BYZANTIUM
S&T 183 Nov/Dec 1996

Errata:
- No treasury markers are provided. Suggestion: Use a fleet marker (front side up for 0-20, rebel side up for "20+" i.e. 21-40)
- The counter labelled 'power' has no apparent use.
- Ignore minor rivers on map and Corinth canal.
- Danube ends at Magyars/Sirmium/Croatia boundary.
- Rus is a single area connecting around Black Sea (but to get to Transcaucasus requires movement via North offmap area).
- West offmap area extends entire length of western map edge.
- North offmap area extends entire length of northern map edge.
- East offmap area extends entire lengths of eastern & southern map edges.
- Scenario 4: Patzenaks gets 1 rebel Khazar militia. Special Rule: Optional rules: Place a Byzantine (not Frankish) Colony in Kyprus and a Moslem (not Frankish) Colony in Syria.

Extra scenarios:
- *Moves* #92 had 2 extra scenarios (see below).
- Robert Furney adds 2 more (see below).

Definitions:
CRT = Combat results table
Enemy = any units other than a power's own (i.e. other neutral or active powers, or rebels)
Friendly = belonging to that power.
OP = Operations Points

COUNTER	MANIFEST	Baileus	field army	warrior	nomad	militia	fleet	colony	total
Frank	blue	1	5	10	5	9	5	7	42
Byzantine	red	1	10	5	5	25	10	20	76
Khazar	brown	1	5	5	10	15	4	13	53
Muslim	green	1	5	5	10	15	9	15	60
strategy chits									40
markers	"Gameturn"								1
	"OPs remaining"								1
	"Battle" location								1
	"Power" (use undefined in rules)								1
[blank]									[5]
TOTAL									**280**

Sequence of play

Negotiations phase: Diplomacy. May revert activated neutral powers to neutrality
1st active power turn:
  a. Treasury phase: Collect $; maintain/disband units; buy units/fleets/chits/colonies; buy out pillage markers.
  b. Operations phase: Roll 1d6 per force & move/fight up to this allowance.
2nd-4th active power turns: [As for 1st power.]
Turn end phase: End game or move turn marker & begin new turn.

Major Power control
- With 4 players, one plays each of the 4 powers (Byzantines, Muslims, Khazars & Franks).
- With 2 or 3 players, the scenario specifies which powers are active player powers, and which are (initially) neutral.

Area control (land or sea)
- An area occupied by one power's units is controlled by that power.
- An area occupied by several powers' units is jointly controlled by them all.
- An area occupied by no powers' units, or occupied by rebel units (even if in conjunction with any number of powers' units) is controlled by no one.
- Units in fortresses count for control.
- Colony markers are not units, so do not count for control.
- Rebel units negate control of an area by any powers in the area.
- Off-map areas (West, North, East) are automatically controlled by the appropriate power (resp.: Frank, Khazar, Muslim) even if unoccupied (they can never be occupied by rebels).

Negotiation Phase
- May include trading $ or stratagem chits; agreements to move into/out of certain areas; making a treaty, or (2-3 player games) restoring a power to neutrality.
- A treaty ends the game immediately or at any subsequent point in a specified turn.
- All negotiations except treaties are violable without penalty. Treaties are inviolable.
- If a player controls more than one power, he can transfer up to 1/5 (drop fractions) of one power's treasury to each of his other controlled powers each turn. The transfer occurs during the treasury phase of either power involved in the transfer.

Treasury Phase
Gain income
- Khazar, Frank & Muslims automatically gain $ equal to the value of their own off-map areas, even if unoccupied.
- For each area occupied solely by the power, it gains $ equal to the treasury value of the area.
- For each area occupied by several powers (i.e. 2, 3 or 4), the player gains a fraction of the Treasury value based on the total number of occupying powers: ½, ⅓ or ¼ respectively. Drop fractions (i.e. 2 players occupy a $5 province, each will get $2 on his own turn.
- Provinces with *any* rebel units produce no income.
- Pillaged areas produce no income for any player.
- $ may be accumulated from turn to turn.
Maintenance
- Pay maintenance costs for all units/fleets on the map: $1 each, but $2 for field armies & fleets. Basileus is free. Double the maintenance cost for units in pillaged areas or the Arabian Desert (If the desert is pillaged, cost is still only doubled).
- If cannot, or choose not to, maintain units, they each roll on Mutiny Table (might disband peacefully, stay loyal, or mutiny).
- *Optional: if using colonies, each colony maintains 1 militia unit of the same power in that same area for free.*
- *Optional: Colonies themselves do not need to be maintained.*
- Rebels and neutral power units/fleets need no maintenance.
Recruitment
- Pay recruitment cost to buy new units, strategy chits or colony markers.
- Note: Franks pay different costs for warriors and nomads than the other powers.
- An eliminated Basileus is replaced free on the power's turn following elimination.
- May build land units in *unpillaged* friendly-occupied areas/fortresses.

  - *One* unit per such area or fortress (but not both an area *and* its fortress)
  - Recruitment possible even if *area* is also occupied by enemy units.
  - *Any number* of land units can be built in a friendly offmap area.
- An eliminated Byzantine Basileus is replaced in Constantinople fortress (if Byzantine-controlled) in addition to the 'one unit per area/fortress' rule.
- Can build fleets in sea areas adjacent to friendly-occupied ports, *one* per such area (even if sea area is also occupied by enemy/rebel fleets).
  - *Any number* of fleets can be built in a friendly off-map area *with a port symbol*.
- Each power is restricted to the units/fleets available in the countermix.
- May buy any number of chits that can be afforded.
- *Optional: May buy colony markers in addition to the '1 unit per area' rule. There is no counter-mix limit to colonies.*
- Rebels and neutral power units/fleets are built via chit play, and so may not be recruited.

Operations
Stacking
- All 4 powers (neutral or active), and rebels, may all coexist in the same area.
- Each power's units, and any rebel units, must stack separately, but each power may have several stacks in an area.
- There are no stacking limits within sea or land areas, fortresses, or within individual stacks.
- There can be only one stack (rebel, or of one power) per fortress.
- A stack can change composition (split into two stacks, join up with another stack, pick up or drop off units) only when conducting operations.
- All units in a stack conduct movement together (although a stack can drop off units (which can move no further) or pick up units (that have not yet moved)).
- All units in a stack conduct combat together (they must attack, or be attacked, as a stack).

Operations points
- A power designates each stack in turn, rolls for Operations Points (OPs), and conducts operations with that stack.
- OPs for the stack: 1d6 +1 if Basileus is part of stack, +1/2/3 if playing a *strategos* chit
- OPs are spent to move, to attack, or to pillage.

Movement:
- Pay OPs to move across land or sea borders (1 normally; 2 for mountains or rivers; 3 to *enter* a friendly offmap area).
- +1 OP to exit a land or sea area (inc. entering that area's fortress) if exited area is enemy-occupied.
- A stack may pick up other units/stacks that have not yet conducted operations that turn.
- A stack may drop off units, which may not then conduct operations themselves that turn.
- May cross Sea of Marmara from Thrace/Constantinople to Nicea area/Nicea fortress (or vice versa) for 1 OP.

Off-map areas:
- One offmap area belongs to each of the Frank, Muslim and Khazar powers, and is friendly only to that power.
- That player always controls his offmap area, even if vacant.
- 3 OP cost to enter a friendly offmap area (by land or sea).
- 1 OP cost to exit a friendly offmap area (to land or sea).
- Cannot enter an enemy offmap area.
- Friendly fleets can enter West and East offmap areas (but not North, which has no anchor symbol).
- Any number of newly purchased units may be built in a friendly offmap area.
- Rebels may not enter an offmap area. Units in an offmap area that rebel are eliminated.

Combat:
- Combat is voluntary and occurs during operations.
- Units with OP remaining may continue to move/attack after a combat.
- Combat occurs within each area (not between areas).
- 1 OP cost per attack.
- Only the stack conducting operations may attack (cannot have several stacks attack together).
- Stacks may attack multiple times during operations, including attacking the same enemy stack more than once, but 1 OP per attack.
- Must attack with entire stack; & must attack *one* defending stack as a whole.
- Choose CRT based on attacking force:
    Shock: majority Basileus/field army/warrior;
    Raid: majority Basileus/field army/nomad;
    Engagement: other composition.
- Total combat strength of attackers (use 'Battle' marker to indicate location of battle when resolving combat):
    1 per unit, inc. Basileus;
    +1/2/3 for *strategos* chit;
    +2/1 for *Greek fire* chit in naval battle played by Byzantines/others.
- Roll 1d6 on chosen CRT & apply result.
- CA = Counterattack: defender must attack attacker.
    - Chits played in combat last for all counterattacks.
- F = Free move. Attacker may freely move to adjacent area or into empty/friendly fortress at 0 OP cost.

Siege:
- Attacks on fortresses are sieges.
- Resolved as regular combat, except defender may treat DV as MV, and MV as 'lose 1 unit'.
    - Sieges of Constantinople treat DV as MV, and MV as NE.
- Units in a fortress cannot initiate combat, but *must* exit the fortress to attack units in the surrounding area.
    - Units in a fortress *may* counterattack an enemy that attacked them from the surrounding area.
- Attackers eliminating a fortress' garrison may advance into the fortress for 0 OP cost.

Naval operations:
- Fleets may only occupy sea areas (and the East or West offmap areas, if friendly).
- Fleets are built in sea areas adjacent to a friendly port or offmap area, or in friendly-occupied offmap areas.
- Fleets conduct operations in the same manner as other stacks, independently of land unit operations.
    - Movement costs 1 OP per sea area (3 to enter offmap area), +1 to exit a sea area containing enemy fleets.
    - Combat between fleets is always on Engagement CRT.
- Land units may use 'naval transport' to move through areas containing friendly fleets (i.e. as 'stepping stones').
- They may use enemy fleets with that enemy's permission (i.e. active enemy powers, but not inactive powers or rebel fleets).
- Fleets may conduct operations before or after they are used for naval transport by land units. Their use by land units for naval movement does not affect their own capacity to conduct operations.
- There is no capacity limit to naval movement: 1 fleet can transport any number of land units at a time or in a turn).
    - Land units starting sea movement in a friendly port fortress pay 1 OP per sea area.
    - Land units stating sea movement in a land area pay 2 OP per sea area.
    - Land units disembarking in a friendly port pay 1 OP to enter that port fortress.
    - Land units disembarking in a land area pay 2 OP to land there.
    - Land units do not pay an extra OP to exit *sea areas* containing enemy fleets.
    - Land units *must* end their operations on land, *never* at sea.
    - Land units cannot use sea movement into areas containing fewer friendly fleets than any *one* active enemy (unless that enemy gives permission).

Sea of Marmara:
- Land units may freely cross 'by land' from Constantinople or Thrace, to Nicea area or fortress (or vice versa) for 1 OP.
- Land units may cross via naval movement between the *fortresses* of Constantinople & Nicea (using a friendly fleet in Sea of Marmara) for 0 OP.

Arabian desert:
- Costs 1 OP to enter, but all purchasing/maintenance costs in the area are +$1.

Pressburg:
- Only exists from AD 1000 (i.e. start of Turn 6 in Scenario 2).

Strategy chits
- Players may begin the game with randomly-chosen strategy chits, and may purchase further chits for $2.
- Players also gain a chit for each DV combat result they inflict.
  - During set-up, draw initial chits from among all non-'play immediately' chits, then add the 'play immediately' chits to the cup at the beginning of Turn 1.
- Some chits must be played immediately upon drawing.
- Other chits may be held until used, without maintenance cost.
- A player may not hold more than 10 chits at a time (but may discard chits unplayed immediately before buying/drawing another).
- Most chits are returned to the cup when played. Some are removed from the game when played.
- A player can play any number of chits at any appropriate time. There is no OP cost.
- Chits drawn which do not apply to the player count as 'no effect'. No replacement is drawn.
- A player required to lose chits, draws the one to lose at random. If he has none, there is no further effect.

Rebels:
- All units have a front 'loyal' side and a back 'rebel' side.
- Rebels represent not only units in revolt, but also semi-independent/client states.
- Rebellion is caused by chits or subversion combat.
- Units which rebel form a new stack in the same area/fortress (or in the area outside a fortress if some of the fortress units rebel).
- Rebel units are not controlled by any player. They do not move or attack. They need no maintenance.
- The colour of a rebel unit determines *only* to which power it will be loyal if it is ever restored to loyalty.
- Rebels may be attacked by any player.
- Rebels become loyal via Subversion (Rebellion result) or Conversion (Assimilation of Holy War result) attacks.
- The 'Rebel control' chit allows a power to conduct operations with *one* Rebel stack (any colour) that turn.
  - The rebel stack may not drop off or pick up units.

- Pillage by the rebels does not gain $ for the player.
- Units converted/subverted to rebel by the rebels form a separate stack (i.e. do not join the subverting/converting rebel stack).

Pillage:
- An area may be pillaged:
  - as an operation (3 OP cost by a force in an area of its fortress): the player receives the $ value of the area, all other players receive one chit each;
  - via chits;
  - when a unit being disbanded mutinies.
- Offmap areas may never be pillaged.
- An area may be pillaged as an operation *only* if not enemy-occupied (ignore enemy units in its fortress).
- An area may be pillaged via chits of mutiny regardless of enemy units.
- Pillage effects:
  - *Remove any colony in the area.*
  - No $ may be collected from the area until the pillage marker is removed.
  - +1 to maintenance costs of units in the area.
- Removing pillage:
  - During purchase of new units, a player may spend twice the $-value of a friendly-occupied area to remove its pillage marker.

Subversion/conversion:
- Special attacks made by playing the Subversion or Religious Conversion chits.
- Made by a stack in an sea-area/land-area/fortress against an enemy stack in the same area or its fortress.

Fog of War:
- A player may examine an enemy stack in an area/fortress if:
  - he has a friendly stack in the same area/fortress.
  - he plays an *espionage* chit.
- A player may examine an enemy's chits only if he plays an *espionage* chit.
- A player may voluntarily reveal the composition of his stack(s) or chits at any time.

Basileus:
- The Basileus is the player's supreme leader.
- Add +1 to the operations die roll of its stack.
- Counts as a field army unit for combat
- Never rebels or gets converted.
- Needs no maintenance
- Is replaced free the turn after it is eliminated
- An eliminated Byzantine Basileus is replaced in Constantinople (if/when Byzantine controlled).
- An eliminated non-Byzantine Basileus is replaced in that power's offmap area.

Victory:
- There are 4 levels of victory (conquering, survival, decline, collapse).
- Only *conquering* and *survival* count as a 'win'.
- Each power has its own required victory point (VP) totals for each level.
- More than one power may gain any given level, and thus more than one power may win.
- A power's VP at game-end is the sum of:
    - $ value of all controlled areas *on* the map (ignore offmap areas).
        - *A friendly colony in the area increases area's value to a sole occupant by 1.*
        - Control may be shared and thus the $-value divided between several powers (drop fractions).
            - *A friendly colony in a shared area allows that player to round up any fraction value.*
        - Pillaged areas, and areas occupied by rebels score 0.
    - ½ of $ in treasury.
    - +5VP for occupying Constantinople.
- A player with no units *on* the map (or only with units in his offmap box) *at any time* automatically loses. This prevents a non-Byzantine player from winning by refusing to play the game!

Official Optional rules
(recommended to use all)
Raising taxes
- A player may attempt to raise taxes during the Treasury phase in any/all areas where it is the sole occupant.
- For each such area roll 1d6 on Tax Increase Table:
    1-2: revolt. No income from the area this turn. All friendly militia rebel (if none, add one rebel militia from unit pool).
    3-6: gain double-income from that area this turn.

Colonies
- Represent the 'home civilization' area for each power.
- Are markers, not units: may not move or engage in combat; are not affected by combat results.
- Have no effect on control of the area in themselves.
- At setup, 1 is placed in each area solely controlled by each power, or by rebels (unless otherwise noted).
- May be built for $5 in any area where that player has units.
- Need no maintenance.
- Only *one* colony in total may exist in an area at a time.
- Colonies may not be placed in offmap areas or pillaged areas (must pay to remove pillage marker first).
- Colony construction is not limited by the countermix.
Effects:
  - Maintains 1 militia unit of that player *in that area* for free ($0).
  - Where area is solely occupied by colony's owner, Increases VP value of that area to that player by 1.

- Where jointly occupied by several powers, colony's owner rounds up fractions of area's VP value.
Elimination:
  - A colony is removed are a result of pillage in an area (whether by operation, chit or mutiny).
  - A colony is replaced by another player's via 'assimilation' result of Religious Conversion chit
Feudalism:
  A player may, during his Treasury phase, replace a colony marker with a warrior (Frank/Byzantine) or nomad (Muslim/Khazar) for free. This cannot be done on the last 2 turns of a game.

Interception combat
- A non-phasing stack in a land area (but not a fortress or sea area) may attempt to intercept a phasing stack entering its area.
- Each non-phasing stack may make only *one* interception attempt *per enemy player turn*.
- A phasing stack may be intercepted more than once (each time by a different non-phasing stack), even in the same area.
- The instant the phasing stack enters the area, the non-phasing player calls 'intercept', and rolls 1d6.
    - Neither (or both) stacks have Basileus:
      1-3: successful;   4-6: fail.
    - Non-phasing stack has Basileus, phasing stack does not:
      1-4: successful;   5-6: fail.
    - Non-phasing stack has no Basileus, phasing stack does:
      1-2: successful;   3-6: fail.
- If successful, the non-phasing stack attacks the phasing stack normally. If the phasing stack survives, it may continue its own operations.

CHIT SUMMARY

= number of such chits in countermix (40 total)
Bold = play immediately (10).

1. ALLIANCE. Designate any rebel stack of your colour and flip it to its loyal side.
3. ASSASSIN. Cancels the effect of any other chit. (May itself be countered by another Assassin).
1. **BELLIGERENT WITHDRAWAL**. 4-player games: no effect; remove from play when drawn. In 2- or 3-player games, if drawer controls any powers other than his starting power, roll 1d6 for each: 1-3 no effect. 4-6: reverts to neutrality. Chit is returned to pool.
1. **CIVIL WAR**. Drawer rolls 1d6, and flips that many of his own units to their rebel side. Basileus and units stacked with him are immune.
1. **CRUSADE.** Prior to AD 1050: no effect; remove from play when drawn. If 1050 or later: roll 1d6. 1-3: no effect. 4-6: Crusade! Effects: a) If Franks are neutral, they become active under Byzantine control (if already active, no effect). b) Roll 1d6. Franks receive that many warrior or fleet units in West offmap area, free of recruiting cost (but must still be maintained). c) Frank rolls 1d6 and doubles result, receiving that many $. d) Franks gain 10VP if they occupy Jerusalem at the end of the game. Chit is removed from play when drawn (only one crusade per game!).
1. **DE CEREMONIIS**. If, at the end of the current player turn, the drawer's Basileus occupies Constantinople at the end of the current player turn *and* this chit has not been returned to the pool for any reason, then the player rolls 1d6 and draws that many new chits. This chit is then returned to the pool at the end of the current player turn.
3. ESPIONAGE. The drawer may examine all stacks in one area (and its fortresses), *or* may examine all of one player's chits.
1. GREEK FIRE. May be played in any naval battle, by attacker or defender. +1 to that player's combat strength (+2 if Byzantine). Applies for duration of that combat (inc. all counterattacks).
1. **LAND DISTRIBUTION**. Drawing power pays $1 for each field army, warrior and nomad unit it controls. If unable/unwilling to pay for any units, they roll on Mutiny Table.
1. **NEUTRAL ENTRY**. 4-player games: no effect; remove from play when drawn. Player designates a Neutral Power and rolls 1d6. 1-3: no effect. 4-6: neutral becomes active under that player's control.

1. **PERIPHERAL WAR**. Frank, Muslim or Khazar drawer removes 1d6 units. Byzantine drawer: no effect.
1. **PLAGUE**. Roll 1d6. 1-5: no effect, return chit to pool. 6: plague! Effects: Roll 1d6 per area (inc. offmap): 1-3: no effect; 4-6: each player eliminates half his units in the area (round up). Place a pillage marker in the area; remove chit from game.
1. RAIDERS EAST. Drawer receives (during his treasury phase) 1 nomad or fleet of his own colour in any area adjacent to East offmap area.
1. RAIDERS NORTH. Drawer receives (during his treasury phase) 1 nomad or fleet of his own colour in any area adjacent to North offmap area.
1. RAIDERS WEST. Drawer receives (during his treasury phase) 1 nomad or fleet of his own colour in any area adjacent to West offmap area.
3. REBEL CONTROL. Gain control of any one rebel stack during own operations phase.
3. RELIGIOUS CONVERSION. Play on any rebel/enemy/neutral stack in the same area as a friendly stack. Roll 1d6 on Conversion combat table (below).
1. **SCHISM**. Drawer rolls 1d6. 1-3: no effect. 4-6: returns all his chits to pool.
7. STRATEGOS (4@'1', 2@'2', 1@'3'). Either a) increase OP die roll of any stack (declare before die is rolled), or b) add to combat strength of any stack, attacking or defending. Is used for all counterattacks in that one combat.
4. SUBVERSION. Play on any rebel/enemy/neutral stack in the same area as a friendly stack. Roll 1d6 on Subversion combat table (below).
2. TRADE CONCESSION. Discard chit to gain $10 at any time.
1. **UNIFICATION OF CHURCHES.** Roll 1d6. 1-4: no effect. 5-6: unification occurs. For remainder of turn, Byzantines and Franks may not conduct combat or conversion against each other, or their own or each other's rebels. They may conduct subversion.

Subversion (Affects units, not colonies):
1. Betrayal. Eliminate 1 unit in subverting stack.
2-3. *No effect.*
4-5. Desertion. Eliminate 1d6 enemy/neutral units in area (roller's choice).
6. Rebellion. If targeting rebels, 1d6 rebel become loyal. If targeting enemy/neutral power, 1d6 of his units rebel (his choice).

Religious conversion (Affects units &/or colonies):
1. Heresy. 1 unit of converting stack rebels.
2-3. *No effect.*
4-5. Assimilation. If target is player's own rebels, flip 1 rebel to its loyal side. If target is enemy/neutral, replace 1 such unit or colony in the area with 1 of the converting player's. If a loyal unit, place the unit in the converting stack. If no appropriate unit in converting player's pool, eliminate the enemy/neutral unit.
6. Holy war. If targeting player's own rebels, flip 1d6 rebels to their loyal side. If targeting enemy/neutral stack, replace 1d6 such units in the area with the converting player's. If loyal units, place the unit in the converting stack. If no appropriate unit in converting player's pool, eliminate the enemy/neutral unit. Additionally, replace enemy colony with player's own.

Additional optional rules (Moves #92, May-Jun 1997, p.11)

1) Maintenance cost for fleets in a sea area *not* adjacent to a friendly-occupied port is $3 per turn. [*Long range naval operations are costly*]

2a) Make counters for 'Monasteries'.
- Cost $3 to build.
- Player must already have a Colony in an area to build a Monastery.
- One Monastery per area.
- Eliminated if area is pillaged.
- Effect: +1 DRM to friendly conversion/subversion attacks in the area.
   -1 DRM to enemy conversion/subversion attacks against friendly forces in the area.

2b) Make counters for 'Fortifications'.
- Cost $4 to build.
- One Fortification per *player* per area.
- Eliminated if area is pillaged.
- Effect: - +1 DRM to friendly CRT (counter)attacks in the area.
   -1 DRM to enemy CRT (counter)attacks on friendly forces in the area.

2c) Make counters for 'Trading concessions'.
[*Allows a player to make short term gain for longer term payments*].
- A player can sell to any other the right to a trading concession in any area the player completely controls.
- Cost can be $ or any other agreement within the spirit of the rules.
- Eliminated if area is pillaged.
- Effect: Each Treasury phase, if the player still controls the area, he must pay the Concession owner $1 if the area is worth $1-3 and $2 if the area is worth $4+. If a different player controls the area, the payment is no longer made.

****

Developer's suggested optional rules (by William Sariego):

Turn order: Play first turn in same order as set up. For turns 2 on, determine first player randomly; when he has finished, determine 2nd player randomly; when he has finished determine third player randomly.

Croatia is divided into two: Croatia proper is the part north of the Danube (which extends west form Magyars/Sirmium border to West offmap area). The part south of the Danube is Istria ($-value 2 in Scenarios 1 & 2; $3 in scenarios 3 & 4). The fortress port of Venice is located on Istria's Adriatic coast. Deploy 1 Rebel Frank Militia in Istria in Scenarios 1 & 2; a Loyal Frank Militia in Scenarios 3 & 4.

Buda(Pest) is relocated to *straddle* the Danube, thus it affects control of both Magyars & Sirmium. It can also be besieged from both areas. The Power that controls Budapest does not pay the extra Operations Point cost to cross the Danube. The Khazar Player begins with control in all but Scenario 3.

Defence points (DP): A defending stack of 1 unit is worth 0 DP. 2 or 3 defenders are worth 1 DP. ≥4 defenders are worth 2 DP. Subtract DP from attacker's strength to determine CRT column. Use the '1' column for any results ≤1.

Militia and recruitment. Must be used in conjunction with Colonies, which represent the player's 'home base'.
- Militia cannot move outside its Power's 'home areas'.
- Players can build new units only in their own 'home area'.

Limited Alliances. 2-player games only. Powers can begin in alliance with a neutral Power. Players bid $ after set up. High bidder gets to choose which Neutral Power to control as a Limited Ally. Lower bidder gets the unclaimed Power by default. If bid is tied, determine randomly. A Limited Alliance is in effect until the allied-Neutral Power suffers a DV in combat. The Power then reverts back to neutrality at that point and can later be reactivated per normal procedure.

New Stratagem chits
- *Ambush*: Play this after combat has been announced but before resolution. The defending stack is now the attacker.
- *Leadership*: Place chit on a friendly stack at the start of your turn that does not contain your Basileus. +1 DRM to its OP die roll, and cannot be the object of a Conversion attempt. Remove it at the start of your next turn.
- *Treasury Graft:* Play at any time. A power of your choice rolls 1d6 and lose that many $ (to a minimum of 0).
- *Tribes Unite*: If played by the Byzantines or Franks, that power can deploy one extra Nomad during the recruitment phase above and beyond any normal recruitment. The Khazar and Muslim Powers can deploy 2 Nomads.
- *Vacillating Force*: Play on an opposing stack which does not contain a enemy Basileus. That stack cannot conduct Operations in its next turn.

****

Rules for fewer than 4 players:
- Byzantines are always a player power.
- 3-player games:
    - 1 non-Byzantine power begins neutral (see scenario as to which).
    - The Byzantine player gets 1 free chit during the Treasury Phase of his turn.
- 2-player games:
    - 2 non-Byzantine powers begin neutral (see scenario as to which).
    - The Byzantine player gets 2 free chits during the Treasury Phase of his turn.
- Neutral powers do not have a player turn (so don't accumulate $, maintain units or conduct operations).
- Neutral becomes active the instant:
    - an active power attacks its units,
    - an active power attempts to convert/subvert its units,
    - an active power attempt to collect or raise taxes in an area occupied by its units,
    - via chit play.

- Activated neutral is controlled:
    - 2-player games: by the player who did not activate it.
    - 3-player games: by the highest bidder of $ of the two players who did not activate it. If neither bids, or bids are tied, decide by die roll. Winning bid (not tied bids) are expended.
- Activated neutrals (but not the initial active powers) may return to neutrality by:
    - controlling player announcing so in Negotiation phase;
    - chit play.
- Re-neutralised powers may be activated again as normal. Note: reversion to neutrality prevents maintenance payments, and can be a useful negotiating tool.
- Neutral powers still count VP.
- A player controlling several powers wins or loses with each individually.

No.	Title	Date	No. Turns	Powers	Chits	$	Power's own					Rebel					Victory levels			
							F.Arm	War	Nom	Mil	Flt	F.Arm	War	Nom	Mil	Flt	Collapse	Decline	Survival	Conquest
A	The First Threat	568-588	21	**Khazar**	3	10	---	n/a	8	5	---	---	n/a	1	---	---	0-5	6-10	11-15	16+
				Byzantine	2	15	6	n/a	---	23	7	---	n/a	---	2	---	0-15	16-29	30-59	60+
				Persia	2	10	---	n/a	7	2	---	---	n/a	---	---	---	0-5	6-9	10-19	20+
				Lombard	0	0	---	n/a	1	1	---	---	n/a	---	---	---	*0-2*	*3-5*	*6-8*	*9+*
B	The Persian War	622-628	7	**Byzantine**	4	50	8	n/a	---	10	5	---	n/a	---	---	---	0-10	11-18	19-29	30+
				Persia	0	10	---	n/a	6	12	---	---	n/a	---	---	---	0-15	16-25	26-35	36+
				Khazar	1	0	---	n/a	4	9	---	---	n/a	---	1	---	0-9	10-15	16-25	25+
				Lombard	0	0	---	n/a	2	2	---	---	n/a	---	---	---	*0-5*	*6-10*	*11-14*	*15+*
1	Survival in the East	711-718	8	**Muslim**	4	10	---	---	10	13	4	---	---	---	---	---	0-19	20-39	40-59	60+
				Byzantine	1	15	7	---	---	14	3	---	---	---	---	---	0-19	20-34	35-50	51+
				Khazar	1	5	---	---	6	3	---	---	---	4	8	---	0-5	6-10	11-19	20+
				Frank	0	5	---	4	---	1	---	---	---	---	---	---	*0-5*	*6-10*	*11-14*	*15+*
5	East versus West *Non-historical*	803-810	8	**Frank**	4	15	2	6	---	2	1	---	---	---	---	---	0-10	11-19	20-29	30+
				Byzantine	3	15	7	---	2	14	2	---	---	---	---	---	0-19	20-34	35-50	51+
				Muslim	2	10	---	---	6	8	2	---	---	---	---	---	0-9	10-19	20-29	30+
				Khazar	2	5	---	---	4	4	---	---	---	4	9	---	*0-4*	*5-9*	*10-14*	*15+*
2	The Bulgar Slayer	995-1020	26	**Byzantine**	3	30	10	---	---	15	4	---	---	---	2	---	0-15	16-35	36-69	70+
				Khazar	2	10	---	---	6	6	---	---	1	4	7	---	0-5	6-10	11-20	21+
				Muslim	2	15	---	---	8	5	2	---	---	1	1	---	0-9	10-20	21-29	30+
				Frank	1	10	---	4	---	2	1	---	---	---	---	---	*0-5*	*6-10*	*11-15*	*16+*
6	Manzikert	1067-1081	15	**Byzantine**	1	20	6	1	4	19	1	---	1	---	2	---	0-15	16-25	26-40	41+
				Muslim	4	10	---	---	8	---	---	---	---	---	4	---	0-4	5-9	10-14	15+
				Frank	3	5	---	4	---	1	2	---	---	---	---	---	0-4	5-9	10-14	15+
				Khazar	0	5	---	1	2	1	---	---	---	5	10	---	*0-4*	*5-9*	*10-14*	*15+*
3	The First Crusade	1095-1108	14	Frank	3	10	---	8	---	3	2	---	---	---	---	---	0-10	11-20	21-30	31+
				Muslim	2	10	---	---	5	10	---	---	---	---	---	---	0-15	16-30	31-54	55+
				Byzantine	4	15	5	1	2	10	3	---	2	---	4	---	0-15	16-25	26-40	41+
				Khazar	0	5	---	---	2	2	---	---	1	3	7	---	*0-5*	*6-10*	*11-14*	*15+*
4	The First Fall of Constantinople	1195-1204	10	**Frank**	2	20	---	7	---	5	4	---	---	---	---	---	0-15	16-30	31-45	46+
				Byzantine	0	10	3	2	3	10	1	---	2	---	6	---	0-20	21-30	31-40	41+
				Muslim	0	5	---	---	4	2	---	---	---	5	10	1	0-10	11-20	21-30	31+
				Khazar	0	5	---	---	4	4	---	---	1	*3*	*3*	---	*0-10*	*11-15*	*16-20*	*21+*

Notes: Powers are listed in play order, 1st (top) to 4th (bottom).

For 2-player games, use bold powers. For 3 players, add non-italicised power.

Red shows corrections from original rules: In Scenario 4, Patzinaks also contains rebel Khazars.

SCENARIO SETUP
Offmap area use full name.
Land areas use first 3 letters of name (except Thrac & Thrak)
Sea areas use initials of words in name (except AEG, ADR).

SCENARIO 1.
711-718: Survival in the East

Muslim:
Basileus: Kil.
Nomad: 10: 5ea. Kil, East.
Militia: 13: 4 East; 1ea. Kil, Syr, Pal, Cal, Mes, Kur, Vas, Geo,
  Kyp.
Fleet: 4: 2 East; 1ea. EMS, GoK.

Byzantine:
Basileus: Thrac.
Field army: 7: anywhere in Thrac, Hel, Pel, Bul, Dal, Ben, Sic,
  Che, Kre, Thrak, Nic, Ana, Kap, Tre.
Militia: 14: 1ea. Thrac, Par, Hel, Pel, Dal, Ben, Sic, Che, Kre,
  Thrak, Nic, Ana, Kap, Tre.
Fleet: 3: 1ea. WBS, SoM, AEG.

Khazar:
Basileus: Pat.
Nomad: 6: 2ea. Bul, Pat, Sir.
Militia: 3: 1ea. Bul, Pat, Sir.

Khazar Rebel:
Nomad: 4: 1ea. Mag, Ava, Rus, Tra.
Militia: 8: 2ea. Cro, Ser; 1ea. Mag, Ava, Rus, Tra.

Frank:
Basileus: West.
Warrior: 4: 2ea. West, Lom
Militia: 1 Lom.

SCENARIO 2.
995-1020: The Bulgar Slayer

Byzantine:
Basileus: Thrac.
Field army: 10: anywhere in Thrac, Hel, Pel, Par, Dal, Ben,
  Che, Kre, Kyp, Thrak, Nic, Ana, Kap, Tre, Kil.
Militia: 15: 1ea Thrac, Hel, Pel, Par, Dal, Ben, Che, Kre, Kyp,
  Thrak, Nic, Ana, Kap, Tre, Kil.
Fleet: 4: 1ea. WBS, SoM, AEG, GoK.

Khazar:
Basileus: Bul.
Nomad: 6: 2ea. Bul, Sir, Ser.
Militia: 6: 2ea. Bul, Sir, Ser.

Khazar Rebel:
Warrior: 1 Rus.
Nomad: 4: 1ea. Mag, Ava. Pat, Tra.
Militia: 7: 2 Cro; 1ea. Mag, Ava, Pat, Rus, Tra.

Muslim:
Basileus: East.
Nomad: 8: 3 East; 1ea. Syr, Pal, Cal, Mes, Kur.
Militia: 5: 1ea. Syr Pal, Cal, Mes, Kur.
Fleet: 2: 1ea. East, EMS.

Muslim rebel:
Nomad: 1 Sic.
Militia: 1 Sic.

Frank:
Basileus: West.
Warrior: 4: 2ea. West, Lom.
Militia: 2 Lom.
Fleet: 1 TS.

SCENARIO 3.
1095-1108: The First Crusade

Frank:
Basileus: Sic.
Warrior: 8: 2ea. West, Lom, Ben, Sic.
Militia: 3: 1ea. Lom, Ben, Sic.
Fleet: 2 TS.

Muslim:
Basileus: Nic
Nomads: 5: 1ea. Nic, Thrak, Ana, Pal, Vas.
Militia: 10: 1ea. Nic, Thrak, Ana, Kap, Syr, Pal, Cal, Mes, Kur,
  Vas.

Byzantine:
Basileus: Thrac.
Field army: 5: anywhere in Thrac, Hel, Pel, Bul, Par, Dal, Che,
  Kre, Tre.
Warrior: 1 Thrac.
Nomad: 2: anywhere in Thrac, Hel, Pel, Bul, Par, Dal, Che,
  Kre, Tre.
Militia: 10: 1ea. Thrac, Hel, Pel, Bul, Par, Dal, Che, Kre, Tre,
  Kyp.
Fleet: 3: 1ea. WBS, SoM, AEG.

Byzantine Rebel:
Warrior: 2: 1ea. Kil, Geo.
Militia: 4: 2ea. Kil, Geo.

Khazar:
Basileus: Pat.
Nomad: 2 Pat.
Militia: 2 Pat.

Khazar Rebel:
Warrior: 1 Rus.
Nomad: 3: 1ea. Mag, Ava, Tra.
Militia: 7: 1ea. Sir, Cro, Ser, Mag, Ava, Rus, Tra.

Special Rules:
- Ana & Kap are pillaged.
- Nic & Thrak have Byzantine (not Muslim) colonies.
- Par has Khazar (not Byzantine) colony.

SCENARIO 4.
1195-1204: The First Fall of Constantinople

Frank:
Basileus: West.
Warrior: 7: 3 West, 1ea. Lom, Ben, Sic, Syr.
Militia: 5: 1ea. Lom, Ben, Sic, Syr, Kyp.
Fleet: 4: 2ea. West, ADR.

Byzantine:
Basileus: Thrac.
Field army: 3: anywhere in Thrac, Hel, Pel, Bul, Dal, Nic,
  Thrak, Tre, Kre.
Warrior: 2: anywhere in Thrac, Hel, Pel, Bul, Dal, Nic, Thrak,
  Tre, Kre.
Nomad: 3: anywhere in Thrac, Hel, Pel, Bul, Dal, Nic, Thrak,
  Tre, Kre.
Militia: 10: 1 ea. Thrac, Hel, Pel, Bul, Dal, Nic, Thrak, Tre, Kre,
  Che.
Fleet: 1 SoM.

Byzantine Rebel:
Warrior: 2: 1ea. Kil, Geo.
Militia: 6: 2ea. Kil, Geo, Ser.

Muslim:
Basileus: Ana.
Nomad: 4: 2ea. Ana, Kap.
Militia: 2: 1ea. Ana, Kap.

Muslim Rebels:
Nomad: 5: 1ea. Vas, Kur, Mes, Cal, Pal.
Militia: 10: 2ea. Vas, Kur, Mes, Cal, Pal.
Fleet: 1 EMS.

Khazar:
Basileus: Sir.
Nomad: 4: 1ea. Sir, Cro, Mag, Ava.
Militia: 4: 1ea. Sir, Croa, Mag, Ava.

Khazar Rebel:
Warrior: 1 Rus.
Nomad: 3: 1ea. Par, Pat, Tra.
Militia: 3: 1ea. Par, Pat, Tra.

Special Rules:
- Kyp has Byzantine (not Frank) colony.
- Syr has Muslim (not Frank) colony.

Extra scenarios from Moves #92, May-Jun 1997, pp.14-16.

SCENARIO 5.
803-810: East versus West

Frank:
Basileus: West.
Field army: 2: West.
Warrior: 6: 2ea. West, Lom, Cro.
Militia: 2: 1ea. Lom, Cro.
Fleet: 2 ADR.

Byzantine:
Basileus: Thrac.
Field army: 7: anywhere in Thrac, Hel, Pel, Dal, Ben, Sic, Che, Kre, Thrak, Nic, Ana, Kap, Tre, Kyp.
Nomad: 2: anywhere in Thrac, Hel, Pel, Dal, Ben, Sic, Che, Kre, Thrak, Nic, Ana, Kap, Tre, Kyp.
Militia: 14: 1ea. anywhere in Thrac, Hel, Pel, Dal, Ben, Sic, Che, Kre, Thrak, Nic, Ana, Kap, Tre, Kyp.
Fleet: 2: 1ea. SoM, AEG.

Muslim:
Basileus: Cal
Nomads: 6: 3ea. Kil, Cal.
Militia: 8: 1ea. Kil, Syr, Pal, Cal, Mes, Kur, Vas, Geo.
Fleets: 2: 1ea. EMS, GoK

Khazar:
Basileus: Pat.
Nomad: 4: 2ea. Par, Pat.
Militia: 4: 2ea. Par, Pat.

Khazar Rebel:
Nomad: 4: 1ea. Mag, Ava, Rus, Tra.
Militia: 9: 2ea. Ser, Bul; 1ea. Sir, Mag, Ava, Rus, Tra.

Special Rules:
- Pillage: Hel & Kil start pillaged.
- Colonies: Geo has Byzantine, not Muslim, colony.
- Franks receive 1 extra free chit per turn until his Basileus is first eliminated.
- Franks lose 10VP the first time his Basileus is eliminated.
- Whichever of Franks & Byzantines occupies Rome at game end receives 10VP extra.

SCENARIO 6.
1067-1081: Manzikert

Byzantine:
Basileus: Thrac.
Field army: 6: anywhere in Thrac, Hel, Pel, Bul, Pas, Dal, Ser, Sir, Ben, Che, Kre, Nic, Ana, Kap, Thrak, Tre, Kil, Syr, Kyp.
Warrior: 1 Thrac.
Nomad: 4: anywhere in Thrac, Hel, Pel, Bul, Pas, Dal, Ser, Sir, Ben, Che, Kre, Nic, Ana, Kap, Thrak, Tre, Kil, Syr, Kyp.
Militia: 19: 1 ea. Thrac, Hel, Pel, Bul, Pas, Dal, Ser, Sir, Ben, Che, Kre, Nic, Ana, Kap, Thrak, Tre, Kil, Syr, Kyp.
Fleet: 1 SoM.

Byzantine Rebel:
Warrior: 1 Geo.
Militia: 2 Geo.

Muslim:
Basileus: Vas.
Nomad: 8: 4 Vas; 2ea. Kur, Mes.

Muslim Rebels:
Militia: 4: 2ea. Pal, Cal.

Frank:
Basileus: Sic.
Warrior: 4: 2ea. Lom, Sic.
Militia: 1 Lom.
Fleet: 2 TS.

Khazar:
Basileus: Rus.
Warrior: 1 Rus.
Nomad: 2 Rus.
Militia: 1 Rus.

Khazar Rebel:
Nomad: 5: 2 Mag; 1ea. Ava, Pat, Tra.
Militia: 10: 2ea. Cro, Mag, Ava, Pat, Tra.

Special Rules:
- Pillage: Sic & Vas start pillaged.
- Colonies: Syr has Muslim, not Byzantine, colony. Ser, Sir & Par have Khazar, not Byzantine, colonies.
- At gamestart, Thrace has a Byzantine colony. For every other Byzantine-controlled area, roll 1d6: 1-4 place Byzantine colony; 5-6 place no colony.

Robert Furney's extra scenarios <furney3@hotmail.com>

SCENARIO A
568-588: The First Threat
Covers the period of the Khazar's offensive into the Balkans, the entrance of the Persian Empire into the conflict, and the attempt of the Byzantines to recover lost territory.

Khazar:
Basileus: Place in Patzenaks
Nomad: 8: anywhere in Cro, Mag, Ava, Rus, Pat.
Militia: 5: 1 ea. Cro, Mag, Ava, Rus, Pat.

Khazar Rebel:
Nomad: 1 Tra.

Byzantine:
Basileus: Place in Thrace
Field Army: 6: anywhere in Lom, Ben, Sic, Sir, Ser, Dal, Bul, Hel, Pel, Par, Thrac, Kre, Che, Tre, Nic, Thrak, Ana, Kap, Kil, Mes, Syr, Pal, Kyp.
Militia: 23: 1 ea. Lom, Ben, Sic, Sir, Ser, Dal, Bul, Hel, Pel, Par, Thrac, Kre, Che, Tre, Nic, Thrak, Ana, Kap, Kil, Mes, Syr, Pal, Kyp.
Fleet: 7: 2 SoM; 1ea. WBS, AEG, GoK, IS, ADR.

Byzantine Rebel:
Militia: 2: 1ea. Geo, Vas.

Persian:
Basileus: Place in Caliphate
Nomad: 7: anywhere in Cal, Kur, East.
Militia: 2: 1ea. Cal, Kur.

Lombard:
Basileus: Ist.
Nomad units: 1 Ist.
Militia units: 1 Ist.

Special Rules:
- Must use the optional rule concerning Istria (worth $2).
- No Warrior units are available to any player.
- East offmap area touches only Geo, Vas, Cal & Kur.
- Persians: Enter the game on Turn 4 if not prior, and if not a Byzantine ally.
- Colonies: Place Khazar (not Byzantine) colonies in Sir & Ser. Byzantines will need extra colony markers made.

SCENARIO B
622-628: The Persian War
Covers the Byzantines' brilliant recovery (or attempted recovery) of land lost to an aggressive Persian Empire that nearly topples the Byzantine Empire.

Byzantine:
Basileus: Syr.
Field Army: 8: anywhere in Ben, Sic, Dal, Hel, Thrac, Pel, Kre, Kyp, Che, Syr.
Militia: 10: 1 ea. Ben, Sic, Dal, Hel, Pel,Thrac, Kre, Kyp, Che, Syr.
Fleet: 5: 2 SoM; 1ea. IS, AEG, GoK.

Persian:
Basileus: East.
Nomads: 6: 3ea. Nic, East.
Militia: 12: 1 ea. Nic, Thrak, Ana, Tre, Kap, Kil, Geo, Vas, Mes, Kur, Cal, Pal.

Khazar:
Basileus: North.
Nomad: 4: 2 North; 2 anywhere in Cro, Ser, Mag, Ava, Rus, Pat, Par, Sir, Bul.
Militia: 9: 1ea. Cro, Ser, Mag, Ava, Rus, Pat, Par, Sir, Bul.

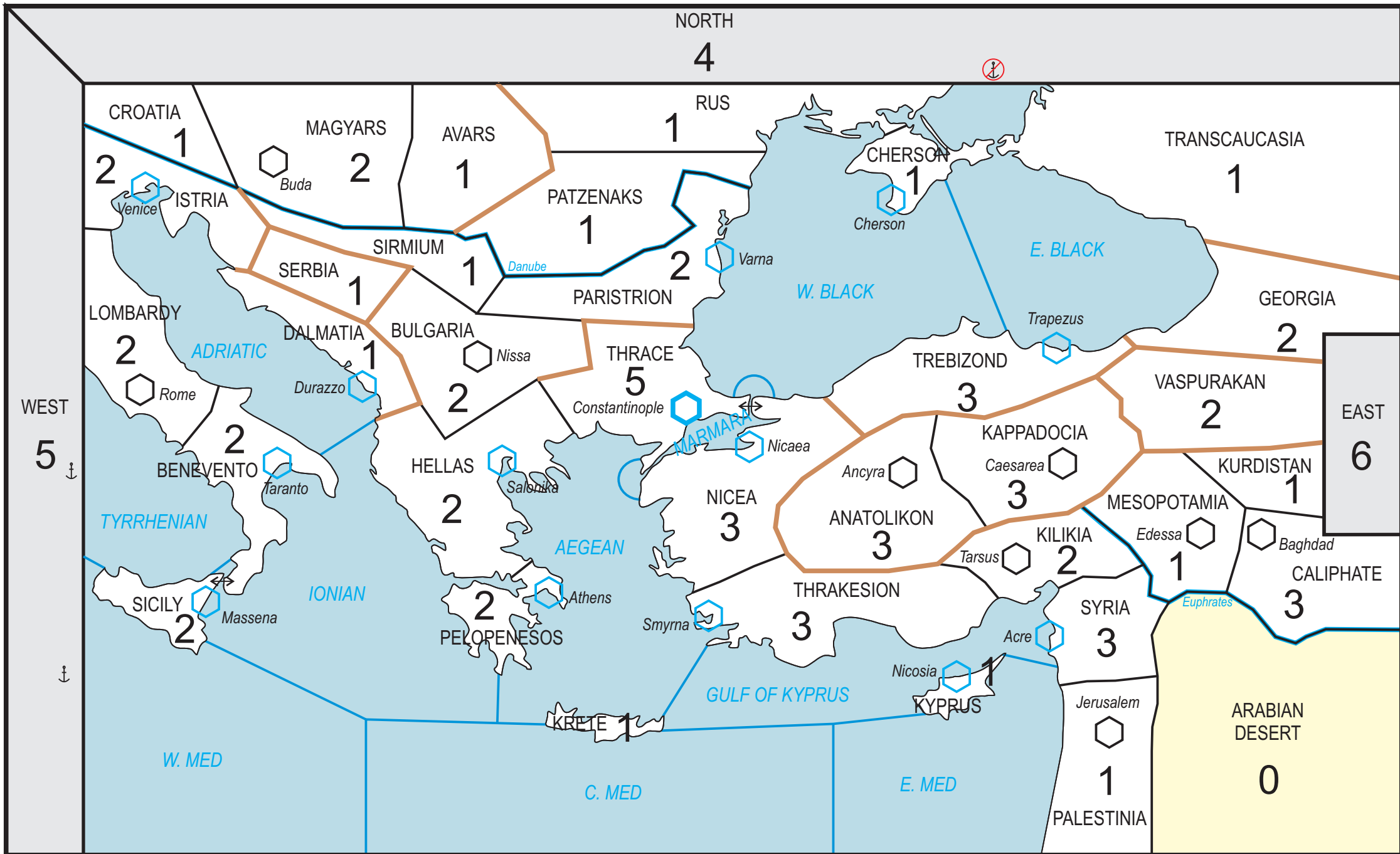Khazar Rebel:
Militia: 1 Tra.

Lombard:
Basileus: Ist.
Nomad: 2: anywhere in Ist, Lom.
Militia: 2: 1 ea. Ist, Lom.

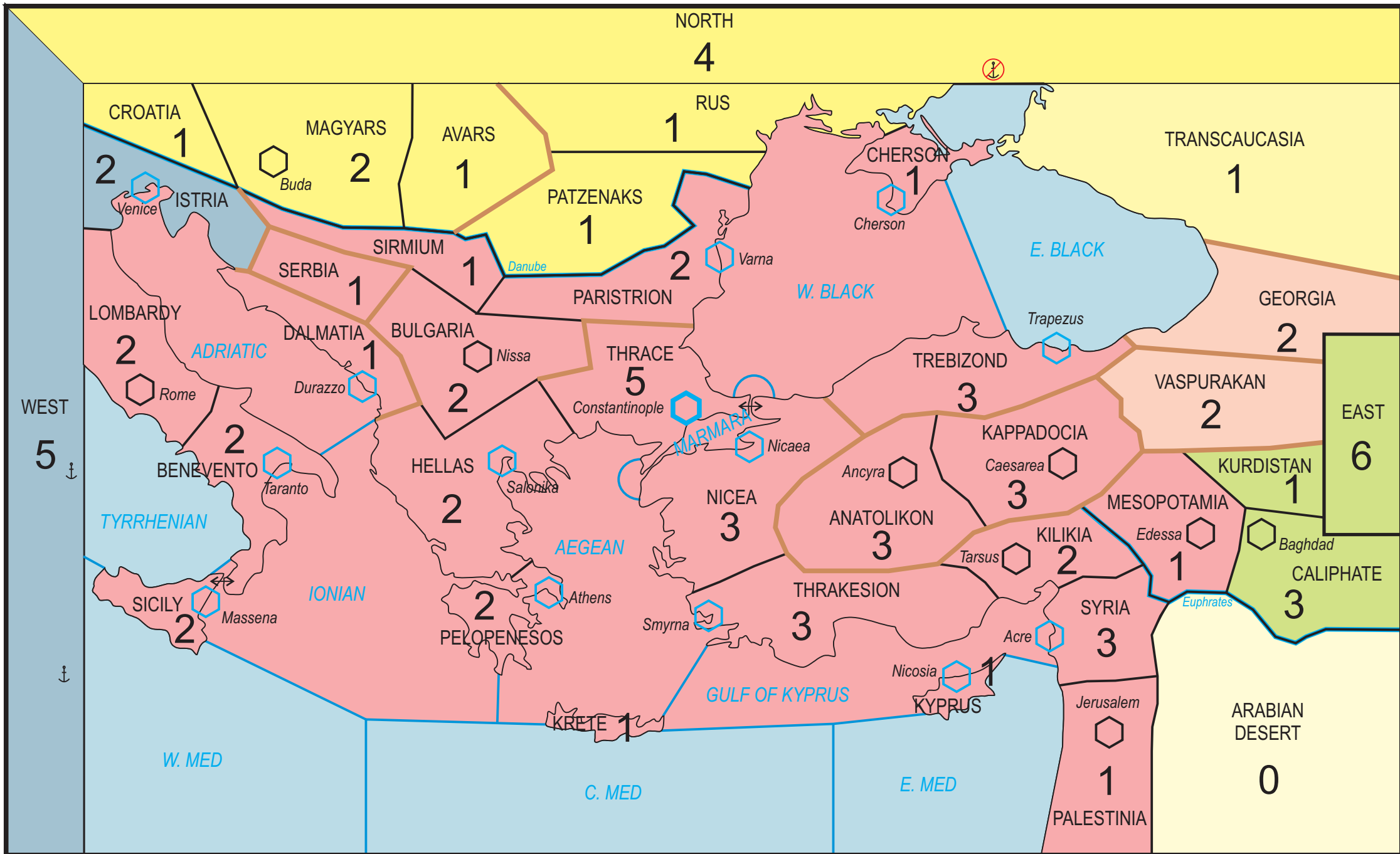Special Rules:
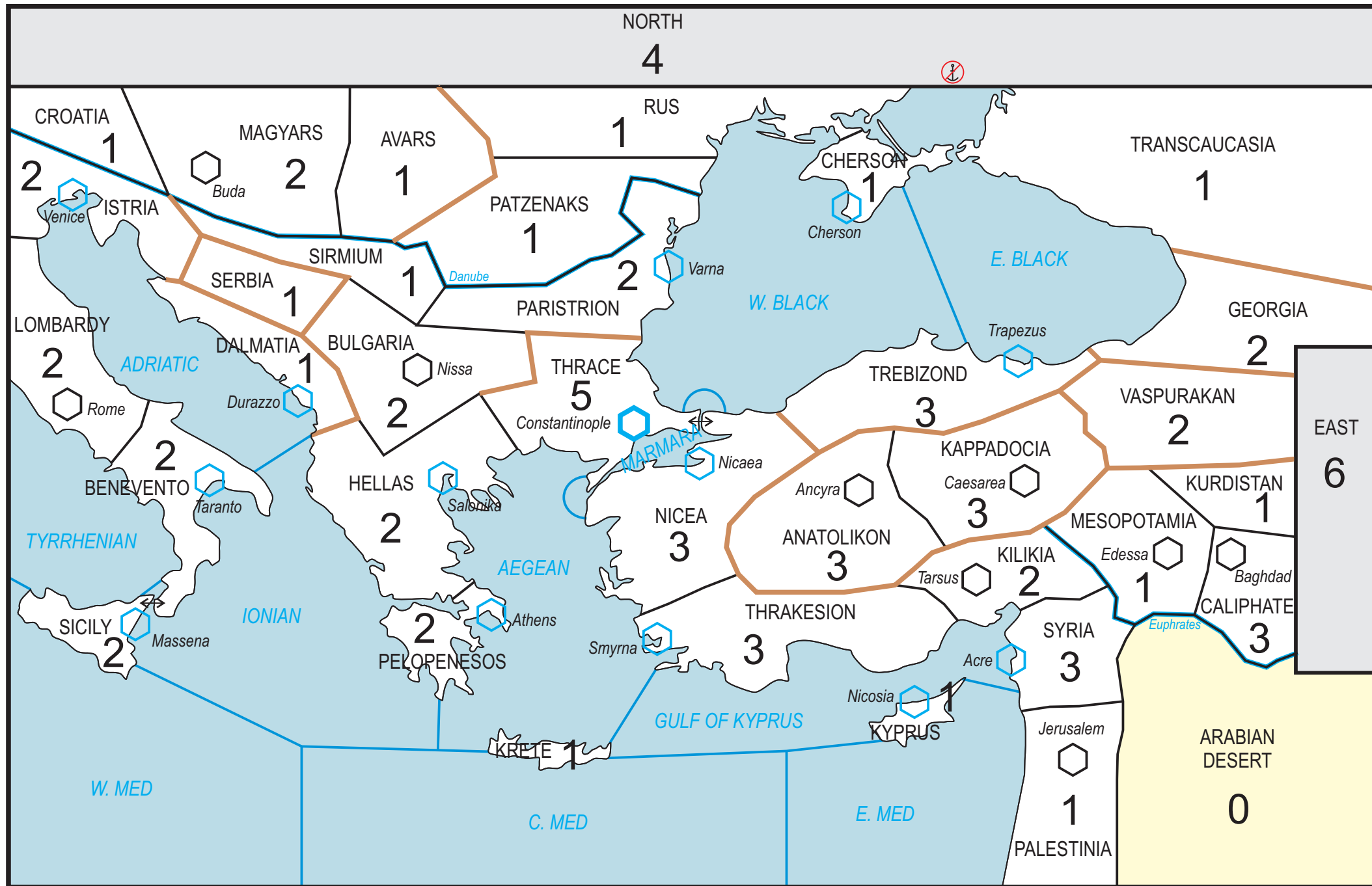- Must use the optional rule concerning Istria (worth $2).
- No Warrior units are available to any player.
- East offmap area touches only Geo, Vas, Kur, Cal & Ara.
- There is no West offmap area
- Colonies: Byzantine in Nic; Persian in Syr. These represent the fact that the areas were just conquered prior to the scenario.
- There is no feudalism (replacement of colonies with units).

A. 568-588 - The First Threat

NORTH 4

WEST 5

EAST 6

CROATIA 1

MAGYARS 2 — Buda

AVARS 1

RUS 1

PATZENAKS 1

2 — Varna

CHERSON 1 — Cherson

TRANSCAUCASIA 1

ISTRIA 2 — Venice

SIRMIUM 1

SERBIA 1

PARISTRION

W. BLACK

E. BLACK

GEORGIA 2

LOMBARDY 2

ADRIATIC

DALMATIA 1 — Durazzo

BULGARIA 2 — Nissa

THRACE 5 — Constantinople

TREBIZOND 3 — Trapezus

VASPURAKAN 2

Rome

MARMARA

Nicaea

KAPPADOCIA 3 — Caesarea

KURDISTAN 1

BENEVENTO 2 — Taranto

HELLAS 2 — Salonika

NICEA 3

Ancyra

ANATOLIKON 3

Tarsus

KILIKIA 2

MESOPOTAMIA 1 — Edessa

Baghdad

CALIPHATE 3

TYRRHENIAN

AEGEAN

Euphrates

SICILY 2 — Massena

IONIAN

Athens

PELOPENESOS 2

Smyrna

THRAKESION 3

Acre

SYRIA 3

Danube

GULF OF KYPRUS

Nicosia

KYPRUS 1

Jerusalem

PALESTINIA 1

ARABIAN DESERT 0

KRETE 1
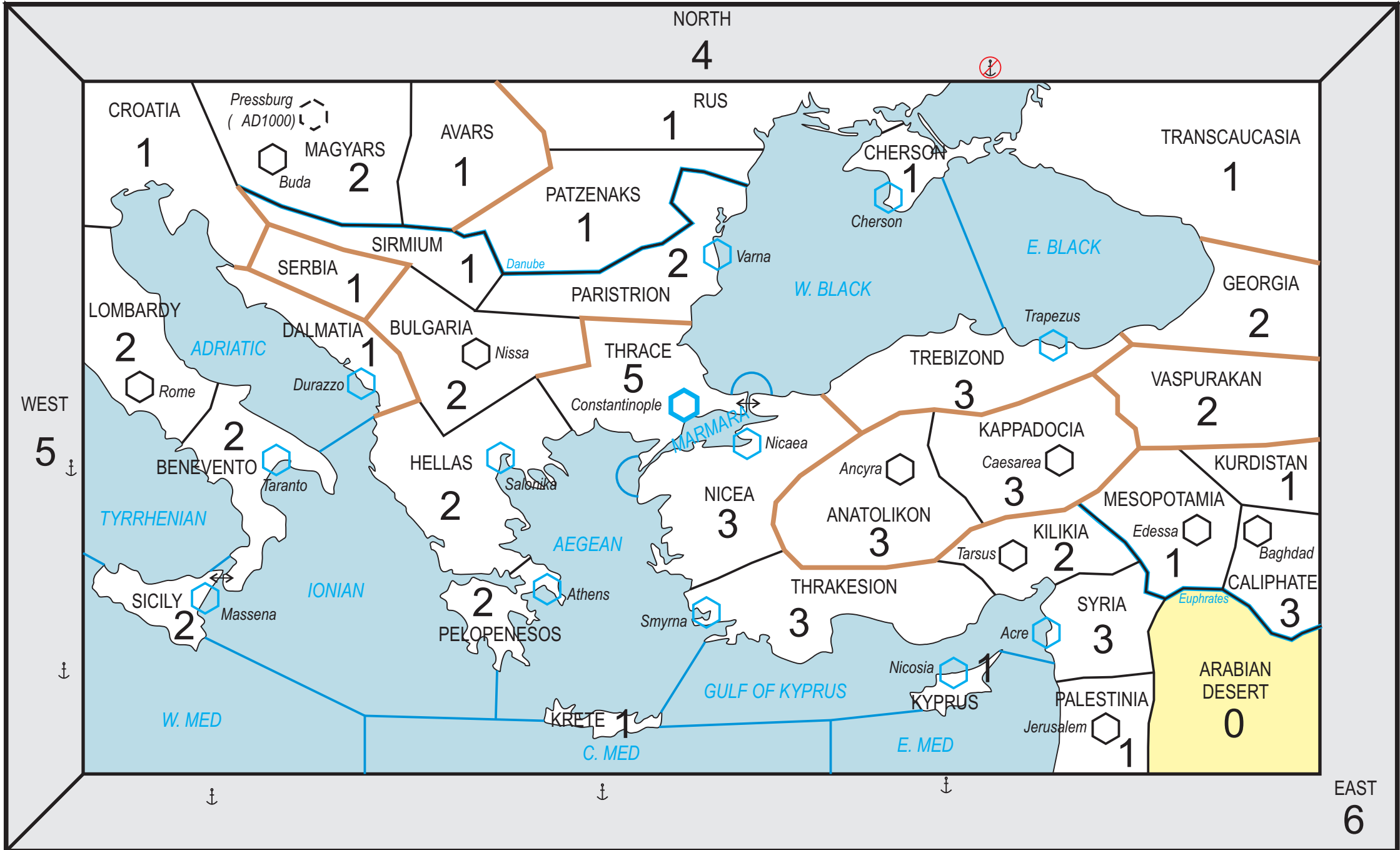
W. MED

C. MED

E. MED

A. 568-588 - The First Threat

B. 622-628 - The Persian War

B. 622-628 - The Persian War

Map regions and values:

NORTH 4

CROATIA 1
2 ISTRIA
Venice

MAGYARS 2
Buda

AVARS 1

RUS 1

PATZENAKS 1

CHERSON 1
Cherson

TRANSCAUCASIA 1

SIRMIUM 1
Danube
2 Varna

W. BLACK

E. BLACK
Trapezus

SERBIA 1

PARISTRION

GEORGIA 2

LOMBARDY 2
Rome
ADRIATIC

DALMATIA 1
Durazzo

BULGARIA
Nissa
2

THRACE 5
Constantinople

TREBIZOND 3

VASPURAKAN 2

EAST 6

BENEVENTO 2
Taranto

HELLAS 2
Salonika

MARMARA
Nicaea

NICEA 3

ANATOLIKON 3
Ancyra

KAPPADOCIA 3
Caesarea

KURDISTAN 1

MESOPOTAMIA
Edessa 1
Baghdad

TYRRHENIAN

AEGEAN

KILIKIA 2
Tarsus

CALIPHATE 3

SICILY 2
Massena

IONIAN

Athens

Smyrna

PELOPENESOS 2

THRAKESION 3

SYRIA 3
Acre

Euphrates

Nicosia 1
KYPRUS

Jerusalem
PALESTINIA 1

ARABIAN DESERT 0

W. MED

KRETE 1

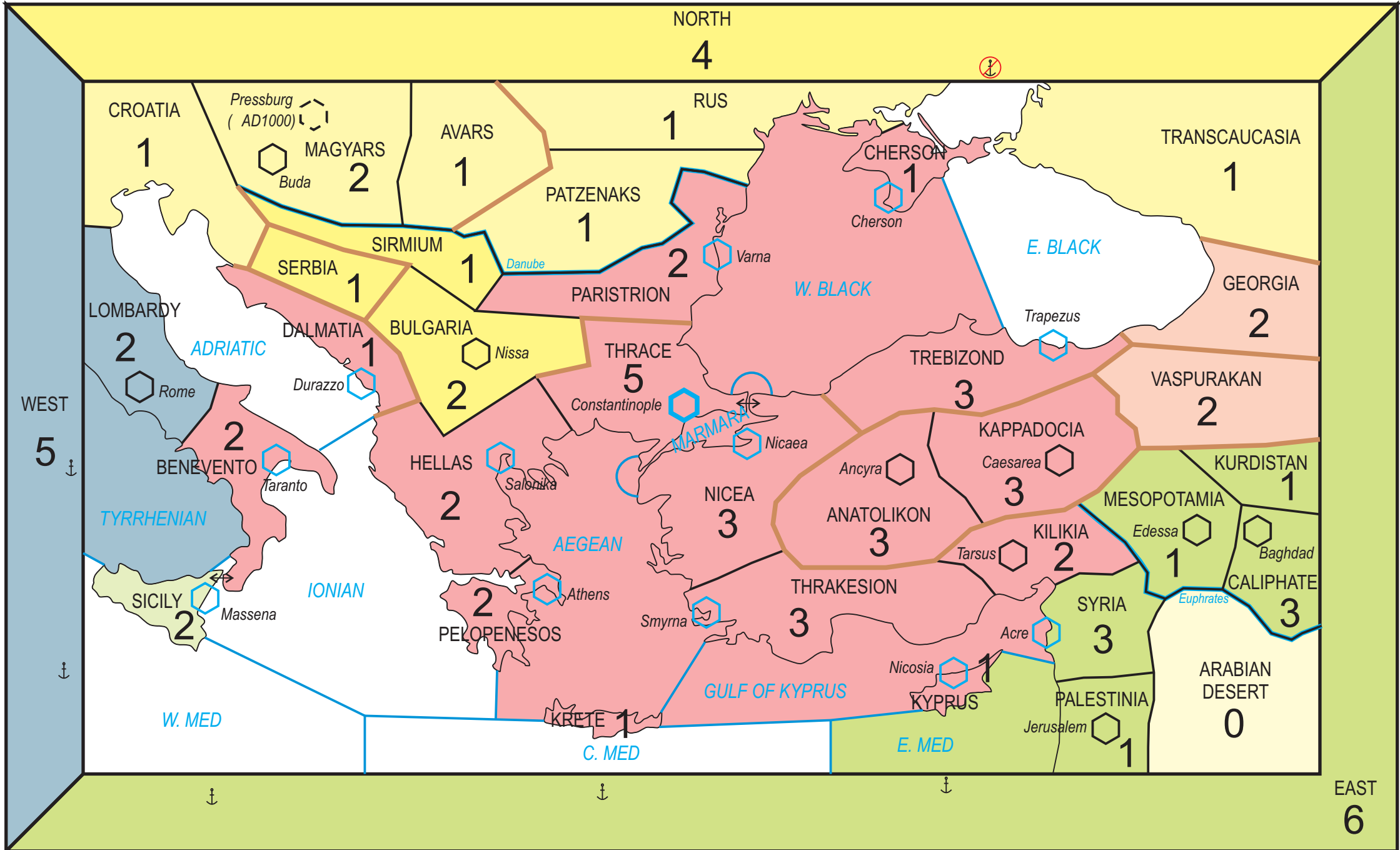GULF OF KYPRUS

C. MED

E. MED

Standard game map for scenarios 1-6
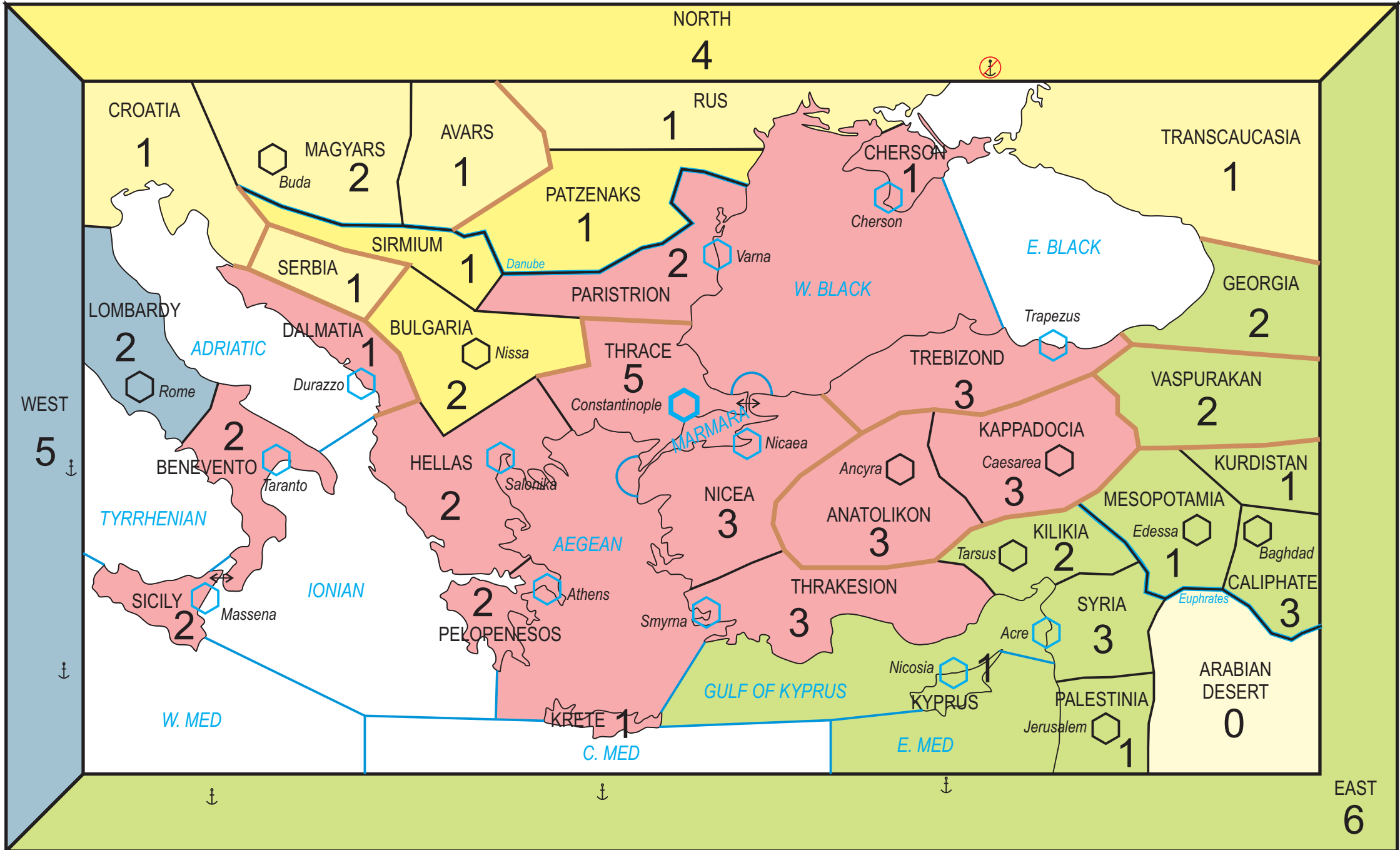
1. 711-718. - Survival in the East
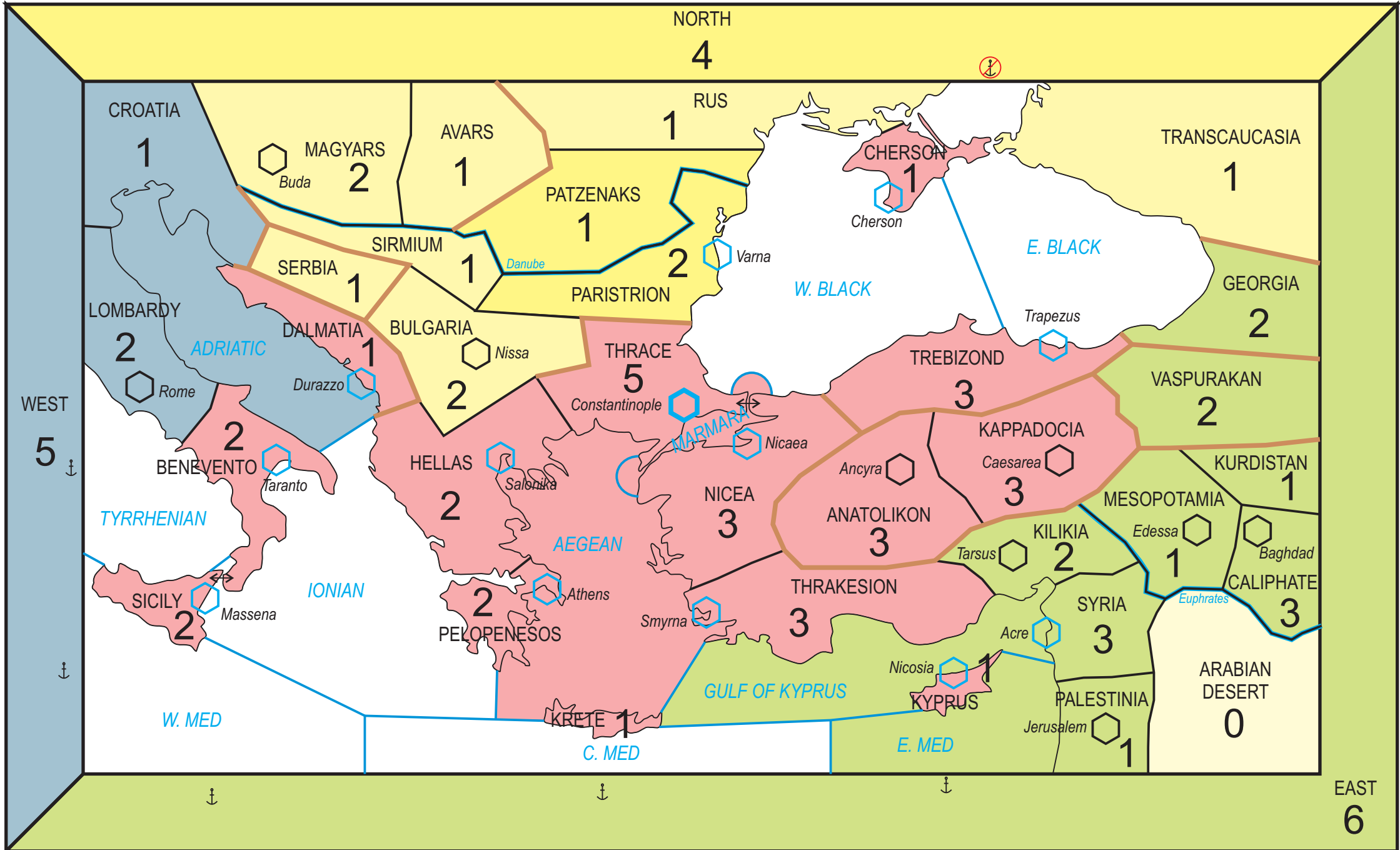
5. 803-810. - East versus West

2. 995-1020. - The Bulgar Slayer

NORTH 4

RUS 1

CROATIA 1

Pressburg

MAGYARS 2

Buda

AVARS 1

PATZENAKS 1

SIRMIUM 1

Danube

SERBIA 1

PARISTRION 2

Varna

CHERSON 1

Cherson

TRANSCAUCASIA 1

E. BLACK

W. BLACK

GEORGIA 2

LOMBARDY 2

ADRIATIC

DALMATIA 1

Durazzo

BULGARIA 2

Nissa

THRACE 5

Constantinople

TREBIZOND 3

Trapezus

VASPURAKAN 2

Rome

WEST 5

MARMARA

Nicaea

KAPPADOCIA 3

Caesarea

KURDISTAN 1

BENEVENTO 2

Taranto

HELLAS 2

Salonika

NICEA 3

ANATOLIKON 3

Ancyra

MESOPOTAMIA

Edessa 1

Baghdad

TYRRHENIAN

AEGEAN

KILIKIA 2

Tarsus

CALIPHATE 3

SICILY 2

Massena

IONIAN

Athens

PELOPENESOS 2

Smyrna

THRAKESION 3

SYRIA 3

Acre

ARABIAN DESERT 0

W. MED

GULF OF KYPRUS

Nicosia

KYPRUS 1

PALESTINIA

Jerusalem 1

KRETE 1

C. MED

E. MED

EAST 6
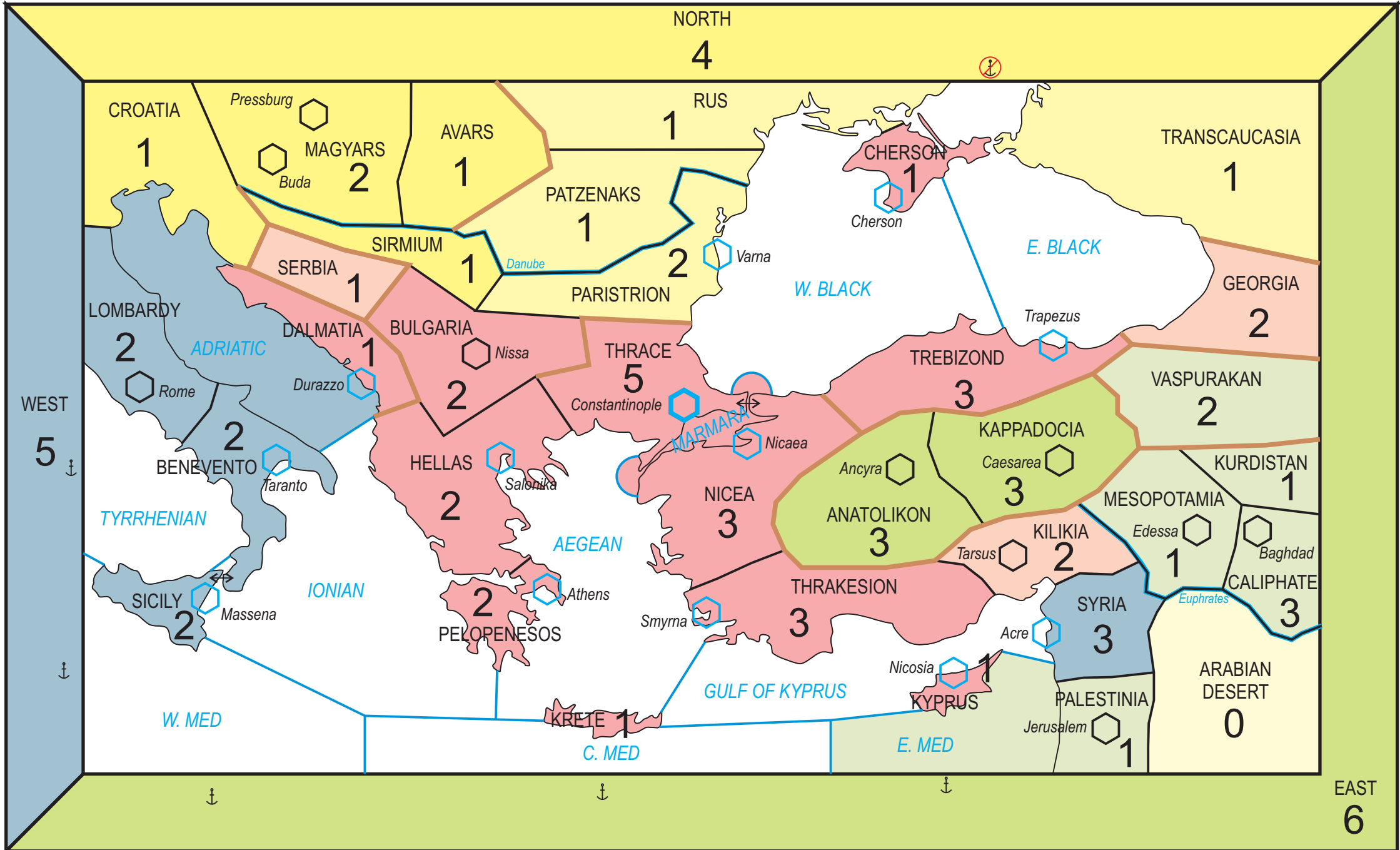
6. 1067-1081 - Manzikert

3. 1095-1108. - The First Crusade

4. 1195-1204 - The First Fall of Constantinople