

Franks in Greece, 1205 AD

A Campaign for DBA

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These are rules for a DBA campaign centered on Greece and the Aegean Sea at the opening of the 13th Century, taking place in the wake of the catastrophic "Fourth Crusade," and concerning the campaign for the former possessions of the Byzantine Empire, including the great city of Constantinople. The campaign is designed for six players, possibly directed by an umpire.

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Participating States/Army Lists

(Capitol cities are listed in **bold**):

The Latin Empire of Constantinople
Ruler: Emperor Baldwin I
Book IV, List 32, Romanian Frankish
1 x 3Kn (Gen), 4 x 3Kn, 1 x 3Cav, 1 x 3Cb,
1 x 4Sp, 4 x 2 Ps
Starting Cities: Adrianople,
Constantinople, Kallipolis, Kavala

The Despotate of Epiros
Ruler: Despot Michael I Ducas
Book IV, List 33, Epirot Byzantine
1 x 3Cav (Gen), 2 x 3Kn, 2 x 3Cav, 2 x
2LH, 1x2LH or 6Kn or 2Ps, 1x4Sp or 2Ps
Starting Cities: **Berat**, Durres, Larissa
and Skopia

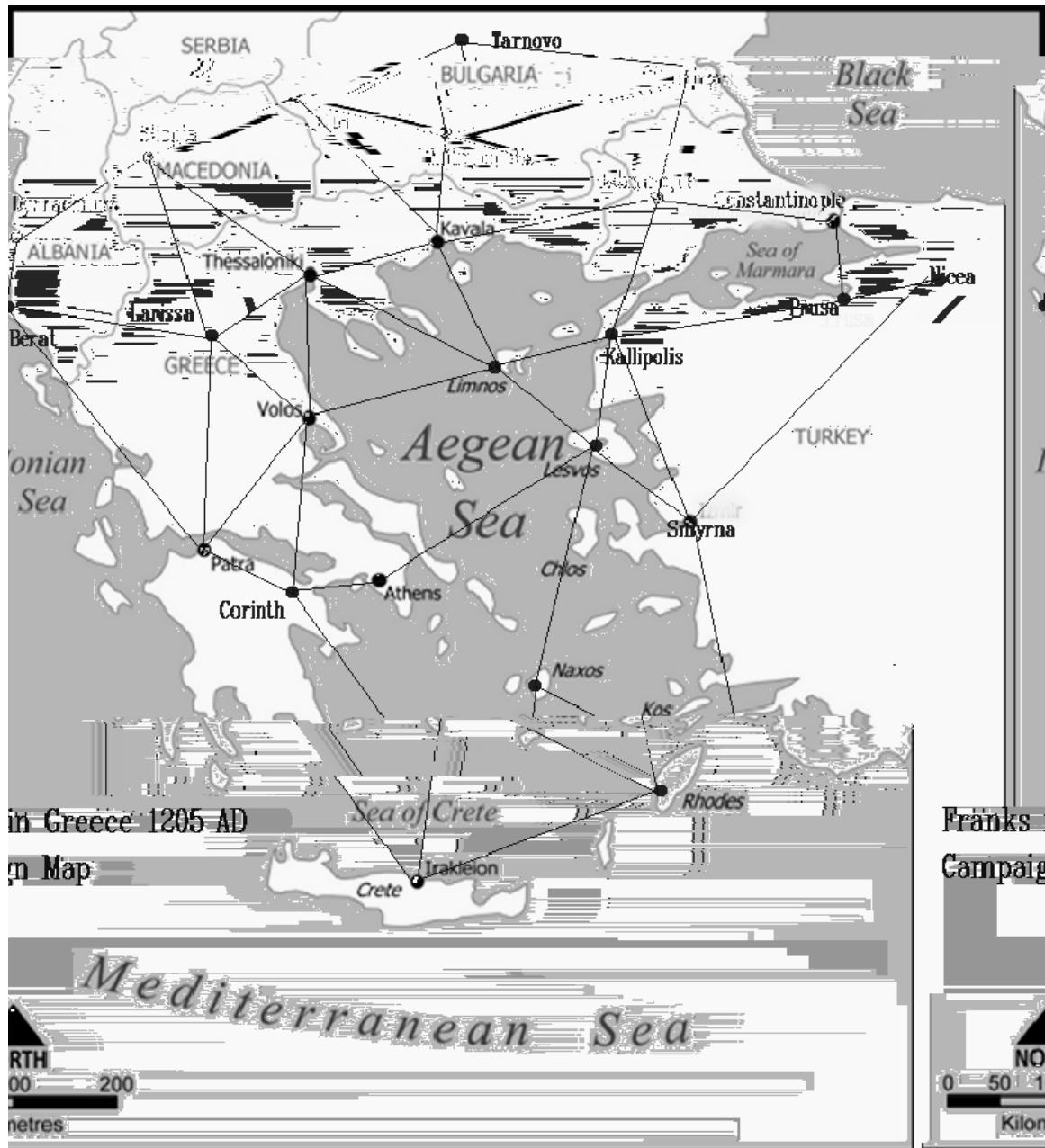
*The Crusader Kingdoms of Frankish
Greece, including the Kingdom of
Thessalonica, The Duchy of Athens and
the Principality of Achaea*
Ruler: King Boniface I of Thessalonica
Book IV, List 32, Romanian Frankish
1 x 3Kn (Gen), 4 x 3Kn, 1 x 3Cav, 1 x 3Cb,
1 x 4Sp, 4 x 2 Ps
Starting Cities: **Athens**, Patra,
Thessaloniki, Volos

*The Duchy of the Archipelago
(a client of Venice)*
Ruler: Duke Marco I Sanudo
Book III, List 72b, Communal Italian
1 x 3 Kn (Gen), 1 x WWg, 1 x 3Kn, 1 x
3/6Kn or 2 LH, 2 x 4Sp, 2 x 4 Sp or 4 Ax,
2 x 4/8Cb or 2 Ps, 2 x 7Hd Starting
Cities: Lesvos, Limnos, **Naxos** and
Trakleion

The Empire of Nicea
Ruler: Emperor Theodore I Lascaris
Book IV, List 31, Nikaian Byzantine
1 x 3Cav (Gen), 2 x 3Kn, 2 x 3Cav, 2 x
2LH, 1 x 2 LH or 6Kn or 2Ps, 1 x 4Sp or
2Ps
Starting Cities: **Nicea**, Prusa, Rhodes,
Smyrna

The Bulgarian Empire
Ruler: King Kaloyan I
Book IV, List 25, Later Bulgar
1 x 3 Kn (Gen), 3 x 3Kn, 6 x 2 LH, 1 x 4Sp
or 2 LH, 1 x 2 Ps or 2 LH
Starting Cities: Burgas, Phillippopolis,
Sofia and **Tarnovo**

Figure 1: “Franks in Greece” Campaign Map



Special Rules

All standard campaign rules as published in the DBA Version 2.2 rulebook are assumed to apply with the following exceptions and additions:

Extra Cities:

Each side begins the campaign in control of 4 cities, rather than 3. Each side may therefore normally recruit up to 4 elements from its reserve during its winter turn, rather than the usual 3.

Extra Replacements:

The huge amount of wealth dispersed in the sack of Constantinople in 1204 brought many soldiers into the region to join the crusaders or their enemies. To represent this, each side may recruit “extra” elements in addition to those available through the replacement process, as listed below:

Bulgarian Empire	One extra Light Horse element
Despotate of Epirus	One extra Psiloi or Bow element
Duchy of Athens	One extra Knight element
Duchy of the Archipeligo	One extra Bow element
Empire of Nicea	One extra Cavalry element
Latin Empire of Constantinople	One extra Knight element

These “extra” replacements may not be “stockpiled” in any way, and if the element mix of the army does not allow for the addition of the extra unit, it is simply not received.

Prestige Points:

In addition to the standard scoring system listed in the campaign rules, each side may gain “bonus” prestige points according to the following schedule:

Bulgarian Empire	Receives +1 prestige point in any year that ends with Adrianople under Bulgarian control. Also earns +1 extra prestige for the destruction of any enemy general.
Despotate of Epirus	+1 prestige point in any year that ends with Corinth under Epirote control. Also earns +1 extra prestige for the destruction of any Latin general.
Duchy of Athens	+1 prestige point in any year that ends with any three of the following cities under Ducal control: Athens, Corinth, Kavala, Larissa, Patra, Rhodes and Thessaloniki. Also, when comparing casualties after a battle for the purpose of determining prestige points, the Duchy may count any one enemy knight element destroyed as if it were two elements.
Duchy of the Archipeligo	Earns +1 prestige point in any year that ends with Rhodes, Kavala or Prusa under Venetian control. Also earns +1 extra prestige for the occupation of any enemy camp or BUA in battle.
Empire of Nicea	+1 prestige point in any year that ends with any city on the European mainland under Nikaian control (this does not include Kallipolis). Also earns +1 extra prestige for the destruction of any Latin general.
Latin Empire of Constantinople	+1 prestige point in any year that ends with any three cities or more under the empire’s control. Also earns +1 extra prestige for the destruction of any Byzantine general, Epirote or Nikaian.

Attrition and Non-Player Raids:

(Replace paragraph 3 under the heading RESOURCES at the top of page 14 with this rule:) If a player does not take part in any battle or siege during a campaign year, they must roll on the following table to determine the consequences to their army:

Roll	Result
1 or 2	The player's army suffers no ill effect
3	Epidemic. One city of the player's choice produces no replacement points for the following year
4	Famine. One city of the player's choice produces no replacement points for the following year, nor may it provide supply to the player's field army for the year
5	Civil Unrest. One element of the player's choice is moved to the reserve, and may not return in the following year. One of the player's cities produces no replacement points the following year.
6	<p>Non-Player Raid. A field army controlled by a power outside the campaign area has invaded one of the player's cities, immediately following the last player-move of the fall campaign turn. If he does not move a field army to oppose the invasion, the player's city is besieged by the invaders. If he does move to oppose them, he must fight a field battle against an army type dependent on the nation invaded:</p> <p>Bulgarian Empire: Roll 1 to 4: List III/67b Early Hungarian Roll 5 or 6: List III/79 Cuman or Kipchak</p> <p>Despotate of Epirus: Roll 1 to 4: List III/72b Communal Italian/Genoese Roll 5 or 6: List III/26a Early Serbian</p> <p>Duchy of Athens: Roll 1 to 4: List IV/20 Ayyubid Egyptian Roll 5 or 6: List IV/39a Navarrese</p> <p>Duchy of the Archipeligo: Roll 1 to 4: List List III/72b Communal Italian/Genoese Roll 5 or 6: List IV/2 Cilician Armenian</p> <p>Empire of Nicea: Roll 1 to 4: List III/73b Seljuq Turk Roll 5 or 6: List IV34 Trapezuntine Byzantine.</p> <p>Latin Empire of Constantinople: Roll 1 to 4: List III/73b Seljuq Turk Roll 5 or 6: List II/58 Alan</p> <p>If this army defeats the player's field army or successfully conducts a siege against their city, it will remain in that location until defeated by a field army. If attacked, it will always give battle rather than retreating into siege works.</p>

Open City:

All the cities on the map begin in the control of one of the six player nations except Corinth. It is considered an "Open City," without works or defenders, available to the first side that moves an army into it. After it is occupied, it becomes the possession of that player, and provides replacements and will stand a siege like any other city.

Besieging Constantinople:

Despite the relative ease with which the crusaders took Constantinople in 1204, the city still possessed the most impressive defensive works in the known world, and the Latins worked quickly to restore their integrity. Therefore, any player besieging Constantinople must subtract one from all die rolls resolving the siege.

Game Length and Victory Conditions:

The game begins with the Spring turn of 1205, and unless one player succeeds in conquering all the others, final prestige points for city possession are counted after the Autumn turn of 1214. Players may also decide at the game's beginning that if any state controls 60% (15) of the cities on the map at the end of any year, they are declared the instant winner, with prestige points used to determine order of finish after them. (Even if another player has more prestige points, the side controlling 15 cities is still considered the winner if this sub-rule is used. If one or more allied states wish to declare a "join victory," then they must control 18 of the cities between them.)

Optional Rule: Fleet Movement.

Naval transport and attack were major elements of warfare in this conflict, and critical to its setting among the ports and islands of the Aegean sea. To simulate this, players may adopt the following procedure: Before the Spring turn, at the same time as the location of field armies is determined, players should also secretly record the location of their fleet. The fleet may be placed at any island or coastal city within two moves of a friendly-held port.. In order to move between locations separated by the sea, a player's field army must begin in, move through, or move into a port containing his or a tributary power's fleet.

If the fleet movement rule is used, all sea movement is automatically assumed to be successful, regardless of season, unless it originates from, passes through or finishes in a location occupied by an enemy fleet. In that case, the moving player must roll one die with the following results:

Roll	Result								
1 to 3	The interception fails and the moving army lands safely.								
4	The moving player must choose one element lost; the rest land safely								
5	The moving player must choose one element lost; the rest return to the last port moved through, along with the friendly fleet.								
6	Sea Battle! Roll again: <table><tr><td>1 to 3</td><td>Enemy Fleet Broken: The intercepting fleet is removed from play and returns the subsequent Spring turn. The moving army lands safely.</td></tr><tr><td>4</td><td>Enemy Fleet Chased: The intercepting fleet is moved to the nearest friendly port, and the moving army lands safely.</td></tr><tr><td>5</td><td>Friendly Fleet Damaged: The moving player must choose two elements lost; the rest land safely.</td></tr><tr><td>6</td><td>Friendly Fleet Sunk; Four friendly elements are lost, the rest return to the last port moved through. The Friendly fleet is removed from play and returns the subsequent Spring turn.</td></tr></table>	1 to 3	Enemy Fleet Broken: The intercepting fleet is removed from play and returns the subsequent Spring turn. The moving army lands safely.	4	Enemy Fleet Chased: The intercepting fleet is moved to the nearest friendly port, and the moving army lands safely.	5	Friendly Fleet Damaged: The moving player must choose two elements lost; the rest land safely.	6	Friendly Fleet Sunk; Four friendly elements are lost, the rest return to the last port moved through. The Friendly fleet is removed from play and returns the subsequent Spring turn.
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6	Friendly Fleet Sunk; Four friendly elements are lost, the rest return to the last port moved through. The Friendly fleet is removed from play and returns the subsequent Spring turn.								

If the intercepting fleet is Venetian, the moving player must add +1 to all die rolls. If sea movement passes through consecutive locations occupied by an enemy fleet, the moving player must roll for the outcome of an interception attempt in both locations. For the purposes of this campaign, "sea movement" is considered mandatory if the line connecting two locations passes through sea for a substantial portion of its length, rather than merely grazing the sea or passing over a narrow inlet. Players should examine the map at the game's outset and agree on which locations are connected only by sea routes.

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Background: The Fourth Crusade

The turn of the 13th Century was full of both hope and disappointment for the newly-installed Pope Innocent III. His 1198 call for another crusade to recover Jerusalem, lost to Saladin in 1187, seemed at first to fall on deaf ears. But in 1200, a crusading army finally gathered in Champagne. These French troops joined with many German and Italian soldiers at Venice in 1201 under the command of Thibaut III, Count of Champagne and Troyes. Venice contracted to transport 33,500 men and 4,500 horses to Egypt, and spent a year gathering the ships needed for the task. But Thibaut then died, and the Italian Boniface of Montferrat was elected to replace him. He was able to deliver only about half the troops and money called for by the contract.

The pragmatic and ambitious Venetians moved quickly to recover their investment by co-opting the crusaders in the capture of the Dalmatian port of Zara in 1202. Many knights, including the elder Simon de Montfort, left the crusade rather than participate in the sack of Zara. Innocent III was horrified to hear that “his” crusade had turned against fellow Christians, and responded by excommunicating everyone who had participated. Boniface of Montferrat conveniently missed the attack on Zara in order to visit his cousin, Philip of Swabia. While in Philip’s court, he encountered Prince Alexius Angelus, son of the deposed Byzantine Emperor Isaac II Angelus. Alexius offered a proposition: If the crusaders would help him take the throne of the Empire, its treasury and armies would join them in the recovery of Jerusalem.

To Boniface, this was an irresistible prospect. Not only did it promise to achieve his goal of retaking the holy land, it might even heal the 150-year schism between the Greek and Latin churches. Somehow, Alexius managed to convince the crusaders that the Byzantine resentment of the Latins, born from the depredations of the First and Second Crusades, would vanish in the face of their gratitude at restoring the rightful dynast to the throne. But the citizens of Constantinople saw no reason to favor the Prince over the sitting emperor, also confusingly named Alexius Angelus, until the Crusaders actually attacked his armies and accidentally burned a portion of the city. To protect their homes, the citizens demanded the emperor’s departure, and the prince was installed as Emperor Alexius IV Angelus in July, 1203.

The reign of Alexius IV was brief and calamitous. Alexius III had escaped with the better part of the imperial treasury, and Alexius IV had no choice but to order many Greek and Roman icons and other treasures to be stripped from the city’s churches, and melted down to pay off the crusader’s debt to Venice. This made the resentful populace even more hostile to the Latins, and when they tried to attack one of the city’s mosques, the crusaders were opposed by a united force of Greeks and Muslims. When a troop of Venetians tried to set a “wall of fire” to protect their withdrawal, they touched off an even worse blaze that consumed even more of the city. At this point, yet another Alexius, surnamed Ducas, and known as “Murtzuphlos” in reference to his luxuriant eyebrows, staged a quick palace coup that ended with the strangulation of Alexius IV. The Franks were incensed at the murder, and priests of the crusade quickly issued sermons that characterized the Greeks as being “as bad as the Jews,” and the seizure of Constantinople as God’s will. The intense assault was hampered by the incessant north wind, yet the city fell to the crusaders on April 12th, 1204.

The plunder that followed was among the most notorious in history, and the crusaders’ conduct so heinous that Pope John Paul II still felt the need to apologize for them to the Patriarch of the Eastern Church nearly 800 years later. The new masters of the empire proved to be far more politically organized than its previous rulers, and the city was declared the center of a new Latin Empire of Constantinople. By treaty, the former empire was divided between Venice and the leading crusaders, who established their own kingdoms and duchies in Greece and Thrace. Boniface of Montferrat, who had started the whole enterprise in motion, was not chosen to lead the new Latin Empire because many mistrusted his family’s connection with the former Komnenan dynasty. That dubious honor went to Baldwin V, Count of Flanders, who would be captured and roasted alive by the Bulgars almost exactly one year later.

Boniface finally got his crown when he seized the city of Thessalonica later in 1204 and declared it the center of another independent kingdom. Other important states to rise from the Fourth Crusade included the Duchy of Athens and the Principality of Acheaea, later said to be the home of the finest chivalry in Europe. The Venetians, who had taken possession of the most strategic and productive islands of the Aegean, also established an independent political entity to rule them, the Duchy of the Archipelago.

Of course, this sudden ascension of Roman Catholic leaders was not welcomed by many Greeks, especially the clergy and aristocracy, many of whom fled to one of two states that claimed to be the legitimate seat of empire. At Nicea, Theodore I Lascarias had geographical proximity as well as the best legal claim to reestablish a Greek regime in Constantinople. The son-in-law of the deposed Alexius III Angelus, Lascarias was crowned emperor after the flight of the usurper Murtzuphlos Ducas, but left the city himself within days. The Patriarch of the Orthodox Church also moved to Nicea, and recognized the Lascarias claim. The "Empire of Nicea" came to control most former Byzantine possessions in Anatolia, except for the southern coast of the Black Sea, which was part of another breakaway state centered on the city of Trebizond.

The other significant aspirant to the Byzantine throne was Michael Komnenos Ducas, a son of two dynastic lines and cousin to two emperors. Driven out of the Peloponnese by the crusaders in early 1205, Michael based his "empire" on the old Byzantine province of Nicopolis. The new state was known as the Despotate of Epirus and it controlled much of northwest Greece and modern Albania. Without the patronage of the Eastern Church, and facing demands for his submission from the Latin Emperor, Michael recognized the authority of the Pope and made alliances with most of the crusader states. But his campaigns continued unabated, and his cruelty toward prisoners, including the crucifixion of captured priests, led to his excommunication by Rome as well. Despite this, his state was seen as an ark for refugees of the Latin conquest, and Michael himself characterized as "a second Noah" until his assassination in 1214.

The other nation most affected by the events of 1204 was the Second Bulgarian Empire, then under the vigorous leadership of King Kaloyan I. The Bulgars had thrown off Byzantine rule in 1185, and had long sought to add Thrace to their domain. The demise of their former masters presented an opportunity for expansion, and in April of 1205 they defeated a Latin army at the city of Adrianople, and executed the first Latin emperor. Kaloyan expanded west into Macedonia and south to the Black Sea coast, but his empire was also short-lived. By 1240, raids by huge Mongol armies had reduced both the Bulgarian state and the Seljuq Turkish empire to fragments. This was one major reason that the Latin Empire persisted for more than 50 years, and it was not until 1261 that the Nicean emperor Michael VIII Palaeologus recaptured Constantinople and at least temporarily reconstituted the Byzantine empire.

By then, several generations of Greek- and Latin-speakers had grown up together in the Crusader kingdoms, and both cultures were enriched by the experience. Byzantine rule had been both stagnant and burdensome to Greece, and many argue that its people enjoyed greater freedom and prosperity under the Latins. French rule produced a new legal code in Greece, the *Assizes of Romania*, and the chivalric *Chronicle of Morea* was one of the most admired works of its time, appearing in French, Greek, Italian and Aragonese. Pope Innocent's opinion of the venture was uniformly excoriating, but his subsequent attempts to summon crusaders were equally unsuccessful. Future crusades, including the Sixth, which retook Jerusalem from 1228 to 1244, were largely inspired by individual European monarchs, and sought papal sanction only as a political expedient.

--Andy Hooper
Seattle, February 7th, 2007