

# SICILY 1061



## INTRODUCTION

Sicily 1061 is based on the conquest of Sicily by the Normans in the early Middle ages. Two players fight for the realm: the Normans, led by Robert and Roger and their powerful Knights, facing multiple Muslim local lords and their troops, and both side using circumstantial allies that shift sides frequently, all vying for the total control of the island.

Sicily 1061 lasts 40 turns each representing about 6 months, between early 1061 and late 1081 AD. It opposes two players over the control of Sicily: a **Norman player** and a **Muslim confederations of Caidas** (a.k.a. Caidas).

Forces of those sides are not similar.

- The **Caidas** Muslims have numerous possibilities to raise local levies and can count on their famous archers, as well as from potentially strong, but costly, reinforcements from Africa.
- The **Normans** and their allies in have an impressive cavalry of Knights and excellent leaders, but are few in numbers.

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

Average Duration: 3h00

Favored Side: None

Most Difficult Side to Play: Normans

This scenario lasts 40 turns (between January 1061 and December 1081), each turn being equivalent to 6 months.

The **Norman player** starts first, followed by the **Caidas player**.



## FORCES

The **Norman player** controls the **Norman (and vassals) units (blue)**, the **Papal units (red)**, the **Sicilian Christians (green)**, the **Sicilian Greeks (dark red)** and the **Muslim Catanian units (blue-green)**

The **Caidas player** controls the three Sicilian Caidas (realms): **Palermo, Girgenti and Siracusa (vrious greens)**, the **Ifriqyian forces (yellow)** and possibly units **Byzantine units (purple)**.

## MAPBOARD

The map shows the island of Sicily, with off-map boxes representing central and southern Italy (top of map) and Africa and Malta (bottom of map). Initially, Africa, Malta and Italian are forbidden to enter.



## VICTORY

### IMMEDIATE VICTORY OR DEFEAT

- When a player reaches 50 VP or more at the end of a turn.
- Immediate victory for the **Norman player** when he captures all cities in Sicily.
- Immediate victory for the **Caidas player** when he captures all cities in Sicily.

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

### VP GAINS

- Aside from cards effects and battles or siege results, no other VP gains are given or lost during the game.

### VP AT END OF THE GAME

- At the end of the game, the **Norman player** receives the following VPs according to cities he controls:
  - Palermo: 5 VP
  - Siracusa, Girgenti: 3 VP
  - Other cities: 2 VP
- At the end of the game, the **Caidas player** receives the following VPs according to cities he controls:
  - Palermo: 10 VP
  - Siracusa, Girgenti: 5 VP
  - Other cities: 2 VP
- In addition, each region in Sicily with an income value provides to its owner a number of VPs equal to the income value (usually 1).

# SPECIAL RULES

## SUPPLY AND MAINTENANCE

There are no supply or maintenance phases in this scenario.

## ECONOMIC PHASE

Every even turn (turns 2, 4, 6...), players have an economic phase where they collect income and buy new units. The purchase phase is every turn (so if you still have funds, you may buy units, replacements or cards)

### PURCHASE COST OF UNITS AND EXTRA CARDS

- Garrison / Supply wagons : \$1.
- Knights (**Normans**) / Cavalry / Varangians (**Byzantine**) / Siege Engines / Ships / extra card: \$3.
- Castles : \$10.
- Other units: \$2.

The following units cannot be recruited unless some specific cards are played:

- **Caidas** : Berbers, all Byzantine troops.
- **Normans** : Papal forces, Pisan ships, some Knights.

## IFRIQIYA

The Africa (and Malta) box cannot be entered until the 'Embassy to the Zirids' card has been played (cost is 3 VP). When the card is played, Zirid units in Africa can be recruited.

Once played, another card, named 'Ifriqiya Intervnes' will allow those units to move to Sicily. Units from Africa can enter any region of the island (see Caidas restrictions below).



## MALTA AND ITALIA

Malta cannot be entered until the card 'Invasion of Malta' has been played. Italia can never be entered until the card 'Papal Support' has been played.

## CAIDAS RESTRICTIONS

Units of the various Sicilian caidas cannot enter the territories of their respective counterparts, but all can enter Catania and Norman territories.

## CASTLES

The castle units prevent conquest of region unless destroyed. When destroyed in combat, they may be captured and are replaced by an equivalent (although damaged) castle of the winning side.



## HEAVY UNITS

Knights and a few other units are heavy units (so inflict a penalty on the opponent in battle). They can be countered by full-strength Muslim heavy infantry, which are 'anti heavy' (i.e. each of them cancels an opposing heavy unit, but they are not heavy by themselves).



## BYZANTINES

They can only enter the game after the 'Embassy to Byzantium' and the 'Byantine Intervention' have both been played. Once the card 'Manzikert' is played, they are immediately removed from the game and can no longer re-enter.



## PARLEMO

When the city of this Caida is conquered by the Normans, all its units are permanently removed from the game.

# SPECIAL RULES

## **ROBERT GUISCARD**

The Norman leader and hero of the conquest of southern Italy starts the game in the Calabria space, where he is permanently blocked with his units.

During the game, some knights will be freed to go to Sicily.

When the “Conquest of Apulia” card is played (10 VP gain for the Norman),

Robert Guiscard can be freed, along with his knights.

When the “Synod of Melfi” card is played, Robert is automatically freed.



He may die before these cards are played (by event card), which will prevent them from being played.