BASILEUS II – *A LA CHARGE ! VI*
ONCE UPON A TIME IN THE EAST

Basileus II is a module of five battles from the 10th and 11th centuries. It is based on the system *A la Charge!* and features battles from 450 to 1500. These updated rules are recommended for play of the other modules from the same system.
Please download rules from issue 132.

Byzantines (dark blue background):
Latins (light blue background),
Seljuks (purple background):
Arabs (red background):

13 - SCENARIOS
13.1 - ANDRASSOS, 8 NOVEMBER 960
Byzantines vs Arabs
• **First player**
Byzantine player
• **Number of turns**: 10
• **Map**

Note: for this scenario, Map G only contains hills, not mountains.

• **Set-up**
If the specific strength of a unit is not indicated, units with the same name but with different values are placed in the designated hexes, as the player chooses.

• **Byzantine Army**
– Ambush 1:
Leo Phokas: **1107**, Hetaireia: **1107**, 1 x Skutatoi strength 4 in **1104**, 1 x Psiloi strength 2 in **1207**, 1 x Kavallarioi strength 3 in **1110**, 1 x Psiloi strength 2

in **1111**, 1 x Koursores strength 2 in **1011**
– Ambush 2:
1 x Arithmoi in **0204**, 1 x Skutatoi strength 4 in **0206**, 1 x Koursores strength 2 in **0208**, 1 x Koursores strength 2 in **0210**, 1 x Pelstatoi strength 2 in **0211**
The Byzantine player places commander *Dalassenos* on an Ambush 2 unit of his choice (historically it was Constantine Maleinos).

• **Arab Army**
Booty: **0705, 0605, 0606, 0607, 0608, 0509**
Ali Sayf and cavalry strength 4: **0712**
cavalry strength 3 in **0909, 0612, 0513, 0404**; cavalry strength 2 in **0702**
Mounted archers (ghulams): **0803, 0603, 0407** (1 x unit strength 2 and 2 x units strength 3)
Bowmen: **0506, 0610, 0808**
Infantry: **0806, 0809, 0409** (1 x unit strength 3 and 2 x units strength 2)

1. Constantin Maleinos
If this commander is eliminated, the By-

zantine player only adds **+2** to his Army Threshold instead of the normal cost..

2. Narrow pass exit
The Arab player may only extract his spoils by edge 0115-1215. No combatting units may exit the Map if the spoils (6 bagage units) have not been extracted. .

• Army Morale Threshold
Byzantine Army: **20**
Arab Army: **25**

• Victory conditions
The Arab player wins a major victory if he extracts all of his spoils units before turn 10 and if he still has at least 5 x non-eliminated cavalry/mounted archer units (reduced or not).

If neither player has won a major victory by the end of turn 10, each player tallies the strength of his eliminated forces. The player with the smaller number wins a minor victory. Otherwise, it's a draw.

13.2 - ORONTES, 15 SEPTEMBER 994
Byzantines vs Arabs
• First player
Byzantine player
• Number of turns: 10
• Map

• Set-up
If the specific strength of a unit is not indicated, units with the same name but with different values are placed in the designated hexes, as the player chooses. The Byzantine player set-up first.

• Byzantine Army
1 x Skutatoi strength 2, 2 x Skutatoi strength 3, 1 x Skutatoi strength 4 : **0410, 0510, 0908, 0704**
2 x Pelstatoi strength 2, 1 x Pelstatoi strength 3 : **0310, 1006, 0604**
1 x Psiloi strength 2, 2 x Psiloi strength 3 : **0408, 0806, 0904**
2 x Koursores : **1002, 1107**
Bourtzes, 1 x Kavallarioi : **1103**

• Armée arabe
2 x Bowmen strength 1 : **0414, 0514**
4 x Cavalry strength 3 et 1 x Cavalry strength 2 : **0513, 0413, 0313, 0909, 1010**
2 x Archers montés strength 3 et 1 x Mounted archers strength 2 : **1110, 1112, 0912**
Manjutakin, 1 x Elite Cavalry : **1114**

• Army Morale Threshold
Byzantine Army : **18**
Arab Army : **18**

• Victory conditions
If neither player has won a major victory by the end of turn 8, each player tallies the strength of his eliminated forces. The player with the smaller number wins a minor victory. Otherwise, it's a draw.

13.3 - AZAZ, 10 AUGUST 1030
Byzantins contre Arabes
Byzantines vs Arabs
• First player
Arab player
• Number of turns : 8
• Map

• Set-up

If the specific strength of a unit is not indicated, units with the same name but with different values are placed in the designated hexes, as the player chooses. The Byzantine player set-up first.

• Byzantine Army

Chariots : **0307, 0407, 0507**
2 x Koursores strength 2 : **0404, 0410**
2 x Pelstatoi strength 2 : **0806, 0807**
2 x Skutatoi strength 3 : **0206, 0207**
Varangian Guard : 1 x strength 4 et 1 x strength 3 : **0308, 0508**
Romain III, Hetaireia : **0408**
2 x Psiloi strength 1 : **0406, 0507**
Exkoubites : **0506**
2 x Kavallarioi strength 3 : **0306, 0606**

• Arab Army

Shibl Nasr, 5 x cavalry strength 3, 2 x cavalry strength 2, 1 x cavalry strength 4, 3 x Mounted archers strength 3 et 1 x Mounted archers strength 2 : **0502, 0602, 0703, 0803, 1106, 1107, 1009, 0910, 0810, 0512, 0412, 0312**

• Special rules
1. Imperial booty

Each time a chariot is eliminated, all the Byzantine units must take a morale test. For the units of strength 4, this test can only reduce the unit, not eliminate it.

2. Summer in the middle of the Syrian desert

At the beginning of each Byzantine turn, the Byzantine player rolls **1D6** then divides the result (rounding up).
He must then designate that number of

Byzantine units (one chariot maximum) that may neither move nor combat during his turn. They can defend normally during the Arab turn.

3. Retreat toward Kilis

The Byzantine units may exit the Map by the edge 1201-1215 without being considered eliminated..

Note : An encampment (for example hex 0105) gives no bonus.

• Army Morale Threshold
Byzantine Army : **28**
Arab Army : **26**

• Victory conditions

The Byzantine player wins a major victory if he manages to move the 3 x chariots off the map by edge 1201-1215. The Arab player wins a major victory as soon as he destroys the 3 x chariots or if he eliminates Romanos III. If neither player succeeds in obtaining a major victory at the end of turn 8, each player tallies the strength of his eliminated forces. The player with the smaller number wins a minor victory. Otherwise, it's a draw.

13.4 - MANZIKERT, 26 AUGUST 1071
Byzantines vs Seljuks
• First player
Seljuk player
• Number of turns : 10
• Map

• Set-up

If the specific strength of a unit is not indicated, units with the same name but different values are placed in the designated hexes, as the player chooses. The Byzantine player set-up first.

• Byzantine Army

Right wing (Nikephoros Bryennios)
1 x Arab Mounted archers (*historically Pechenegs, see issue 132*) strength 2
1 x Pelstatoi strength 2, 1 x Kavallarioi strength 3, 2 x Skutatoi strength 2: **0614, 0513, 0512, 0412, 0411**

Center (Romanos IV)
Romain IV, Arithmoi, Scholai, Hetaireia, 1 x Kavallarioi strength 3, 1 x Varangian Guards strength 3: **0606, 0607, 0608, 0507, 0508**

Left wing (Theodore Alyates)
1 x Koursores strength 2, 1 x Kavallarioi strength 3, 1 x Pelstatoi strength 3, 1 x Skutatoi strength 4: **0502, 0503, 0403, 0402**

Rear guard (Andronic Doukas)
1 x Kavallarioi strength 3, Archonpouloi: **0307, 0308**

• Seljuk Army

Right wing : 2 x Mounted archers strength 2, 2 x Mounted archers strength 3: **0211, 0212, 0311, 0312, 0314**

Center : *Alp Arslan*, 2 x Mounted archers strength 1, 2 x Mounted archers strength 2, 3 x Mounted archers strength 3: **1206, 1208, 1209, 1210, 1107, 1108, 1109**

Left wing : 2 x Mounted archers strength 2, 2 x Mounted archers strength 3: **1102, 1103, 1002, 1003**

• Special rules

1. Betrayal of the Doukas

The Byzantine player rolls **1D6** at the beginning of each of his turns:

0 or less, the rear guard pulls back. All the units of this wing are definitively removed from the game. They do not count in the Army threshold.

1-5, Nothing. The units of this wing neither move nor combat.

6 or more, the rear guard intervenes. All the units of this wing may move and combat normally during this turn.

-1 if the Byzantine Army Morale Threshold is 7 or more
-1 if the Byzantine Army Morale Threshold is 12 or more
+1 if the Seljuk Army Morale Threshold is 8 or more
+1 if the Seljuk Army Morale Threshold is 13 or more
All modifiers are cumulative.

Note : if one of the rear guard units is attacked, all the units of this wing can then move and attack normally for the rest of the game. The treason test is no longer performed.

2. Variation (agreement by both players)

What would have happened if the troops sent to Ahlat had returned in time? Historically, they were defeated in front of the fortress and did not return to Manzikert.

Starting with turn 5, the Byzantine player rolls **1D6** until his reinforcements arrive on a 6. He adds a bonus of **+1** for each subsequent turn (for example on turn 7

he adds +2 to the die). Before the set up, the Seljuk player may choose to remove his two mounted archers Strength 1 to inflict a penalty of **-1** on the Byzantine player's die rills..

Reinforcements : *Roussel de Bailleul*, 1 x Cavalry strength 4, 1 x Pelstatoi strength 3, 1 x Varangian Guards strength 4 (reduced).

The Byzantine reinforcements enter by hex **0214, 0315, 0414, 0515, 0614** as the Byzantine player chooses.

If the hex is already occupied, the reinforcement unit arrives on the following turn under the same arrival conditions..

• Army Morale Threshold
Byzantine Army : **20**
Seljuk Army : **20**

• Victory conditions
If neither player has won a major victory by the end of turn 10, each player tallies the strength of his eliminated forces. The player with the smaller number wins a minor victory. Otherwise it's a draw.

13.4 - ZOMPOS BRIDGE, 1074
Byzantines vs Latins
• First player
latin player

• Number of turns : 10
• Map
• Set up
If the specific strength of a unit is not indicated, units with the same name but with different values are placed in the designated hexes, as the player chooses. The Byzantine player set-up first.

• Armée byzantine
Right wing (Nicéphore III Botaniates)
Koursores strength 2, 1 x Psiloi strength 1, 1 x Kavallarioi strength 3, 1 x Skutatoi strength 3 : **0901, 1002, 1003, 1102**
Center (Jean Doukas)
Jean Doukas, Hikanatoi, 2 x Varangian Guards strength 4, 1 x Varangian Guards strength 3, Athanatoi, 1 x Psiloi strength 2 : **0906, 0907, 0908, 0909, 1006, 1007**
Left wing (Andronic Doukas)
1 x Pelstatoi strength 2, 1 x Pelstatoi strength 3, 1 x Koursores strength 2, 1 x Kavallarioi strength 3, 1 x Franks : **0812, 0911, 0912, 0914, 1011**

• Latin Army
Right wing : 1 x Bowman strength 1, 2 x Infantry strength 2, 1 x Cavalry strength 4, 1 x Cavalry strength 3 : **0211, 0212, 0311, 0312, 0314**
Centre : *Roussel de Bailleul*, 1 x Archer strength 1, 2 x Cavalry strength 4, 1 x Cavalry strength 3, 1 x Infantry strength 3 : **0107, 0306, 0307, 0308, 0309**
Aile gauche : 1 x Infantry strength 2, 2 x Cavalry strength 3 : **0203, 0302, 0303**

• Special rules
1. Defection des Frankish mercenaries
At the beginning of each turn for the Latin player, he rolls a die. On a **6**, the Byzantine unit of Frankish mercenaries (fr) changes sides and becomes a permanent Latin unit.

+1 if this unit has no adjacent Byzantine units

+1 if the Byzantine Army Morale Threshold is 8 or more

+1 if the Byzantine Army Morale Threshold is 13 or more

All modifiers are cumulative.

1. Nikephoros Botaneiates' prudence or wait and see attitude

At the beginning of each Byzantine turn, this player rolls **2D6** to determine the attitude of the right wing (4 x units) :

2, Retreat from the battle : all the units of the wing are removed from the game. They do not count in the Army Morale Threshold.

3-8, We wait : Units can neither move nor combat.

9, Prudent advance : All units may move but not combat.

10, Individual initiative : one unit may move and combat.

11, We go ! 2 units may move and combat.

12, Down with the Latins : All restrictions are lifted for the remainder of the game.

-1 if the Byzantine Army Morale Threshold is 8 or more

-1 if the Byzantine Army Morale Threshold is 13 or more

+1 if the Latin Army Morale Threshold is 8 or more

+1 if the Latin Army Morale Threshold is 13 or more

All modifiers are cumulative.

Note : if one of the four units of the right wing is attacked by Latin units, all the units of this wing may then move and attack normally.

• Army Morale Threshold

Byzantine Army : **20**
Latin Army : **18**

• Victory conditions

If neither player has won a major victory by the end of turn 10, each player tallies the strength of his eliminated forces. The player with the smaller number wins a minor victory. Otherwise, it's a draw. ♦

 Plain

 River

 Marsh

 Fortifications

 Montains

 Wood

 Camp

 Ford