12.

Abelard: To prevent the besieged player from sending his hero into suicide attacks to obtain a draw, Abelard can't attack when the differential is under 16 on the combat table.

Epilogue

The siege lasted until the end of 1075. To break Abelard's resistance, Robert took his half-brother Hermann prisoner and Abelard agreed to surrender in exchange for the release of his half-brother.

Sources

La terreur du monde – Huguette Taviani-Carozzi - Pages 302/303.

Campaign scenarios

These 6 scenarios use either the Apulia or the Sicily map. Game sheet Nr 6 indicates the affiliation of the different towns and castles according to the year of the scenario. Resource and hostility levels are also mentioned. Whenever a change occurs during the game, write down the new faction or value in the boxes to the right.

1 – The George Maniakes Expedition

Background

1038 – The Basileus decides to take advantage of the anarchy that reigns in Sicily between the various Arab emirs to launch an expedition of reconquest, led by General George Maniakes. Its army is made up of the Varangian Guard commanded by Harald Hardrada, Lombard contingents commanded by Arduin and 300 Norman mercenaries including the elder brothers of Robert Guiscard. Maniakes has already recaptured Messina, and is preparing to launch raids across the island.

Starting positions

Type	#	Location	Headcount	Resources	Hostility	Deniers	Prestige
Byzantines	B1	Demetrios and his combat group, in Messina (northeast).	15		5	5	6
	B2	Basil and his combat group, in Messina (northeast).	12		6	4	5
	B3	Kosmas and his combat group, in Messina (northeast).	18		7	6	7
	B4	Harald and his Varangians, in Messina (northeast).	11		9	3	5
Normans	N1	Drogon and his combat group, in Messina (northeast).	14		7	4	5
	N2	Guillaume and his combat group, in Messina (northeast).	12		8	3	6
Lombards	L1	Guaimario and his combat group, in Messina (northeast).	15		4	5	2
	L2	Atenolfo and his combat group, in Messina (northeast).	14		5	4	3
Arabs	A1	Qadir and his cavalry group, 1 hex to the southeast of Patti (northeast).	14		6	6	3
	A2	Abd-Allah and his combat group, 1 hex to the southwest of Milazzo (northeast).	18		5	9	4
	A3	Bashir and his cavalry group, 1 hex to the northeast of Catania (east).	12		7	5	6
	A4	Hassan and his combat group, 1 hex to the north of Taormina (northeast).	16		5	8	5
	A5	Khaled and his combat group, 1 hex to the southeast of Troina (center).	15		4	7	3
	A6	Jabbar and his cavalry group, 1 hex to the northeast of Mistretta (north).	12		5	6	4
	A7	Combat group, 1 hex to the southeast of Lentini (southeast).	13		4	6	2
	A8	Combat group, 1 hex to the northeast of Enna (center).	13		3	5	3
Convoys	C1	One convoy in Syracuse (southeast), shuttling with Messina (north-east).	6	5			
	C2	One convoy in Enna (center), shuttling with Catania (east).	5	5			
	C3	One convoy in Mistretta (north), shuttling with Messina (southeast).	7	5			
	C4	One convoy in Centuripe (center), shuttling with Syracuse (southeast).	5	4			

The game is played in 15 days on the map of Sicily.

The playing field is limited to the hexes east of Enna.

The army of Georges Maniakes (made up of Byzantines, Lombards and Norman mercenaries) plays first.

Victory conditions

The troops of Georges Maniakes must conquer as many of the castles and cities held by the Arabs as possible. Victory depends on the number of conquered castles and cities:

- > Less than 3 - Striking Arab victory: The expedition has failed miserably and the Basileus calls George Maniakes back to Constantinople.
- > From 3 to 6 - Marginal Arab victory: Despite some losses, Georges Maniakes does not yet have sufficient hold to hope to stay in Sicily indefinitely.
- > From 7 to 10 - Byzantine marginal victory: Much remains to be done, but a good part of Sicily is now in the hands of Georges Maniakes.
- > More than 10 - Brilliant Byzantine victory: The prestige that Georges Maniakes will derive from this success should serve his consuming ambitions, and why not allow him to soon claim the title of Basileus?

Epilogue

Despite initial successes, the expedition suffered from disagreements linked to the authoritarianism of Georges Maniakes and quarrels exploded over the sharing of the booty. The Norman mercenaries left the army to return to southern Italy. William of Hauteville earned his nickname Iron Arm after killing the emir of Syracuse during a violent charge.

Sources

Pierre Aubé, *Les empires normands d'Orient*, p. 40-42.

2 – The Mercenaries

Background

Spring 1042 - General George Maniakes, returned to favor by Byzantium, is ordered by the Basileus to suppress the rebellion of the Lombard cities and to crush the Norman mercenaries employed by Atenolf of Benevento and led by Argyros, the own son of Meles. The coming campaign is an opportunity for wealth-hungry Normans to carve out fiefdoms for themselves, or at least to plunder gleefully.

Starting positions

Type	#	Location	Headcount	Resources	Hostility	Deniers	Prestige
Normans	N1	Guillaume and his group, 1 hex to the northeast of Ascoli.	10		7	6	5
	N2	Odon and his group, 1 hex to the southeast of Melfi.	8		6	5	4
	N3	Roger and his group, 1 hex to the northeast of Venosa.	10		8	5	4
Mercenaries	M1	Combat group, 1 hex to the north of Potenza.	6		8	1	2
	M2	Combat group, 1 hex to the north of Venosa.	7		9	2	3
	M3	Combat group, 1 hex to the southeast of Foggia.	8		7	1	2
	M4	Combat group, 1 hex to the northeast of Troia.	6		6	2	4
Lombards	L1	Bertoldo and his group, 1 hex to the south of Venosa.	6		5	7	4
	L2	Arechis and his group, 1 hex to the south of Minervino.	8		6	6	5
Byzantines	B1	Nikephoros and his group, 1 hex to the southwest of Corato.	12		8	7	9
	B2	Kosmas and his group, 1 hex to the northwest of Canosa.	10		7	5	6
	B3	Demetrios and his group, to the south of Molfetta.	9		8	4	7
	B4	Harald and his Varangians, 1 hex to the southwest of Bari.	10		9	5	8
	B5	Basil and his group, to the north of Montepeloso.	8		8	6	4
	B6	Combat group, 1 hex to the southwest of Conversano.	9		7	4	2
	B7	Combat group, 1 hex to the southeast of Trani.	8		6	5	3
Convoys	C1	One convoy in Lucera (northwest), shuttling with Conversano (northeast).	4	5			
	C2	One convoy in Barletta (north), shuttling with Potenza (center).	3	4			
	C3	One convoy in Troia (northwest), shuttling with Castellaneta (northeast).	4	5			

The game is played in 15 days on the Apulia map.
The playing field is limited to the hexes located north of Potenza.
The Normans play first.

Special rule

Use the surrender rules (see § 15.2) to speed up siege resolution.

Victory conditions

The Normans must amass resources and conquer as many castles and cities as possible. Victory depends on the number of conquered castles and cities:

- > Less than 2 - Striking Byzantine victory: The attempts of the Normans were countered, and the little booty taken will be quickly regained.
- > From 2 to 5 - Byzantine marginal victory: The Normans are not numerous enough to keep these holds and a rapid campaign should allow the Byzantines to take them back.
- > From 6 to 9 - Marginal Norman victory: These conquests will be a good starting point for future attempts at expansion, but the looting did not satisfy the greed of the Normans.
- > 10 and more - Striking Norman victory: The Normans will meet in Melfi to share all these conquests.
The Normans can also win if they manage to accumulate 50 resource points.

Epilogue

Following the accession of Constantine Monomachos, George Maniakes rebelled and was proclaimed emperor by his troops. The new Basileus then offered Argyros to become the new catepan, which he accepted. The Normans then turned away from him and appointed a chief from their ranks: William of Hauteville, a.k.a. Iron-Arm and elder brother of Robert Guiscard. In September, the lands conquered by the Normans were shared in Melfi.

Sources

Huguette Taviani-Carrozi, *La terreur du monde*, pp. 160-165.

3 – Enough with the Greeks

Background

1060 - Robert Guiscard is determined to drive the Greeks out of Italy. Helped by his brothers Mauger and Roger, he successively seized Taranto and Brindisi, but the Byzantines resisted and even went to besiege Melfi. The cities of Apulia resist, more to preserve their privileges and autonomy recognized by the successive capetans, than by attachment to Byzantium. The port of Bari, where the capetan sits, is the city that must be taken for Apulia to fall into the hands of Robert Guiscard. While leading the siege of the city, he sent small groups to ensure the submission of the last cities still in Byzantine hands.

Starting positions

Type	#	Location	Headcount	Resources	Hostility	Deniers	Prestige
Normans	N1	Robert and his combat group, in Bari.	16		6	10	9
	N2	Roger and his cavalry group, 1 hex to the south of Bisceglie (north).	6		9	3	6
	N3	Drogon and his combat group, 1 hex to the southeast of Corato (north).	10		7	6	7
	N4	Odon and his cavalry group, 1 hex to the north of Genzano (center).	7		8	4	5
	N5	Guy and his cavalry group, 1 hex to the north of Matera (center east).	8		9	3	7
	N6	Guillaume and his combat group, 1 hex to the north west of Castellaneta (east).	14		7	5	6
	N7	Combat group, 1 hex to the southeast of Ascerenza (center).	12		6	4	4
Byzantines	B1	Basil and his combat group, 1 hex to the north west of Conversano.	12		6	6	4
	B2	Demetrios and his combat group, 1 hex to the southwest of Canosa.	15		7	7	5
	B3	Nikephoros and his cavalry group, within 2 hexes to the south of Conversano (northeast).	11		6	6	6
	B4	Harald and his Varangians, within 2 hexes to the southeast of Montescaglioso.	10		8	4	7
Convoys	C1	One convoy in Canosa (north west), shuttling with Conversano (north east) while by-passing Bari to the south.	6	5			
	C2	One convoy in Molfetta (north), shuttling with Potenza (center).	4	4			
	C3	One convoy in Venosa (center) shuttling with Castellaneta (north east).	4	5			

The game is played over 20 days on the Apulia map.

The playing field is limited to the hexes east of Melfi.

The Normans play first.

Special rule

The siege of Bari is not one of the objectives of the scenario. Robert's troops are reinforcements for other combat groups, knowing that Robert cannot leave the siege of Bari.

Victory conditions

The Normans must conquer as many castles and cities held by the Byzantines as possible. Victory depends on the number of conquered castles and cities:

- > Less than 3 - Striking Byzantine victory: The Byzantines remain firmly established in southern Italy, and continuous reinforcements can allow Bari to hold out indefinitely
- > From 3 to 4 - Byzantine marginal victory: There are enough strongholds left for the Byzantines to launch counterattacks on the besieging army of Bari.
- > From 5 to 6 - Marginal Norman victory: The last settlements of the Byzantines are now isolated and will fall sooner or later.
- > > From 7 to 8 - Striking Norman victory: As soon as Bari surrenders, the Byzantine presence in Italy will be over.

Epilogue

Bari fell in 1071 after 3 years of siege by land and sea. Apulia being in the hands of Robert Guiscard, he will now be able to turn his focus to Sicily.

Sources

Huguette Taviani-Carrozi, *La terreur du monde*, pp. 259-264.

4 – Cerami

Background

Summer 1063 - Roger de Hauteville is in Troina. The people of Greece revolted last winter, prompting Muslims to seek aid in Africa. Two fleets soon dock in Palermo and Girgenti and head for Troina. Roger sends detachments in all directions to intercept the Arab squadrons before they assemble for the final assault.

Starting positions

Type	#	Location	Headcount	Resources	Hostility	Deniers	Prestige
Normans	N1	Roger and his combat group, in Troina (center).	12		7	7	8
	N2	Sarlon and his combat group, 1 hex to the north of Enna (center).	12		8	6	7
	N3	Guillaume and his combat group, 1 hex to the north of Caltanissetta (center).	18		6	8	6
	N4	Combat group, 1 hex to the southeast of Nicosia (center).	15		5	7	3
	N5	Drogon and his combat group, 1 hex to the southwest of Petralia (north).	12		7	6	4
	N6	Guy and his cavalry group, 1 hex to the south of Caltavuturo (north).	10		8	5	5
	N7	Combat group, 1 hex to the southeast of Geraci (north).	15		6	6	2
Arabs	A1	Bashir and his combat group, in Caccamo (northwest).	14		7	7	5
	A2	Qadir and his cavalry group, 1 hex to the southwest of Termini (northwest)	10		8	6	6
	A3	Abd-Allah and his combat group, within 2 hexes to the south of Geraci (center).	18		6	9	4
	A4	Combat group, 1 hex to the southeast of Geraci (north).	12		6	6	3
	A5	Hassan and his combat group, 1 hex to the north of Girenti (southwest).	15		7	7	5
	A6	Khaled and his combat group, 1 hex to the south of Caltanissetta (center).	12		6	6	6
	A7	Jabbar and his cavalry group to the southeast of Sutera (west).	8		8	4	5
	A8	Combat group, 1 hex to the southwest of Nicosia (center).	16		5	8	2
Convoys	C1	One convoy in Girgenti (southwest), shuttling with Catania (east).	7	5			
	C2	One convoy in Collesano (north), shuttling with Paterno (east).	6	5			
	C3	One convoy in Caccamo (northwest), shuttling with Girgenti (southwest).	5	4			
	C4	One convoy in Caltavuturo (north), shuttling with Enna (center).	6	5			

The game is played in 15 days on the map of Sicily.
The Normans play first.

Victory conditions

Victory depends on the number of Arab counters removed from play:

- > Less than 20 - Striking Arab victory: The Normans have barely affected the Arab forces converging on Troina. Soon the final assault will eliminate any Norman presence in Sicily.
- > From 20 to 49 - Marginal Arab victory: Despite some damage, the Arab forces are still numerous enough to inflict a severe correction on the Normans gathered in Troina
- > From 50 to 79 - Marginal Norman victory: The Arab contingents are weak enough so that Roger's troops who have taken refuge in Troina do not have to fear a devastating assault.
- > 80 and over - Striking Norman victory: The Arab troops are defeated even before they can join. Roger will cut the remaining squadrons into pieces.

Epilogue

The enemy armies clashed at Cerami, about twenty kilometers from Troina. Despite flagrant numerical inferiority, the Norman Knights charged and won. Cerami is often compared to Montgisard, another battle where a cavalry charge decided victory despite a severe imbalance of power.

Sources

Huguette Taviani-Carrozi, *La terreur du monde*, pp. 361-363.

5 – Finishing the job

Background

1072 - Palermo fell into the hands of Robert Guiscard but the Arabs still control much of Sicily. He lets his younger brother Roger complete the conquest of the island.

Starting positions

Type	#	Location	Headcount	Resources	Hostility	Deniers	Prestige
Normans	N1	Roger and his combat group, in Nicosia (center).	20		6	5	6
	N2	Sarlon and his combat group, within 2 hexes to the south of Geraci (center).	18		7	4	7
	N3	Guy and his combat group, 1 hex to the south of Catania (east).	16		5	5	5
	N4	Drogon and his combat group, 1 hex to the south of Centuripe (east).	16		8	5	6
	N5	Guillaume and his combat group, 1 hex to the southwest of Caccamo (northwest).	14		9	4	5
	N6	Combat group, within 2 hexes to the south of Petralia (center).	15		7	4	4
	N7	Cavalry group, within 2 hexes to the south of Troina (center).	10		5	6	4
Arabs	A1	Abd-Allah and his combat group, 1 hex to the northwest of Syracuse (southeast).	14		6	5	3
	A2	Bashir and his combat group, 1 hex to the southwest of Enna (center).	14		9	4	5
	A3	Qadir and his combat group, 1 hex to the southwest of Castronovo (center-west).	15		7	4	4
	A4	Khaled and his cavalry group, within 2 hexes to the southwest of Caltanissetta (center).	14		9	4	5
	A5	Jabbar and his combat group, 1 hex to the north of Girgenti (southwest).	15		7	4	4
Convoys	C1	One convoy in Girgenti (southwest), shuttling with Catania (east).	7	5			
	C2	One convoy in Collesano (north), shuttling with Paterno (east).	6	5			
	C3	One convoy in Caccamo (northwest), shuttling with Girgenti (southwest).	5	4			
	C4	One convoy in Termini (north), shuttling with Enna (center).	6	5			

The game is played in 15 days on the map of Sicily. The Normans play first.

Victory conditions

The Normans must conquer as many Arab strongholds as possible. Count the number of seized locations at the end of the 15 turns:

- > Less than 2 - Striking Arab victory: The Arabs still hold firmly in Sicily. The Normans are still far from having conquered the island.
- > From 2 to 4 - Marginal Arab victory: The Arabs still have enough strongholds to constitute a danger. Reinforcements announced from Ifriqiyah will allow a reprisal.
- > From 5 to 7 - Marginal Norman victory: The campaign was a success. A few more similar blows and the island will be entirely in Norman hands.
- > 8 and more - Resounding Norman victory: The Arab presence in Sicily ends. Roger de Hauteville is now the Ruler of Sicily.

Epilogue

The conquest of the island is a succession of raids and sieges that will last 20 years.

Sources

Huguette Taviani-Carrozi, *La terreur du monde*, pp. 367-372.

6 – Salerno must fall

Background

April 1076 - To strengthen his grip over southern Italy, Robert Guiscard, who now controls Apulia and Calabria, decides to put an end to the Lombard principality of Salerno, to counter the ambitions of Richard of Capua, the other Norman prince of the region. The Prince of Salerno, Gisulfo, is Robert Guiscard's own brother-in-law, but that won't stop the Norman from attacking him. The defenses of Salerno are deemed impregnable, but Robert is determined to starve the population to force Gisulfo to surrender, while other Normans ravage the surrounding countryside.

Starting positions

Type	#	Location	Headcount	Resources	Hostility	Deniers	Prestige
Normans	N1	Robert and his group, in Salerno (southwest).	20		7	10	9
	N2	Guy and his combat group, 1 hex to the southwest of Amalfi (southwest).	15		6	8	6
	N3	Odon and his combat group, 1 hex to the south of Eboli (southwest).	16		7	7	5
	N4	Roger and his combat group, 1 hex to the southeast of Teggiano (south).	12		6	5	4
	N5	Drogon and his cavalry group, 1 hex to the south of Guardia Lombardi (east).	14		5	7	6
	N6	Guillaume and his combat group, 1 hex to the southwest of Potenza (center).	20		9	8	8
Lombards	L1	Arechis and his combat group, 1 hex to the south east of Avellino (east).	15		5	7	4
	L2	Atenolfo and his combat group, 1 hex to the south of Conza (southwest).	12		4	5	3
Convoys	C1	One convoy in Nocera (southwest), shuttling with Potenza (center) via Teggiano.	6	5			
	C2	One convoy in Benevento (east), shuttling with Teggiano (south) while by-passing Salerno to the north.	5	5			

The game is played in 15 days on the Apulia map.
The playing field is limited to the hexes located to the south of Benevento.
The Normans play first.

Special rule

The siege of Salerno is not one of the objectives of the scenario. Robert's troops are reinforcements for the other combat groups, knowing that Robert cannot leave the siege of Salerno.

Victory conditions

The Normans must collect the greatest number of resources.

At the end of the 15 turns, the number of resources and money accumulated by the Normans is counted. If the Normans have collected:

- > Less than 60 resources and deniers: Striking Lombard victory - The Normans did not expect such resistance and Robert is starting to wonder if he will ever capture Salerno.
- > Between 60 and 79 resources and deniers: Marginal Lombard victory - Despite the destruction, Campania still has enough resources to stand up to the Normans, which gives courage to the besieged of Salerno.
- > Between 80 and 99 resources and deniers: Marginal Norman victory - The destruction is significant and strongly affects the morale of the besieged in Salerno. More and more residents are demanding that Gisulfo begin negotiations for terms.
- > 100 resources and deniers: Striking Norman victory - Campania is devastated and can no longer supply the besieged of Salerno. The impregnable city can only surrender.

Epilogue

Salerno fell after 8 months of siege due to the pressure of some besieged who could no longer bear the shortages and famine in the city. Prince Gisulfo took refuge in a castle with a few loyal troops and it will take another 4 months for him to surrender.

Sources

Huguette Taviani-Carrozi, *La terreur du monde*, pp. 285-294.

Purchase table

This table will let you create your own scenarios to balance the opposite sides. An Excel utility is available on www.cryhavocfan.org to help you quickly calculate the total cost of your armies.

Basic cost of a character	
Heavy cavalry (with armour)	ATT + DEF
Light cavalry	ATT + DEF
Horse archer	2 ATT + 2 DEF
Armoured foot	ATT + DEF
Unarmoured foot	ATT + ½ DEF ⁽¹⁾
Javelinman	2 ATT
Armoured shortbowman	2 ATT + 2 DEF
Unarmoured shortbowman	2 ATT + DEF
Slinger	3 ATT + DEF
Clergy, Peasant, Civilians	ATT

⁽¹⁾ Round downwards if necessary.

Animals, equipment and supplies	
Fully equipped riding horse	12
Dog	6
Draft Donkey	6
Sheep	2
Siege equipment	
Grappling hook	5
Siege Ladder	10
Stone Thrower	30
Greek Fire	50

Notes: ATT and DEF are abbreviations for Attack strength points and Defence strength points.

Guiscard 2

Normans in Southern Italy and Sicily in the 11th Century



Cover artwork:
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