

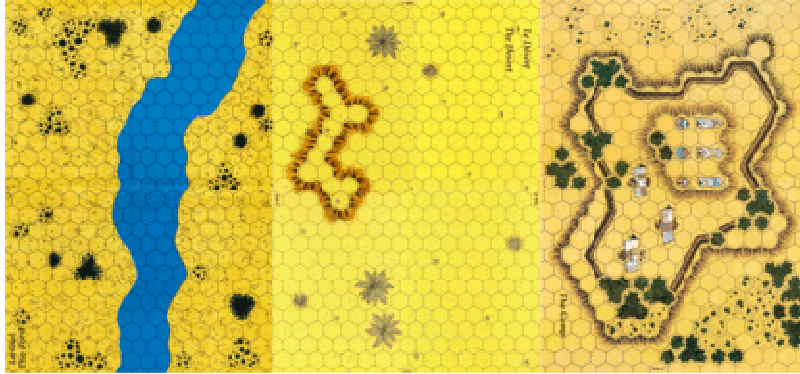
Basileus Scenario 4

No Pay, No Fight!

Background

Strategos George's troops have been exploring the deep ravines of Anatolia for the past five weeks in search of the band of robbers of Sultan As-Salih. The Turkish mercenaries and Varangians are getting impatient because they have not been paid since leaving Constantinople. Suddenly, a scout returns to the band at full speed: The Sultan's camp is just outside, near a river.

Map Layout & Starting Positions



The Turkish infantry is deployed on the Camp map. The Turkish cavalry is deployed on the Desert map.

The Byzantines are deployed to the left of the river.

The Byzantines play first.

The game is played in 12 turns.

The Sides

The Byzantines		The Turks					
<p>Normans</p>	Bohemond Robert Roussel Geoffroy Tancrede Guillaume Onfroy Sarlon Eustache	<p>Kataphractoi</p>	Georges Liparit Bardas Theokristos Aaron Kedrenos	<p>Royal Mamluks</p>	Al-Kamil Maarar Hakim Abaga El-Arish	<p>Officers</p>	As-Salih Murda Saladin Kilij
<p>Klibanophoroi</p>	Philippe Photius Demetrius Theodoros Nicephoros Michel	<p>Trapezitai</p>	Vardan Kirakos Hethoum Gourgen Sembat Bagrat	<p>Seljuk cavalry</p>	Yesugai Arghun Ruzsik Bar	<p>Horse archers</p>	Ayub Fakr Imad Mongka Qutuz Rashid Usamah
<p>Skutatoi</p>	Mathieu Nicolas Skylitzes Katakalon Petros Thadeos	<p>Psiloi</p>	Alyatte Theophilos Isaac Basile Etienne Germain Stephanos	<p>Fatimid infantry</p>	Gashan Mehmet Anwar Magid Moshen Yasaffa Ahmed Hashmi	<p>Seljuk infantry</p>	Jellal Shammin Farhad Mohammad Mustafa Sadik Ageel Osewl
<p>Syrian infantry</p>		<p>Sudanese infantry</p>		<p>Syrian infantry</p>	Husseyin Baysan Mesut Abdul Ali Tossaun	<p>Sudanese infantry</p>	Shazir Abdoul Yousef Essem Said Taqi

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Special Rules

You must test the loyalty of Byzantine mercenaries at each turn. Roll 1D6 for each Norman or Trapezitos counter. On a roll of 6, the character decides that his salary comes before the business of the Strategos and leaves the battlefield.

Victory Conditions

At the end of the 12 turns, if:

- > The Byzantines were able to place more than half of their troops within the camp trenches or killed As-Salih, they win a decisive victory: the looters are no longer a danger to the empire.
- > The Byzantines were able to place more than a quarter of their troops within the camp trenches, they win a marginal victory: The looters are no longer strong enough to threaten Byzantium.
- > The Byzantines didn't manage to seize the camp but they command both Ford and Desert maps, the Turks win a marginal victory: Byzantium will no longer be feared.
- > The Byzantines didn't manage to seize the camp nor command both Ford and Desert maps, the Turks win a decisive victory: The Strategos will regret for a long time that the mercenaries didn't get paid in time.

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:

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