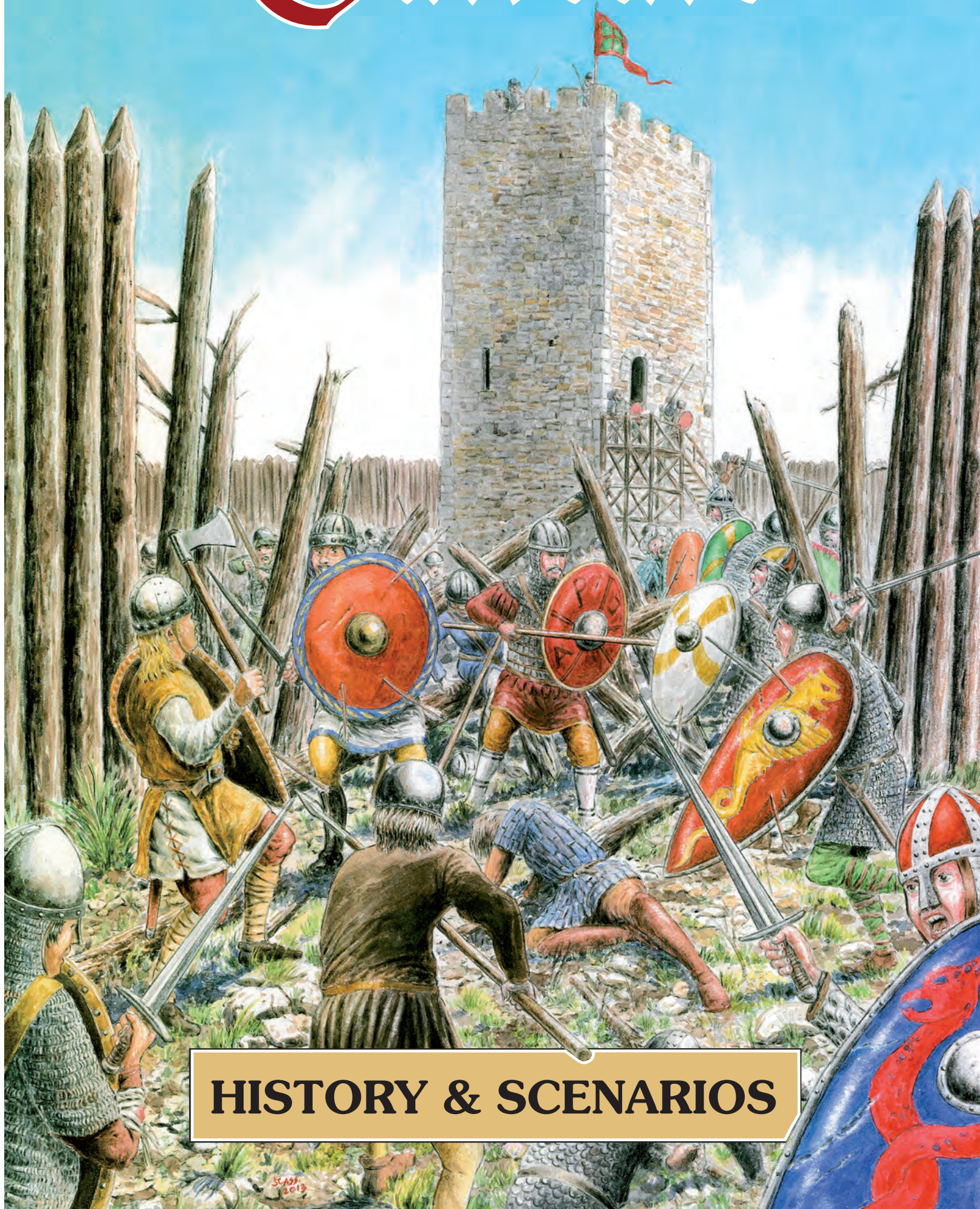


# Guiscard



**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 *Ifriquya* (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**

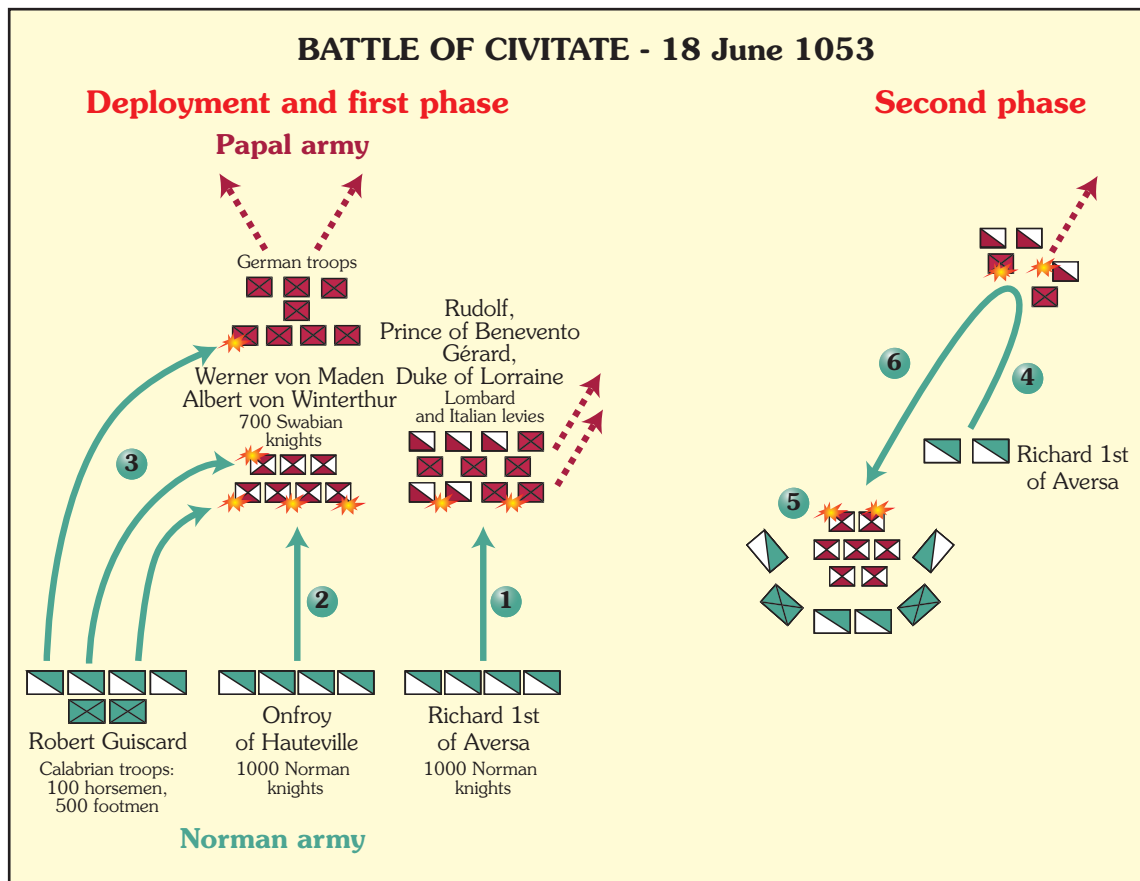
The first groups of Norman knights appear in this chaotic situation in 1017. Transiting through Rome, Pope Benedict 8th recruits them to rampage the Byzantine territories in Apulia. Once back in their homeland, they told the opulence of the cities they plundered, which generated a great deal of envy 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 overconfidence 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 (*alusidôton*) 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 *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.



### 2.2.5 - The *skutatoï* (Bim)

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



### 2.2.6 - The *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.



### 2.2.7 - The *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.



### 2.2.8 - 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.



### 2.2.9 - 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 - Civilians (Lic & Lip)

A woman of nobility, a peasant, a nun and a shepherd are four by-stander 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 - Light infantry (Ail)

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



#### 2.4.8 - 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.



#### 2.4.9 - Javelinmen (Aij)

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



#### 2.4.10 - 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.





## 2.6 - 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.

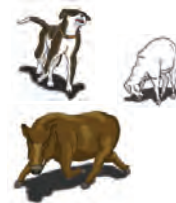


## 2.7 - The mercenaries

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 - 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 Reef 1 & 2 mini-maps

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

### 3.1.4 - The Jetty mini-map

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

### 3.1.5 - 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.

### 3.1.6 - The Lombard farm

This overlay represents a farm 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.

### 3.1.7 - The Byzantine chapel

This overlay represents a Byzantine chapel 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







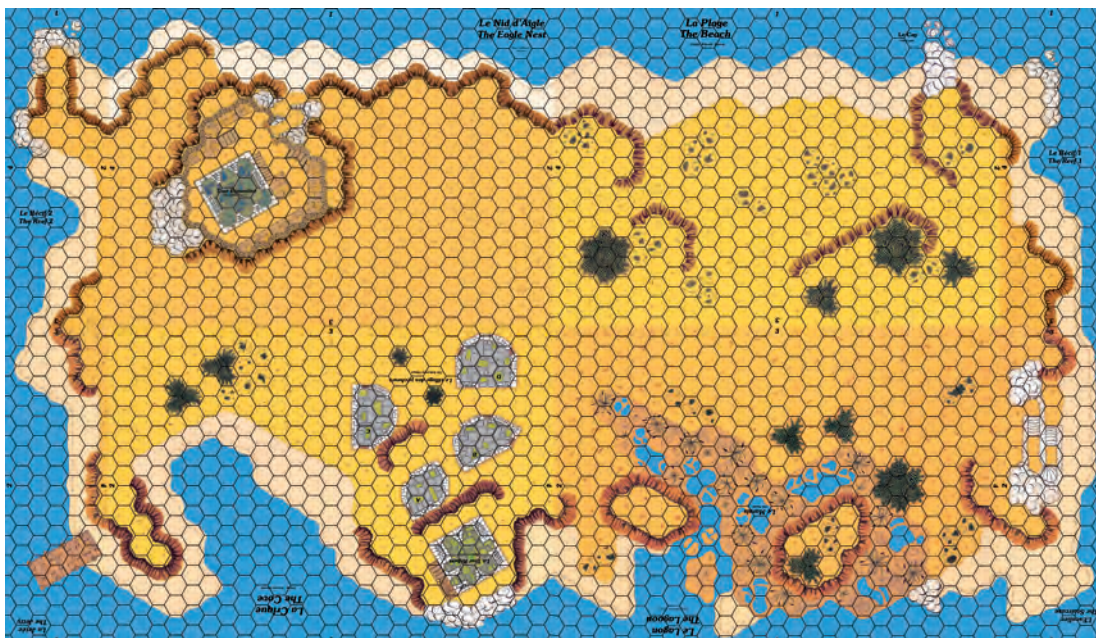
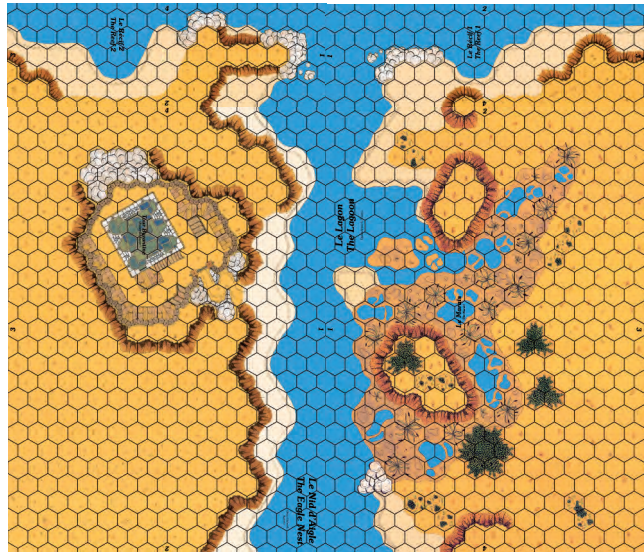
part of the front vestibule. The hexes on both far sides are part of the adjacent apse. The windows are cross-shaped and are playable like arrow-slits. Despite the entrance staircase, the floor of the chapel is at ground level.

### 3.1.8 - 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.

### 3.1.9 - 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](http://cryhavocfan.org)) to create other combinations. The Big Island (pictured below) is made by adding the maps "The Cove" and "The Beach".



# Scenarios

We propose 14 scenarios of increasing difficulty for you to get familiar with the rules of *Guiscard*. The last three scenarios involve elements of the game available for purchase in the Shoppe of Cry Havoc Fan, including the Fortified (Saxon) Harbor and the Belfry.

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](http://www.cryhavocfan.org) is available to help you set up your scenarios more easily.

## Table of Contents

Scenario 1: The evening of Civitate	12
Scenario 2: Stairway to Heaven	13
Scenario 3: Only the river left to cross!	14
Scenario 4: The pike forest	15
Scenario 5: Looted while away hunting	17
Scenario 6: The pious Norman	18
Scenario 7: Bohemond's booty	20
Scenario 8: Don't trust a dead Norman	21
Scenario 9: The favors of the emperor	22
Scenario 10: Family affair	24
Scenario 11: The last stand of the catepan	26
Scenario 12: In the shadow of the Norman keep	28
Scenario 13: Sicilian pincer	29
Scenario 14: The siege of Bari	31
<b>Purchase table</b>	<b>33</b>

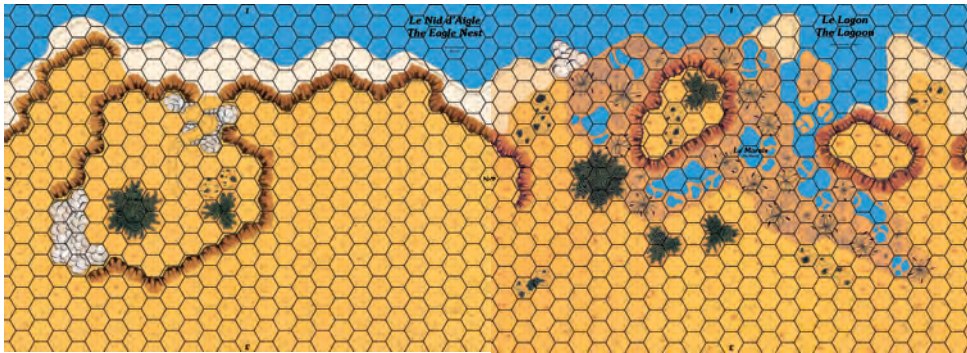


## Scenario 1: The evening of Civitate

### 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	
<p>Swabian Knights</p>	Leopold Otto Hermann Manfred Hadmar Rudolf	<p>Ministeriales</p>	<p>Knights</p>
			<p>Urban Militia</p>
			Ilario Fabio Sandro Gaetano Domenico Ercle Remigio Lucio Ruggiero
The Normans			
<p>Counts</p>	Robert	<p>Knights</p>	<p>Slavs</p>
		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		Niccolo Amadeo
<b>Standard Bearers</b>		<b>Neapolitan Infantry</b>	
	Ilario Gaetano Ercole Lucio		Ettore Callisto
<b>Urban Militia</b>		<b>Archers</b>	
	Edigio Raniero		Bashir
<b>Slingers</b>		<b>Khurasanis on foot</b>	
			Jawhar Haroun Ahmad
		<b>Medium Infantry</b>	
			Zahir Kamaal Qadir
		<b>Light Infantry</b>	
			Farid Abbas Sayyid
		<b>Heavy Infantry</b>	
			Adama Dadsoul Enomedjou
		<b>Nubian Infantry</b>	
			Tarik Hamid Youssef
		<b>Archers</b>	

### Special rules

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!

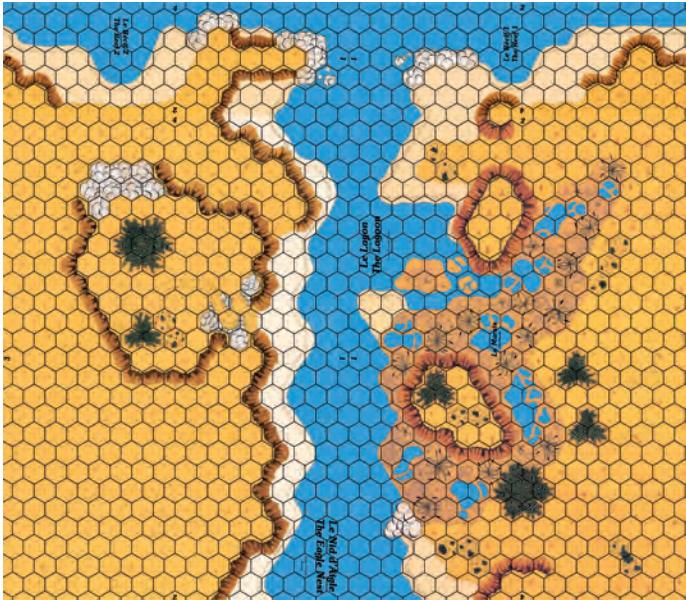


## Scenario 3: Only the river left to cross!

### **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**




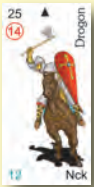
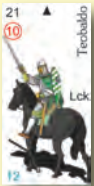






Position the "Outlook" overlay over the castle hexes of the Eagle Nest map.

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**

The Normans		The Arabs	
 <b>Counts</b>	Roger	 <b>Knights</b>	Guillaume Arthur Tancrede Tristan Odon Onfroy Sarlon Rainulf Drogon
		 <b>Knights</b>	Teobaldo Gisulfo Arnolfo Romualdo
		 <b>North African Heavy Cav.</b>	Jabbar Qadir Anwar Sharif
		 <b>Berber Light Cav.</b>	Merin Husayn Jahmal Riyaad
		 <b>Javelins</b>	Imran Anouar Yani
		 <b>Khurasanis</b>	Bashir Mukhtar Khaled Shakil
		 <b>Archers</b>	Samir Omar Tarik Hamid
		 <b>Heavy Infantry</b>	Farid Abbas Sayyid Yacoub Nasser





### **Special rules**

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**

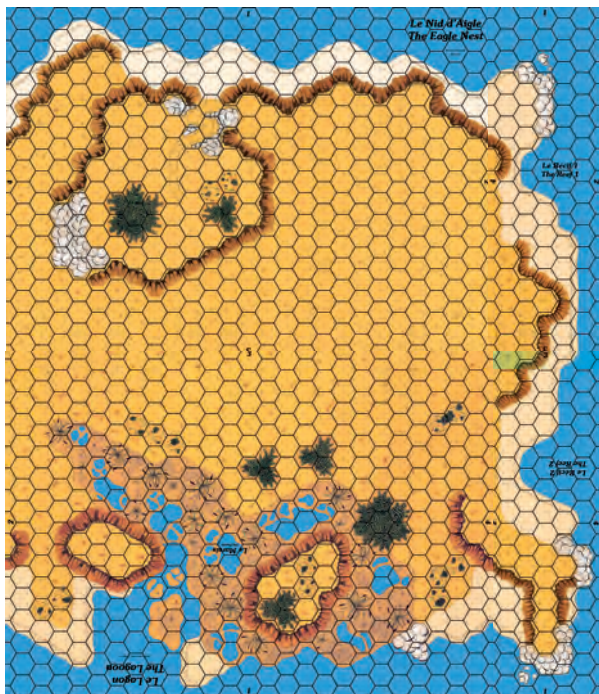
*La terreur du monde* – Huguette Taviani-Carozzi - Pages 357/358

## **Scénario 4 : La forêt de piques**

### **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					
 <b>Knights</b>	Guillaume Arthur Tancrede Tristan Odon Onfroy Sarlon Rainulf Drogon	 <b>Lombard Knights</b>	Arechis Bertoldo Teobaldo Gisulfo Arnolfo Romualdo	 <b>Kataphracts</b>	Nikephoros Kosmas Ioannis Demetrios Manasses Theodoros	 <b>Koursors</b>	Theophilos Stelios Perikles
 <b>Javelins</b>	Gontrand Gildas Sigisbert Audomar Alcuin Landry	 <b>Norman Infantry</b>	Gauvin Romaric Nizier Angilbert Etienne Pierrick	 <b>Horse Archers</b>	Jason Murad Takis Salih Hamza Timon	 <b>Hoplites</b>	Stavros Eukleides Georgios Helios Evangelos Kephalos Nikolaos Okeanos Palaimon
 <b>Archers</b>	Philibert Alphonse Merlin Sigismond Alaric Olivier	 <b>Slavs</b>	Goran Miroslav Vukadin Branimir Radoje Vlatko	 <b>Skutatoi</b>	Argyris Diogenes Milo Damian Manueles	 <b>Peltastoi</b>	Alexio Dorian Filippo Patroclus Philemon
 <b>Neapolitan Infantry</b>	Niccolo Amadeo			 <b>Psiloi</b>	Agamedes Stephanos Aegidios Androkles Petros		

### 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* – Huguetta Taviani-Carozzi - Page 470

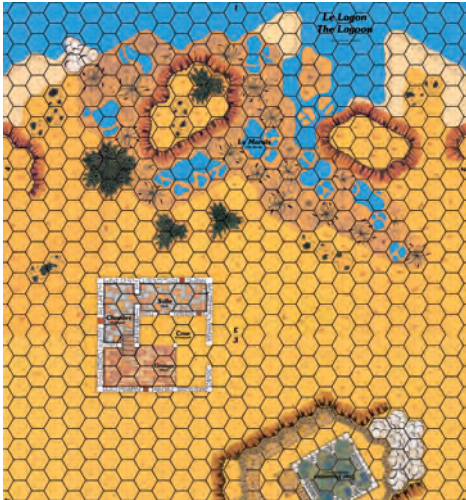




## Scenario 5: Looted while away hunting

### 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

Place the Farm overlay across both maps as shown on the left. Only half of the Eagle Nest map is used. Note that the hexes of the castle are not playable for this scenario.

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 southern edge of the map and play first.

Gaimario and his retinue return from hunting on turn 6. They enter through the side 2 of the Lagoon map.

The game is played in 15 turns.

### The sides

The Normans							
	Guillaume Tristan Odon Sarlon Drogon		Gontrand Alcuin Landry		Romaric Etienne Pierrick Gauvin		Jacques Renaud Roland
<b>Knights</b>		<b>Javelins</b>		<b>Norman Infantry</b>		<b>French infantry</b>	
The Lombards of the warehouse							
	Pandolfo		Fabio Gaetano Domenico Lucio		Ettore Callisto		Anselmo Edigio
<b>Nobles on foot</b>		<b>Urban Militia</b>		<b>Archers</b>		<b>Slingers</b>	
	Amadeo		Duccio Rosmunda Sichelgaite		4 sheep		3 supplies
<b>Neapolitan Infantry</b>		<b>Civilians</b>		<b>Sheep</b>		<b>Supply</b>	
Guaimario and his retinue							
	Atenolfo Guaimario		Gisulfo Arnolfo		Ilario Sandro Ercole Remigio		Carlo
<b>Nobles</b>		<b>Knights</b>		<b>Urban Militia</b>		<b>Standard Bearer</b>	
	Dante Niccolo		Dog 1 Dog 2				
<b>Neapolitan Infantry</b>		<b>Dogs</b>					





### **Special rules**

**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**

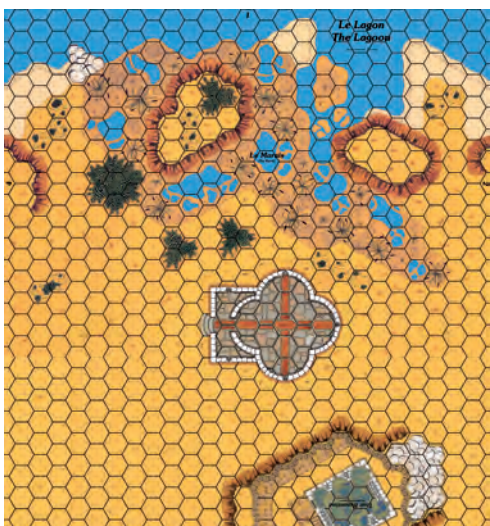
*La terreur du monde* – Huguette Taviani-Carozzi - Pages 179/180

## **Scenario 6: 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**



Position the Chapel overlay across the Lagoon and Eagle Nest maps as shown on the left. Only half of the Eagle Nest map is used. Note that any character positioned in the castle won't be able to leave it.

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 one on the entrance stairs.

The game is played in 15 turns. The Normans play first.







## The sides

The Normans		The Lombards	
 Count on foot	Roger (Raoul)	 French infantry	Renaud Eustache Jacques
 Knights on foot	Onfroy Arthur Tristan Onfroy	 Norman Infantry	Gauvin Romaric Angilbert
 Javelins	Gildas Sigisbert	 Archers	Alphonse Merlin
		 Knight on foot	Romualdo
		 Neapolitan Infantry	Dante Livio Niccolo Amadeo
		 Standard Bearer	Drago
		 Urban Militia	Ilario Fabio Sandro Gaetano Domenico Ercole Remigio Lucio Ruggiero

### Special rules

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* – Huguetta Taviani-Carozzi - Pages 180/181



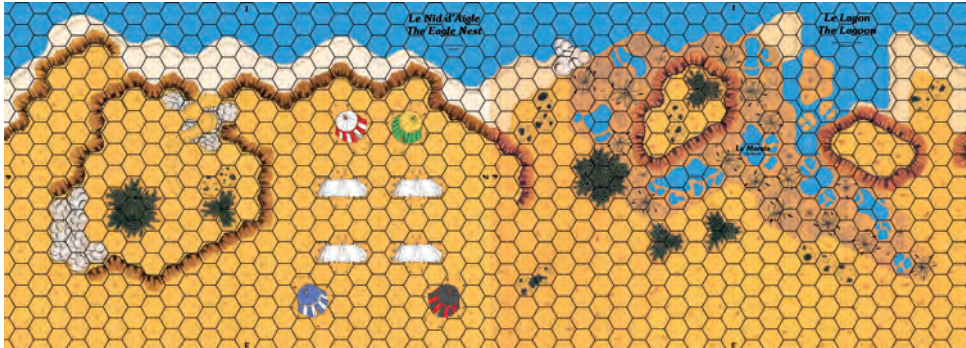


## Scenario 7: Bohemond's booty

### 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




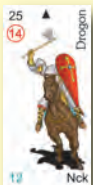


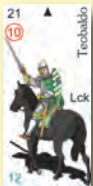






counters as decoys. (The Naphtha counters for instance).

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	
 <b>Counts</b>	Robert Roger	 <b>Javelins</b>	 <b>Kataphracts</b>
 <b>Knights</b>	Guillaume Arthur Tancrede Tristan Odon Onfroy Sarlon Rainulf Drogon	 <b>Norman Infantry</b>	 <b>Koursors</b>
 <b>Lombard Knights</b>	Arechis Bertoldo Teobaldo Gisulfo Arnolfo Romualdo	 3 supplies  2 treasures <b>Booty</b>	 <b>Horse Archers</b>
			 <b>Skutatoï</b>
			 <b>Peltastoi</b>
			 <b>Psiloi</b>
			Argyris Diogenes Milo Damian Manueles
			Alexio Dorian Filippo Patroclus Philemon
			Agamedes Stephanos Aegidios Androkles Petros Thadeos





### **Special rules**

**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**

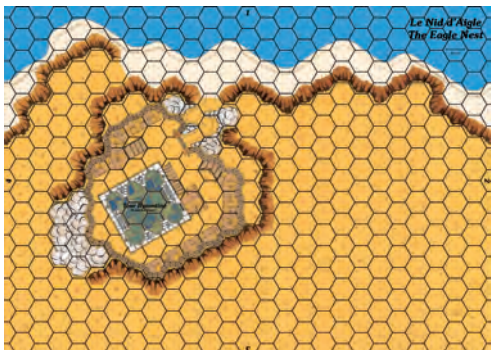
*La terreur du monde* – Huguette Taviani-Carozzi - Page 472

## **Scenario 8: 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					
 Knights on foot	Guillaume Arthur Tancrede Tristan Odon Onfroy Sarlon Rainulf Drogon	 Knights on foot	Teobaldo Gisulfo Arnolfo Romualdo	 Urban Militia	Ilario Fabio Sandro Gaetano Domenico Ercole Remigio Lucio Ruggiero	 Neapolitan Infantry	Dante Niccolo
 Count on foot	Robert	 Archers	Angelo Callisto	 Standard Bearers	Drago Carlo		

### 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

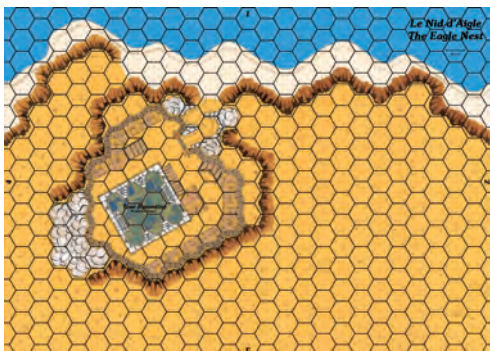
*La terreur du monde* – Huguette Taviani-Carozzi - Pages 188/189

## Scenario 9: 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	
 <p>Gisulfo (Dattus)</p> <p>Lombard knight on foot</p>	 <p>Arthur Onfroy Rainulf</p> <p>Norman knights on foot</p>	 <p>Theophilus Stelios Perikles</p> <p>Koursores</p>	 <p>Jason Takis Timon</p> <p>Horse Archers</p>
 <p>Sigisbert Audomar Landry</p> <p>Javelins</p>	 <p>Gauvin Nizier Angilbert</p> <p>Norman Infantry</p>	 <p>Argyris Diogenes Milo Damian Manueles</p> <p>Skutatoï</p>	 <p>Alexio Dorian Filippo Patroclus Philemon</p> <p>Peltastoi</p>
 <p>Philibert Merlin Alaric</p> <p>Archers</p>	 <p>Roland Thomas</p> <p>French infantry</p>	 <p>Stephanos Petros Thadeos</p> <p>Psiloi</p>	 <p>Ilario Sandro Gaetano Ercole Remigio Lucio Fabio</p> <p>Urban Militia</p>
			 <p>2 ladders</p> <p>Ladder</p>

### Special rules

**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.
- > 6 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**

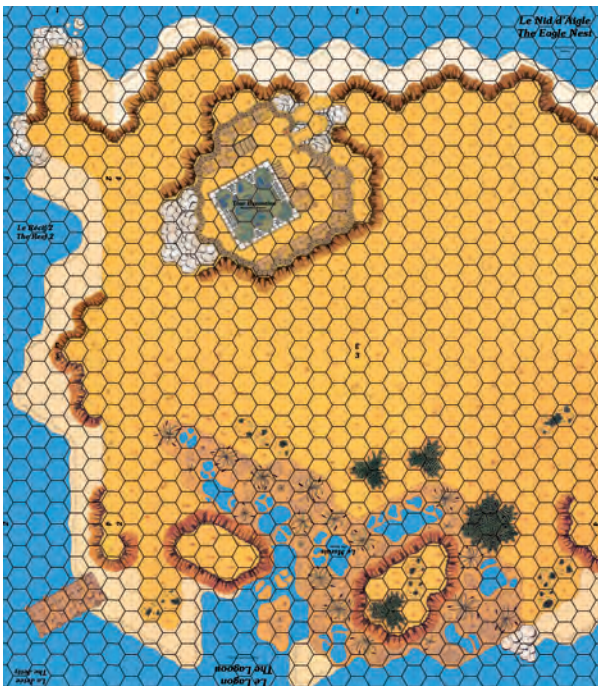
*La terreur du monde* – Huguette Taviani-Carozzi - Pages 140/141

## **Scenario 10: 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	Robert Roger	 Knights on foot	Guillaume Arthur Tancrede Tristan Onfroy Rainulf
 Javelins	Gontrand Gildas Sigisbert Audomar Alcuin Landry	 Norman Infantry	Gauvin Romaric Nizier Angilbert Etienne Pierrick
 Archers	Philibert Merlin Alaric	 Slavs	Goran Miroslav Vukadin Branimir Radoje Vlatko
 Stone thrower	1 stone thrower	 Grapple	2 grapples
		 Standard Bearer	Drago
		 Urban Militia	Ilario Sandro Remigio Lucio
		 Slingers	Anselmo Edigio
		 French infantry	Jacques Eustache Renaud Roland Thibaut
		 Neapolitan Infantry	Dante Livio
		 Archers	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 rules

**Abelard's capture:** Use the capture rules in Scenario 9.

**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



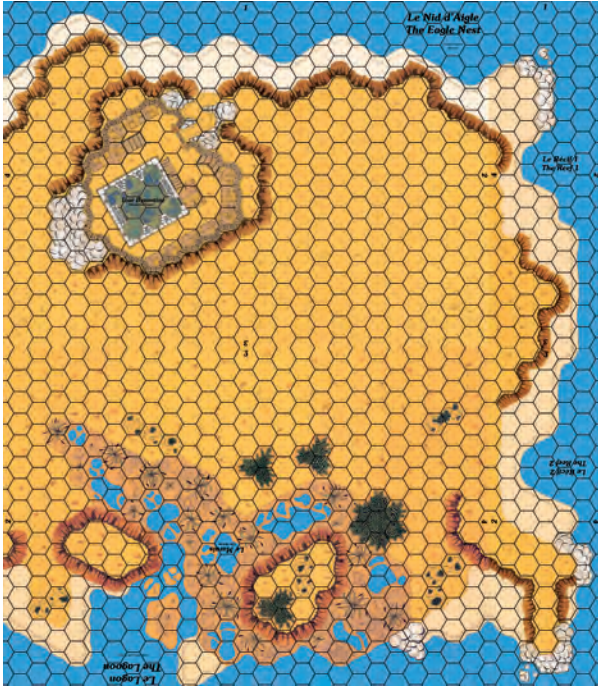


## Scenario 11: The last stand of the catepan

### Background

September 1041- The Lombard Atenolfo, supported by 300 Norman mercenaries, forced the catepan Boioannès to take refuge in a castle near Montepeloso. Taking the Byzantine governor would be a great prize of war, but the fortress has no shortage of resources for its defense, including the terrible Greek fire.

### Map layout and starting positions



Position the Reef 1 and Reef 2 junction maps along the Eagle Nest and Lagoon maps as shown. .

The Byzantines are positioned in the castle.






The Italo-Normans are deployed at least 6 hexes away from the castle.

The game is played in 15 turns. The besiegers play first.

### The sides

The Byzantines		The Italo-Normans	
<p>Nikephoros Kosmas Ioannis</p> <p><b>Kataphracts on foot</b></p>	<p>Jason Murad Salih Timon</p> <p><b>Archers on foot</b></p>	<p>Tancrede Tristan Drogon</p> <p><b>Knights</b></p>	<p>Atenolfo</p> <p><b>Nobles</b></p>
<p>Stavros Eukleides Evangelos</p> <p><b>Hoplites</b></p>	<p>Argyris Diogenes Manueles</p> <p><b>Skutatoi</b></p>	<p>Alcuin Audomar Landry</p> <p><b>Javelins</b></p>	<p>Gauvin Romaric Etienne Angilbert Pierrick</p> <p><b>Norman Infantry</b></p>
<p>Dorian Philemon Filippo Patroclus</p> <p><b>Peltastoi</b></p>	<p>Stephanos Androkles</p> <p><b>Psiloi</b></p>	<p>Gisulfo Arnolfo</p> <p><b>Knights</b></p>	<p>Arthur Odon Rainulf</p> <p><b>Knights on foot</b></p>



The Byzantines		The Italo-Normans	
 Civilians	Isaac (Boioannès)	 Greek fire	1
		 Urban Militia	Fabio Remigio Lucio Ruggiero Ilario Sandro Ercole
			 Archers
			 Stone thrower
			Angelo Ettore Callisto
			2 stone throwers

### **Special rules**

**Capture of the catepan:** Use the capture rules in Scenario 9.

**Boioannes:** The catepan is a high ranking lord who is more familiar with palace intrigues than the battle field. He cannot attack any opponent with a defense potential greater than 2.

### **Victory conditions**

The Italo-Normans must take the castle and, if possible, capture Boioannes. If at the end of the 15 turns:

> The attackers managed to enter the castle courtyard and outnumber the Byzantines inside the stockade, and Boioannes is held prisoner, this is a decisive victory for the forces of Atenolfo.

> The attackers managed to enter the castle courtyard and outnumber the Byzantines inside the enclosure, or Boioannes is held prisoner, this is a marginal victory for the forces of Atenolfo.

> The attackers managed to enter the courtyard but are outnumbered by the Byzantines within the stockade, this is a marginal victory for the catepan.

> The attackers failed to enter the courtyard. This is a decisive victory for the catepan.

### **Epilogue**

Boioannes was captured and brought back to Melfi in chains, walking ahead of Atenolfo's horse. He was later released against a hefty ransom.

### **Sources**

*La terreur du monde* – Huguetta Taviani-Carozzi - Page 160



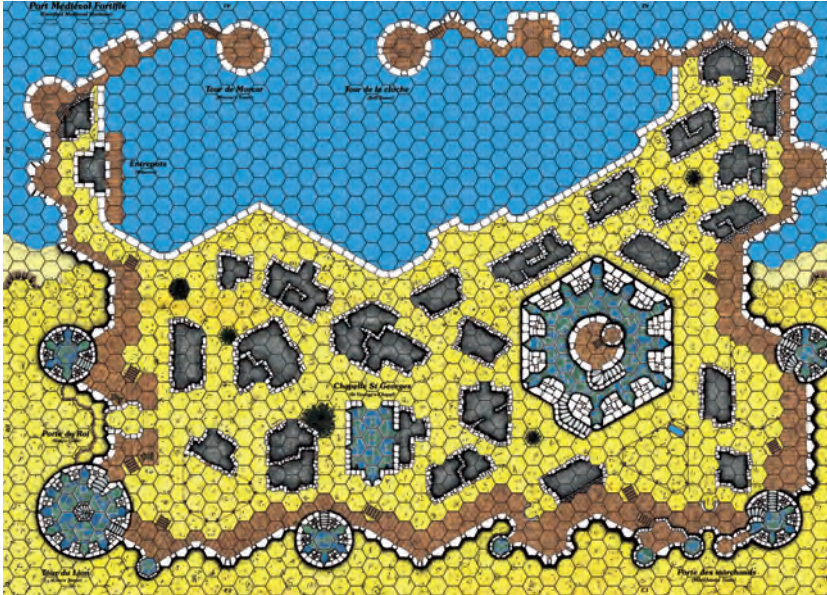


## Scenario 12: In the shadow of the Norman keep

### Background

1058 - As they used to do, the Normans had built a castle within the city walls of Nicastro in Calabria to ensure control of the Lombard city, something the people couldn't stand. They are determined to rise against the conquerors.

### Map layout and starting positions



Use the 4 maps of the Fortified (Saxon) Harbor (for sale on the [cryhavocfan.org](http://cryhavocfan.org) website or from one of our resellers).

Position the Normans in the keep in the middle of the city and on the walls. There can't be more than 5 Normans in the keep.

The Lombards are deployed in the city.

The game is played in 15 turns. The Lombards play first.

### The sides

The Normans		The Lombards		
 Knights on foot	Tancrède Tristan Odon Sarlon Rainulf	 French infantry	Eustache Renaud Roland	
 Javelins	Gontrand Gildas Audomar Alcuin	 Norman Infantry	Gauvin Nizier Etienne Pierrick	
	 Archers		Merlin Alaric Olivier	
		 Nobles	Pandolfo Atenolfo	
		 Standard Bearer	Drago	
		 Urban Militia	Ilario Fabio Sandro Gaetano Domenico Ercole Remigio Lucio Ruggiero	
			 Knights	Arechis Arnolfo Romualdo
			 Neapolitan Infantry	Dante Livio
			 Archers	Angelo Ettore Callisto
			 Slingers	Anselmo Edigio Raniero





### **Victory conditions**

The Lombards must kill as many Normans as possible to win. At the end of the 15 turns, count the number of Normans still alive:

> 15 and over: Decisive Norman victory. The uprising was mastered and the Duke's revenge will be terrible.

> 10-14: Marginal Norman victory. The riot was contained, but the next attack may be fatal to survivors.

> 5-9: Marginal Lombard victory. The Normans are now too outnumbered to hold the city and they will be swept away soon.

> 4 and under: Decisive Lombard victory. The city was freed from the Norman yoke.

### **Epilogue**

The garrison of 60 Normans, in charge of keeping the fortress, was annihilated in one day.

### **Sources**

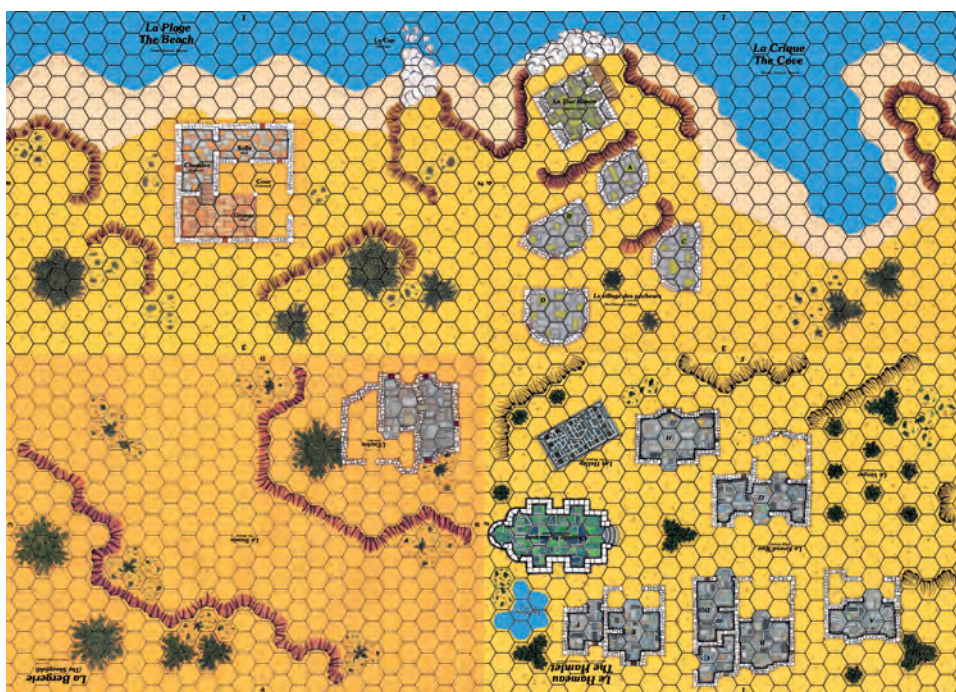
*La terreur du monde* – Huguette Taviani-Carozzi - Page 216

## **Scenario 13: Sicilian pincer**

### **Background**

1038- A contingent of the Sicilian expedition led by the Byzantine strategos George Maniakes is on the march. It includes a small group of Normans as part of the 300 mercenaries led by William Iron-Arm. The invaders approach a seaside village, protected by a small tower. A force sent by the emir of Syracuse is resting in the village. The attackers are determined to dislodge them by attacking on both sides and grab the loot stored in the village. The key question remains as who will have the largest share of the loot- the Byzantines or the Normans?

### **Map layout and starting positions**



You will need the following additional maps to play this scenario: The Cove, The Beach, The Sheephold and the Hamlet.

Assemble the maps as shown, adding the Farm overlay on the Beach map.

The Arabs are deployed first. They must all be in a building or at least within 2 hexes of one of them. The Supply counters must be placed in the houses. The Treasure counters must be placed in the

farm, the church, or the tower. Finally, the Sheep counters must be positioned in courtyards.

The Byzantines enter through the left side in the first turn, while the Norman mercenaries enter through the right side. The attackers play first.

The game is played in 15 turns.

It is recommended to play this scenario with 3 players.







**The sides**

The Normans							
	Guillaume Arthur Tancrede Tristan Odon Onfroy Sarlon Rainulf Drogon		Gontrand Gildas Sigisbert		Gauvin Romaric Angilbert Nizier Etienne Pierrick		Alaric Olivier
Knights		Javelins		Norman Infantry		Archers	
The Byzantines							
	Nikephoros Kosmas Demetrios		Theophilos Stelios		Jason Takis		Argyris Diogenes Milo
Kataphracts		Koursores		Horse Archers		Skutatoi	
	Alexio Dorian Filippo Patroclus Philemon		Stephanos Petros Thadeos				
Peltastoi		Psiloi					
The Arabs							
	Abd-Allah Hassan		Jabbar Qadir Anwar Sharif		Bashir Mukhtar Khaled Shakil		Merin Husayn Jahmal Riyaad
Emirs		North African Heavy Cav.		Khurasanis		Berber Light Cav.	
	Farid Abbas Sayyid Yacoub Nasser		Jawhar Haroun Imran Ahmad Jemal		Adama Mounmo Somom Dadsoul Enomedjou		Zahir Kamaal Qadir Salih Ziyad
Heavy Infantry		Medium Infantry		Nubian Infantry		Light Infantry	
	Imran Faruq Anouar Yani		Samir Omar Tarik Hamid Youssef		3		4
Javelins		Archers		Supplies		Sheep	
	2						
Treasure							







### **Victory conditions**

The objective of the Byzantines and their mercenaries is to grab as much loot as possible in the village at the expense of the Arabs. However, another hidden agenda is to keep as much loot as possible for themselves to avoid having to share thereafter. The Byzantine and The Normans are competing to obtain the most loot for their side (but they cannot fight each other). At the end of the 15 turns, count the Sheep / Food / Treasury counters collected by the Byzantine on one hand and the Normans on the other, or kept by the Arabs. Any booty counter is considered collected if moved beyond the left (Byzantine) or right (Norman) edge of the map. If a booty counter is still on one of the 4 maps at the end of the game and this map is fully controlled by one of the three factions, the counter is considered taken by that faction (fully controlled that only surviving characters from one faction can be found on this map).

- > The faction with the most counters at the end of the 15 turns wins.
- > In case of a tie between two or three factions, the game is played five more turns and a new countdown is made.

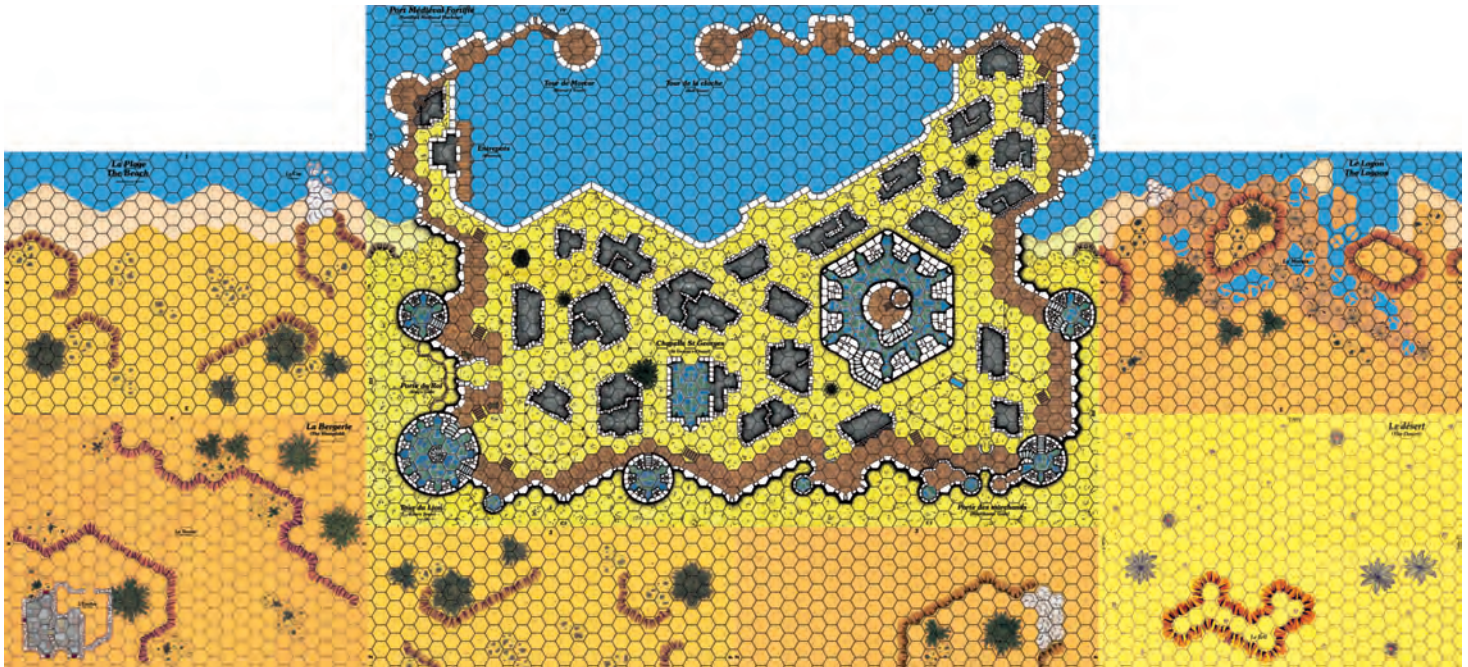
### **Epilogue**

This scenario is purely hypothetical but disputes over the sharing of booty and the payment of wages to mercenaries are largely responsible for the failure of this expedition.

## **Scenario 14: The siege of Bari**

### **Background**

Summer 1068- Robert lays siege against the city of Bari, the main harbor in Apulia and the last city owned by the Byzantines. The harbor is blocked by sea and land. Robert built a belfry to be used to attack the walls in conjunction with 2 stone throwers.



### **Map layout and starting positions**

The following maps are needed to play this scenario:

- > The Fortified (Saxon) Harbor,
- > The Beach (2 sets),
- > The Lagoon,
- > The Sheephold,
- > The Eagle Nest (with the Overlook overlay),
- > The Desert

You will also need the Belfry overlay available in the Shoppe of [www.cryhavocfan.org](http://www.cryhavocfan.org) or from one of our resellers.





### **Special Rules**

Use the siege rules detailed in the Chapter 11 of the rules booklet.

### **Victory conditions**

To consider the city as seized, at least 2/3 of the walls adjacent to land hexes must be controlled by Robert's troops.

### **The sides**

<b>Robert Guiscard's troops</b>		<b>The garrison of Bari</b>
All the Normans	All the Lombards	All the Byzantines
2 stone throwers	2 ladders	

### **Epilogue**

The siege lasted almost 3 years. The city was finally seized after the failure of a sea expedition to break the blockade.

### **Sources**

*La terreur du monde* – Huguette Taviani-Carozzi - Pages 261/272





## 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](http://www.cryhavocfan.org) to help you quickly calculate the total cost of your armies.

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

<sup>(1)</sup> Round downwards if necessary.

<b>Animals, equipment and supplies</b>	
Fully equipped riding horse	12
Dog	6
Sheep	2
<b>Équipements de siège</b>	
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

## Normans conquer Southern Italy and Sicily in the 11th Century



Artwork :  
Massimo PREDONZANI

