



BALISEUS

Byzance, Xth-XIth c.

V
VAE VICTIS

rules & scenarios
« à la charge ! » V

BASILEUS – A LA CHARGE! V

THE BYZANTINE EMPIRE STRIKES BACK

Basileus 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.

1 - OVERVIEW

The game is played with two players and includes the following materials:

- a map in A3 or A4 format imprinted with a hexagonal grid to regulate movement;
- one or two-sided counters representing the combat units;
- 1 turn marker;
- Charge markers;
- a Combat Results Table and a Terrain Effects Chart

Players will also need to supply a 6-sided die.

2 - COUNTERS AND MARKERS

2.1 - OVERVIEW

There are 6 types of units: infantry (figure on foot and without a range value), foot soldiers with missile weapons (figure on foot and with a range value), cavalry (figure on horseback and without a range value), mounted soldiers with missile weapons (figure on horseback and with a range value), commanders (represented by a

face) and baggage (represented by a wagon).

Most units have two sides (2 step losses) ; the front (recto) shows the “complete” unit with the unit’s value at full strength and the back or verso shows the “diminished” unit with reduced values. Commanders, baggage and certain units have only one side (1 step loss).

Units have no facing.

The counters bear the following information:

- The unit’s army, indicated by the background colour;
- The name of the unit ;
- A number representing both the strength and the morale of the unit;
- The range in hexagons of the weapon fire (where applicable);
- Movement points in MP ;
- Between 0 and 4 special unit characteristics

Abbreviations

Byzantines (dark blue background):

Kl: Klibanophoroï

At: Athanatoi

He: Hetaireia

Sc: Scholai

Ex: Exkoubites

Hi: Hikanatoi



Ar (archer): Arithmoi
Ar (lancer): Archonpouloi
Ka: Kavallarioi
Sk: Skutatoi
Pe: Pelstatoi
Ps: Psiloi
Va: Varangians
Fr: Franks
Ko: Koursoures

Bulgarians (light blue background),

Pechenegs (yellow background):

No: Nobles

Rus (Red background):


Dr: Druzina



2.2 - SPECIAL CHARACTERISTICS


2.2.1 - Unseizable

(Basileus)

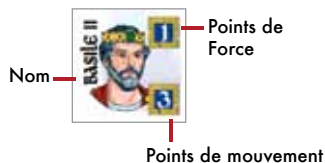
Each time a unit with a “serpent”  symbol is attacked and at least one of the adjacent hexes is free of enemy units, this unit may roll a die. On a **5 or a 6**, the unit must retreat up to two hex. It may cross enemy ZoC without penalty and friendly units must test their morale. If the retreat takes it off the map, it is eliminated. If the unit has withdrawn, the attacker applies rule 11.11 - Advance after combat.

2.2.2 - Impetuosity

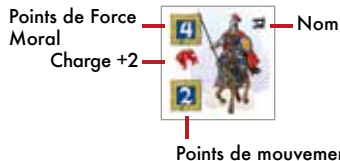
(Furor Barbarus)

If a unit with a “lightning” symbol  is not adjacent to an enemy unit, each time it suffers fire from a distance or wishes to move fewer than 3 hex from

COMMANDANT



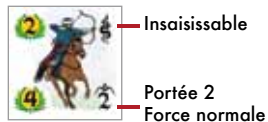
CAVALIER



TIREURS MONTÉS 1



TIREURS MONTÉS 2




BAGAGES ET CHARIOTS



an enemy unit, the owning player rolls **1D6**. If the result is **5 or 6**, the impetuous unit advances immediately with all his MP toward the closest enemy (adversary's choice). On a **1, 2, 3 or 4**, there is no effect.


2.2.3 - No penalty in hand-to-hand

(Furor Barbarus & Basileus)

Units with a “crossed swords”  symbol have no penalty in hand-to-hand combat (10.3).

2.2.4 - Feigned flight

(*Furor Barbarus*)

A unit with a double arrow symbol  can activate the special feigned retreat capability by declaring it at the beginning of its movement. It targets an enemy unit that is not adjacent to another enemy unit, located a maximum of 3 hexes away. The targeted unit rolls 1D6 (-1 if the targeted unit also has the FR capability, +1 if the targeted unit is impetuous). If the result is less than its strength steps, there is no effect. Otherwise, the opponent advances the targeted unit 2 hexes toward the activated unit. A commander adds his strength steps to the targeted unit if they are stacked. This rule implicitly simulates – without realising all the movements – the tactics of feigned retreat as well as the harassment typical of the nomad troops of the steppes.

3 - SCENARIOS

The players choose a scenario with instructions on installing different terrain elements on the map, the deployment of units, which camp plays first (player 1), which plays second (player 2), and any special rules.

4 - DURATION OF THE SCENARIO

Each scenario lasts a set number of turns. In Phase 6 of each turn the Turn Marker is advanced one square on the Turn Record Track. The game finishes at the end of the last turn, if neither of the two sides has previously met the victory conditions.

5 - SEQUENCE OF PLAY

Each turn is composed of 6 phases :

- 1- Movement of player 1
- 2- Combats of player 1
- 3- Movements of player 2
- 4- Combats of player 2
- 5- Check victory conditions
- 6- Advance the Turn marker

6 - STACKING

A unit may never be placed in a hex occupied by another unit, friendly or enemy. However, during movement a unit may pass through a hex occupied by a unit from the same side..

Exception : a single commander and/ or one baggage unit may be placed on another friendly unit (infantry, cavalry, missile infantry, missile cavalry)..

7 - COMMANDERS

During hand to hand combats, a commander adds his strength points to those of the unit with which he is stacked (both in attack and defence). In addition, during morale checks, he adds a bonus of +1 to the unit with which he is stacked and to any units situated in the six adjacent hexes.

A commander retreats if the unit with which he is stacked retreats (after a **R** result or an unsuccessful morale test). He is also eliminated if the unit is eliminated. However, his morale is not tested. If he is alone in a hex, he cannot attack and is eliminated if an enemy unit crosses through the hex

8 - MOVEMENTS

During his movement phase, each

player moves as many units as he wishes, within the limit of the MP attributed to each unit.

A unit spends a varying number of MP according to the terrain of the hex it enters (see Terrain Chart).

Only complete hexes are counted. If a unit does not have enough MPs available to enter a hex, it may not enter the hex. A unit may not keep unused MP for use in the next turn. Unused MP are permanently lost. Each unit must have finished its movement before another unit may move.

The road bonus is only applied if the unit was originally in a road hex.

A unit can always carry out the minimal movement of a hex as long as it enters an authorised terrain, regardless of the cost.

9 - ZONES OF CONTROL

Each unit exerts an influence over the six hexes surrounding the hex it occupies, regardless of terrain. These hexes constitute its "Zone of Control". Zones of Control have particular qualities:

- A unit may enter an enemy Zone of Control without spending any extra MP. However, it must stop its movement upon entry.
- A unit may not pass directly from one enemy ZoC to another; it must first enter a hex free of any enemy ZoC.
- Zones of Control do not extend beyond a river or a ford, unless crossed by a bridge.
- It is forbidden to retreat into an enemy ZoC.

10 - COMBATS

10.1 - OVERVIEW

Combat is optional and takes place between one or several attacking units and one defending unit.

In order to fight, the attacking unit, in the case of infantry or cavalry, must be adjacent to the unit it wishes to engage; for those units able to shoot missiles, the target unit must be within the range in hexes indicated on the counter. Several units may attack a single enemy unit together, provided that each attacking unit is within the required distance. This is treated as a single combat and is resolved with one die roll.

Each unit may only attack, or be attacked, once per phase. Each combat is resolved separately and the combat results are applied immediately.

10.2 - CHARGE



Each cavalry unit (but not missile cavalry) that charges adds +1 or +2 to its strength in attack (depending on the colour of its strength). To charge:

- The charged enemy unit must be in a clear, road or bridge hex.
- The charging unit must make the whole of its movement (1, 2 or 3 MP) toward its target and the hexes crossed must be road or clear hexes. There is no retreat before returning to the same hex, for example.
- A unit may not charge across a stream (unless it passes by a road), nor through a palisade.

- A commander stacked with a charging unit adds only his strength points (the charge bonus applies to the unit, not the commander). The charging unit must advance after combat.

10.3 - UNITS WITH MISSILE FIRING CAPACITY

A unit capable of firing (mounted or not) may combat:

- Against a unit in range (fire) in attack only if it is not adjacent to an enemy unit. The firing unit suffers neither elimination, nor retreat, nor morale testing unless it is attacking an enemy unit capable of firing. It can combat alone or add its combat strength to other units attacking the same hex, either in hand to hand combat or by missile fire. It may fire over an enemy unit and a river/stream/ford/bridge.
- Against an adjacent unit (hand-to-hand) in attack and in defence. But it must reduce its strength by 1 (minimum : 1 strength point). This only applies to combats, not morale tests. A unit capable of firing that is alone can only attack in hand-to-hand combat with a strength ratio greater than 1:1. In *Basilicus* only, units with their range in red fire with a strength of 1, regardless of their combat strength in hand-to-hand combats. However, they always use their regular combat strength (non diminished) in hand-to-hand.

Example: *The Athanatoi unit fires at a distance of 2 hexagons with a strength of 1 and combats in a hand-to-hand with a strength of 4.*

10.4 - BAGGAGE

A Baggage unit cannot attack. It always has a strength of **1 in defence** (never modified by the terrain). It has no ZoC and can only be attacked hand to hand. The combat results **R & T** have no effects on baggage if they are alone in their hex.

When another unit is stacked with a baggage unit, the combat unit can only be attacked hand to hand and adds its strength to the baggage's strength. The **R** combat result (after a combat or a morale check) has no effects on the two units. On the contrary, the combat results **T 1 and 2** (causing a loss) are applied normally on the combat unit, and the baggage unit is automatically eliminated if the defending unit is eliminated.

When a baggage unit is eliminated, it is turned over on its Pillé side and has no more effects on Combat and Stacking.

10.5 - COMBAT RESOLUTION

Once combat has been declared, the attacking player adds together the strength points of the attacking units, including any possible charge bonus. The defender does the same for the defending unit. The ratio between the two strengths is worked out, expressed with the attacker's ratio first and the defender's second. This ratio may go from 1/2 (or "1 against 2") to 4/1 (or "4 against 1"), and is always rounded in favour of the defender.

The attacker then rolls the die. Depending on the circumstances, the

number rolled may be modified by the nature of the terrain (see Terrain Effects Chart).

Lastly, using the final strength points ratio and the number rolled on the die, the players refer to the Combat Results Table (possibly modified by the terrain). The result of the combat is where the two lines meet. Combat results are applied immediately.

10.6 - TERRAIN

All modifiers due to terrain are **cumulative**. Only the terrain of the defending unit counts. The die bonus for a stream or a bridge does not apply if:

- At least one attacking unit is on the same side as the defensive unit;
- the attack includes a firing unit that doesn't engage in hand to hand combat. The column bonus for a hedge only applies if :
- At least one attacking unit is on the same side as the defensive unit.

10.7 - COMBAT RESULTS

First letter :

A: Attacker

D: Defender

Second letter or number :

2 : 2 losses

1 : 1 loss

T: Morale test

R: Retreat one hex

10.8 - RETREAT

An **R** result leads to a retreat of one hex of **all** the units of the concerned camp. If the unit that retreats is surrounded

only by uncrossable terrain and/or enemy units, it cannot retreat and automatically takes a loss.

In other cases, the unit must retreat by order of priority to an adjacent hex:

If the unit that retreats is :

1- Without enemy ZoC or adjacent friendly unit : No effect.

2- Without enemy ZoC and with an adjacent friendly unit : No effect, the adjacent friendly unit is pushed back and tests its morale.

3- In enemy ZoC and with an adjacent friendly unit : it takes a morale test with a penalty of -1, the adjacent friendly unit is pushed back and tests its morale.

4- In enemy ZoC enemy and without adjacent friendly unit : it suffers a loss.

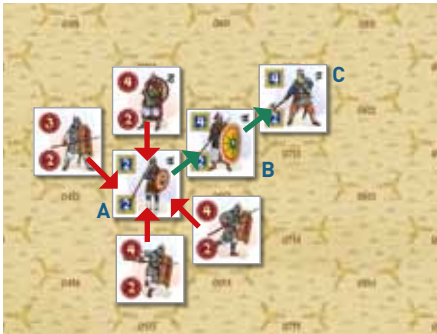
The friendly unit that is pushed back can find itself in the same situation as the first unit and provoke a series of retreats and therefore several morale tests following a single combat

Note : This simulates the possible panic movement that overtakes units seeing their comrades fleeing.

In the case of an AR result and if several attacking units must retreat, they must do so to different hexagons. Otherwise, apply the above rules.

First apply all the retreats and then test the morale of the concerned units.

If a unit is Strengthd to retreat off the map, it is eliminated.



EXAMPLE OF RETREAT

Unit A is attacked and according to the order of priority, it must retreat by pushing unit B back. A tests its morale with -1. B can only retreat by pushing C back which itself can retreat to a hex outside of enemy ZoC. B and C test their morale normally..

10.9 - ALLOCATION OF STEP LOSSES



A unit has one or two step losses. Units that only have one step loss are eliminated after the first loss.

At the first loss suffered, a unit with two step losses is turned over to its diminished side; on the second, it is eliminated.

Losses are inflicted according to the wishes of the player who suffers them, but such that all the losses incurred are applied as much as possible. If two units or more attack, the losses can be distributed among them.

Example: *Player 1 attacks with a full unit and a diminished unit. He suffers a result A2. He therefore has the choice between diminishing the full*

unit and eliminating the already diminished unit or eliminating the full unit.

10.10 - MORALE TEST

When a morale check is required the owning player rolls a die for each unit concerned and compares the die roll with the unit's morale value. He **adds 1** to the unit's morale value if the commander is stacked with or is adjacent to the unit.

- If the result is **less than** the unit's morale, nothing happens.
- If the result is **equal to** the unit's morale, it must retreat one hex.
- If the result is **greater than** the unit's morale, it suffers a loss. If the unit is already on its reduced side, it is eliminated.

10.11 - ADVANCE AFTER COMBAT

When the result of a combat requires the defender to retreat or if he is eliminated, an adjacent attacking unit may, if it wishes, occupy the hex abandoned by the defender, regardless of zones of control or movement limits.

The reverse is also true for the defender in the case of an **AR** result.

This does not apply if the defender has retreated before the combat (for example the Breton cavalry at the battle of Jengland), even if the attacker charges.

The decision whether or not to occupy the adversary's hexagon must be announced immediately after the combat. A unit that charged **must** always advance to the hexagon of the defen-

der if it has retreated or been eliminated.

If several units are eligible to advance, a single unit (plus potentially a commander) of the attacking player's choice advances. But a unit that charges has priority over all other units.

11 - VICTORY CONDITIONS

During Phase 5 of each turn the players check to see if one of the two armies has reached or exceeded its Army Morale Threshold (specified for each scenario). Each player totals the strength points of his own eliminated units.

If his commander is eliminated, he adds the strength of the latter to the total, + 4 points. If a Baggage unit is eliminated, he adds its strength + 2 points. Then he checks to see if he has exceeded his Army's Morale Threshold.

If one player has reached or exceeded the threshold, the other player achieves a major victory.

If both armies have reached or exceeded their thresholds at the end of the same turn, the player whose army has exceeded the threshold by less achieves a minor victory.

At the end of the scenario, if neither army has exceeded its Morale Threshold, players should refer to the victory conditions for that particular scenario.

12 - OPTIONAL RULES

Both players must agree on one or several optional rules to apply them.

12.1 - MOVING FROM ONE ENEMY ZOC TO ANOTHER

A unit in an enemy ZoC may move directly to another enemy ZoC. It must first test its morale. If a commander is stacked with the unit, it has the exact same effects.

- If the result is **less** than the unit's morale, the unit moves to the other enemy ZoC.
- If the result is **equal** to the unit's morale, nothing happens.
- If the result is **greater** than the unit's morale, it suffers a loss. If the unit is already on its diminished side, it is eliminated. If a commander was stacked with the unit, he is also eliminated.

12.2 - COUNTER-CHARGE

To implicitly simulate the counter-charges, the charge bonus applies only against units without that ability.

12.3 - WITHOUT A STRENGTH RATIO

For each SS of attacking units, the attacker rolls **1D6**. The defender then does the same for each SS of the units in defence. The two players may add all of their firing units in range of at least one enemy unit implicated in the hand-to-hand. Each result of **4+** is a hit. The two players compare their total number of hits. The loser suffers:

- **Difference of 1:** Retreat (all losing units)
- **Difference of 2:** Morale test (all losing units)
- **Difference of 3:** 1 Loss (distributed as the loser wishes)

- **Difference of 4 or +** : 2 Losses (distributed as the loser chooses)

If the defender is on terrain that gives a bonus in defence, the attacker only hits on **5 or +**.

Units that attack across a river roll **one fewer die**.

Example: two units of value 4 and 2 attack one of value 3, the attacker rolls 6 dice and the defender 3. If the attacker has 4 hits and the defender 1, the difference is 3 and the defender takes 1 loss.

13 - SCENARIOS

13.1 - ARCADIOPOLIS - 970

Byzantins vs Rus and Allies

- **First player**

Joueur Rus

- **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.

- **Byzantine army**

2 x Kavallarioi Strength 3 en **0709, 0608**

- **Reinforcements** :

Left wing

Hikanatoi, 1 x Skutatoi Strength 3, 1 x

Skutatoi Strength 2, 1 x Psiloi Strength 2

Right wing

Exkoubites, 1 x Skutatoi Strength 3, 1 x Skutatoi Strength 2, 1 x Psiloi Strength 2

Centre

Bardas Skleros, Scholai, Arithmoi

- **Rus army**

Pechenegs : 4 x Mounted Archers Strength 2 in **0814, 0714, 0614, 0514**

- **Reinforcements 1**

Bulgarians: 2 x Mounted Archers Strength 2

Rus: Sveinald, 1 x Pikemen Strength 4, 1 x Pikemen Strength 3 et 2 x Pikemen Strength 2

- **Reinforcements 2**

Bulgarians: 2 x Slaves Strength 2

Rus: 2 x rus archers, 1 x Pikemen Strength 3, 1 x Pikemen Strength 4

- **Special Rules**

If the entry hex is already occupied, the reinforcement unit arrives on the following turn with the same arrival conditions, and so on.

1. Byzantine reinforcements

The Byzantine reinforcements arrive on turn 4 if all the Pecheneg units have not crossed line 0304-1104 before turn 4. Otherwise, the Byzantine reinforcements arrive on turn 5.

Reinforcements on turn 4

Left wing in 1112, 1111, 1212, 1211

Right wing in 0212, 0211, 0210, 0111

Centre between 0501 and 0701

Reinforcements on turn 5

Left wing en 1110, 1111, 1210, 1209

Right wing in 0210, 0209, 0208, 0109
Centre between 0501 and 0701

2. Rus Reinforcements

The Rus reinforcements 1 arrive on turn 6. The Rus reinforcements 2 arrive on turn 7. In each case, the Bulgarian units enter in 1014 and 0315; the Rus units enter in 0414 and 0915.

• Army Morale Threshold

Byzantine army: **20**

Rus army: **18**

• Victory conditions

If neither player has won a major victory at the end of turn 10, each player totals the strength of his eliminated units. The player with the lesser number obtains a minor victory. Otherwise it is a tie.

In addition to regular losses, the Byzantine morale threshold is increased by 1 for each Kavallarioi unit eliminated before turn 5

13.2 - FIRST BATTLE OF

DOROSTOLON - 971

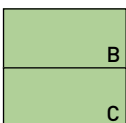
Byzantins against Rus and allies

• First player

Byzantine

• Number of turns: 10

• Maps



Hex 1214 of map C must be adjacent to hex 0114 of map B.

• **Set up** (on map B) 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 goes first.

• Byzantine army

Imperial guard : Tzimisces, Athanatoi in 1108

Cavalry : Hikanatoi, Klibanophoroi, Exkoubites, Hetaireia, Arithmoi, Scholai in 1002, 1102, 1103, 1113, 1114, 1013

Infantry first line: 2 x Pelstatoi Strength 2, 1 x Pelstatoi Strength 3, 2 x Skutatoi Strength 3, 2 x Skutatoi Strength 4 between 0905 and 0912

Infantry second line: 2 x Psiloi Strength 1 between 1005 and 1010

• Rus army

Pecheneg cavalry : 2 x Mounted archers Strength 2 in 0602 and 0603

Infantry centre: Sviatold, 1 x Druzhina, 3 x Rus Strength 4, 4 x Rus Strength 3 between 0604 and 0611

4 x Rus Archers Strength 1 between 0505 and 0511

Infantry wings: 1 x Rus Strength 3, 3 x Rus Strength 2 in 0403, 0504, 0512, 0412

Reserve: 2 x Archers rus Strength 1 in 0307 and 0309, 1 x Rus Strength 2 in 0308

• Army Morale Threshold

Byzantine army: **20**

Rus army: **20**

- **Victory conditions**

If neither player has won a major victory at the end of turn 10, each player totals the strength of his eliminated units. The player with the lesser number obtains a minor victory. Otherwise it is a tie.

13.3 - EXIT OF THE RUS AT DOROSTOLON - 971 Byzantines against Rus

- **First player**

Rus

- **Number of turns** : 6

- **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 goes first.

- **Byzantine army**

2 x mangonels in **0602 and 0314**

1 x Skutatoi Strength 3 (reduced), 1 x Pelstatoi Strength 3 (reduced), 1 x Pelstatoi Strength 2 in **0402, 0503, 0504**

1 x Skutatoi Strength 3 (reduced), 1 x Pelstatoi Strength 2, 1 x Psiloi Strength 2 in **0412, 0313, 0213**

1 x Pelstatoi Strength 2, 1 x Skutatoi

Strength 2 in **0607 and 0608**

Arithmoi (reduced) in **0908**

- **Reinforcements on turn 3**

Hikanatoi between **0301 and 0801**,
Exkoubites between **0215 and 0815**

- **Rus army**

2 x Pikemen Strength 3, 1 x Pikemen Strength 2, 1 x mounted Rus in **0104, 0203, 0204, 0305**

2 x Pikemen Strength 3, 1 x Pikemen Strength 2, 1 x mounted Rus in **0110, 0209, 0208, 0309**

Historical note :The mounted Rus have



1 step loss because it was not at all in their tradition to combat this way. But they undoubtedly wanted to surprise the Byzantines by adopting this tactic.

- • **Special rules**

- • **1. Mangonel**



Mangonels are considered as baggage for the rules. Only one Byzantine infantry unit may be stacked on a mangonel. .

- • **2. Surprise attack**

Certain Byzantine units begin on their diminished side. At the beginning of his first turn, the Byzantine player rolls a die for each of his units that has not suffered a step loss (non eliminated). On **5 and 6**, the unit is turned to its full side. On **turn 2**, the Byzantine player performs the same procedure for the units that have not yet been turned over. He succeeds on a result of **3 to 6**. On **turn 3**, the remaining (non eliminated) units are automatically turned

over. If, at the moment of the die roll, the unit is in contact with a Rus unit, it is automatically turned over.

The Byzantine units do not move on the 1st turn.

3. Engagement of Sviatold

If the first Mangonneau is destroyed before turn 6, the Rus player receives the following units during his next movement phase: Sviatold, 1 x Pikemen Strength 3, 1 x Pikemen Strength 4 in 0104, 0204, 0305, 0110, 0209, 0309. The game lasts 2 additional turns.

The second mangonel must be destroyed before the end of turn 8 for the Rus player to win a major victory. Otherwise, the Byzantine player obtains a minor victory (even if a mangonel is destroyed because Sviatold did not succeed completely).

• Victory conditions

The Rus player must destroy as many mangonels as possible:

- 2 x mangonels destroyed : Major victory for the Rus player
- 1 x mangonel destroyed : Minor victory for the Rus player
- 0 x mangonels destroyed : Major victory for the Byzantine player

See also **special rule 3** that can modify these victory conditions.

13.4 - THIRD BATTLE OF - 971 Byzantines vs Rus

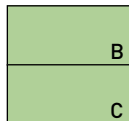
• First player

Rus

• Number of turns : 7

• Maps

Hex 1214 of map C must be adjacent to hex 0114 of map B.



• 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 Rus player goes first.

• Byzantine army (on map B)

Imperial guard: Tzimiskes, Athanatoi in 0408

Cavalry: Klibanophoroi, Hetaireia, Arithmoi, Scholai in 0304, 0204, 0313 et 0212

Infantry first line: 1 x Pelstatoi Strength 3, 2 x Skutatoi Strength 3, 2 x Skutatoi Strength 4 between 0206 and 0210

Infantry second line: 2 x Psiloi Strength 1 entre 0306 et 0311

• Rus army (on map C)

Infantry first line: Sviatold, 1 x Druzhina, 3 x Rus Strength 4, 5 x Rus Strength 3, 1 x Rus Strength 2 between 0904 and 0913

Infantry second line: 3 x Archers rus Strength 1 in 0804 and 0812

• Army Morale Threshold

Byzantine army: **22**

Rus army: **20**

• Victory conditions

If neither player has won a major victory at the end of turn 7, each player totals the strength of his eliminated units. The player with the smaller number obtains a minor victory. In the case of a tie, it is also a Byzantine minor victory.

Historical note : *John I Tzimiskes succeeds in containing the final Rus assaults and Sviatold is forced to surrender.*

13.5 - BATTLE OF BEROIA (ESKI ZAGRA) - 1122

Byzantines against Pechenegs

• First player

Byzantine

• Number of turns : 7

• 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 Pecheneg player goes first

• Pecheneg army

Wagons : in 0604, 0705, 0706, 0606, 0506, 0505

Tzelgu and 1 x nobles Strength 3 in 0607

All the other units : 14 x mounted archers. Anywhere on the map without

going beyond line 0110-1110. No unit may be adjacent to another unit of mounted archers, nobles or wagons. There must be **at least** one free hex between each unit.

• Byzantine army

Jean II and 1 Varangian Strength 4 in 0612

1 x Varangian Strength 4 and 1 x Varangian Strength 3 in 0513, 0713

2 x Skutatoï Strength 3 and 2 x Skutatoï Strength 2, 1 x Peltastoi Strength 3, 3 x Peltastoi Strength 2 in 0411, 0412, 0512, 0611, 0712, 0811, 0912, 0913

2 x Psiloi Strength 2, 1 x Psiloi Strength 1 in 311, 812, 1013

4 x Kavallaroi Strength 3 and 1 x Franks in 0112, 0211, 0312, 1012, 1112

• Special rules

1. Wagons

The Wagons benefit from a +1 die roll bonus in defence as long as they are adjacent to 2 other wagons.

2. Varangians 1

If one or more Varangian units (and only Varangian, that is, not associated with non-Varangian units) attack a hex containing a wagon, they receive a +1 bonus on the die roll.

3. Varangians 2

The Varangians can move with 3 movement points. But in this case, they cannot become adjacent to an enemy unit. Otherwise, they have a normal movement of 2.

Historical note : John II used them as reserve and the Varangians traveled by horse and dismounted when they came into contact with the enemy.

4. Kavallarioi

All Kavallarioi units may charge at **+2**.

Historical note: John II had trained all the Byzantine cavaliers on the model of the Crusader knights.

• Army Morale Threshold

Byzantine army: **20**

Pecheneg army : **25**

• Victory conditions

If all the wagons are destroyed, it's an automatic major victory for the Byzantine. If neither player has won a major victory at the end of turn 6 and no wagons were destroyed and/or John II has been killed, it is a Pecheneg minor victory. Otherwise, it is a Byzantine minor victory. ◆



Plain



River



Marsh



Fortifications



Montains



Wood

A game by Florent COUPEAU

Graphics and layout : studio VaeVictis

Tests: Philippe Gaillard et Arnaud Delaunay. Merci également à Xavier Delenclos pour la variante 13.3

Beroia 1122 scenario concept : Jean-Philippe Gury.

For Basile and Léo

COMBAT RESULTS TABLE

Die	Strength ratio						
	1/2 and -	1/1,5	1/1	1,5/1	2/1	3/1	4/1 and +
1	DR	DT	D1	D1	D1R	D2	D2
2	DR	DR	DT	D1	D1	D1	D2
3	AR	AR	DR	DT	DT	DT	D1
4	AT	AT	AR	DR	DT	DT	DT
5	A1	AT	AT	AR	DR	DR	DR
6	A1R	A1	A1	AT	AR	AR	DR
7 or +	A2	A1R	A1R	AT	AT	AT	AR

TERRAIN EFFECTS CHART

	Cost per hex	Effects in combat
Plain	1	-
Road	0,5	-
Village	1	+1 on the die roll
Woods, Hill, Vineyard	2	-1 column for the unit in defence
Marsh	2	+1 on the die roll
Rivière, Montagne	uncrossable	No retreat possible
Fortifications		
Pont	1 (0,5 if road)	+1 on the dr (unless at least 1 shot)
Gué	2	-
Palissades	+1	-1 column for the unit in defence, cancels out the retreats resulting from a morale test
Ruisseau	+1 (0 if road)	+1 on the dr (unless at least 1 shot)
Pente	+1 (0 if road)	-

RETREAT CHART

	Retreating unit	Adjacent friendly unit
Without enemy ZoC and without friendly unit	No effect	-
Without enemy ZoC and with a friendly unit	No effect	Pushed back + Test
In enemy ZoC and with a friendly unit	Test at -1	Pushed back + Test
In enemy ZoC and without friendly unit	1 loss	-