

Byzantium 1116



INTRODUCTION

Byzantium 1116, the reconquest of Anatolia by the armies of Byzantine Emperor Alexius Comnene, against the Seljuk Turks. The Turks, recently weakened by the passage of the First Crusade, are attempting to capture the last Byzantine strongholds before the latter can return in force and counter attack.

Both players attempt to capture the highlands of central Anatolia and their fortresses.

The **Seljuk Turks** player has many horsemen and archers, and holds the initiative at the start, to capture the last remaining Byzantine strongholds. With the loot, they can raise numerous forces.

The **Byzantine** player, although he also has a strong cavalry, must first expand his army and hire mercenaries to reverse the trend, and possibly capture the enemy's capital, Iconium.

The game's event cards allow full replay ability thanks to the numerous various situations that they create on the diplomatic, military, political or economical fields.

DURATION

Estimated Playing Time: 3h00

Favored Side: None

Hardest to play: Seljuk Turks

Byzantium 1116 lasts 18 turns, each representing a quarter between the Fall of 1112 AD and the Winter of 1116 AD.

The **Seljuk Turk** players always goes before the **Byzantine** player.



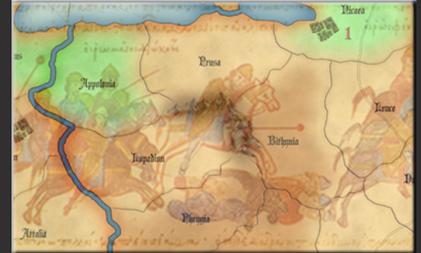
FORCES

The **Byzantine** player controls the Byzantines (purple), Frankish (dark blue), Latin (blue), Serbian (orange) and Scythian (brown) mercenary units.

The **Seljuk Turk** player controls the Sultanate of Rûm (light blue), Danishmendites (light green) and Smyrna Emirate (dark green) units.

MAPBOARD

The map shows Western Central Anatolia (Asian Turkey, west).
Lakes cannot be crossed.
Offmap regions can only be entered by their respective owners.



VICTORY

IMMEDIATE VICTORY

- One of the players reaches or exceeds 20 VP at the end of a turn.
- The **Seljuk Turk** player wins immediately if he eliminates Emperor alexius Comene.
- The **Byzantine** player wins immediately if he captures Iconium fortress.

Otherwise, the player with most VP at the end of the scenario wins the game.

VP GAINS

- +2 VP **Seljuk Turk**: Philadelphia/Smyrna/Nicaea/Poemanemon/Nicomedia.
- +2 VP **Byzantium**: Ancyra/Dorylaion/Philomelium

SPECIAL RULES

SUPPLY

Supply Sources:

Seljuk Turks: Iconium / Danishmend.

Byzantium: Constantinopolis.

Both: Nicaea / Smyrna.



ECONOMIC PHASE

Every odd turn (turn 1, 3, 5...), players have an economic phase where they receive income, pay maintenance and purchase their units.

COST OF UNITS AND CARDS

- Bedeviler (**Turks**) / Turkish Infantries / supply wagons: \$1.
- non-heavy Byzantine cavalry, Varangons (**Byzance**) / Ghulams (**Turks**) / extra Card: \$3.
- Heavy Cavalry (all): \$4
- All other units: \$2

Those units can only be recruited after the play of certain cards:

- Scythian, Franks, Italian or Serbian Mercenaries (**Byzantin**)
- Danishmendides and Smyrna Turks (**Turc**)

MERCENARIES



Those units are identified by a coin icon. They are available only after certain cards are played.

FLEET

In **Byzantium 1116**, the Byzantine naval unit “Dromon” may transport up to 4 units of its side. It has no combat value. Therefore there is no naval combat in this scenario.

OFF-MAP REGIONS

The Constantinopolis region can only be entered by the Byzantine player. It brings an income of \$3 each economic phase.

The Danishmend region can only be entered by the Seljuk Turk player after play of the card ‘Danismendite Wedding’. It brings an income of \$1 each economic phase.