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Example of camp layout in the DM101 scenarios, with 101 agents in red, 10,001 agents in blue and 40,001 agents in grey. --   Figure 17: Arrival tick of the Column Leader in marches of differing distance over flat terrain. --   Figure 18: Arrival time of the last agent in marches of differing distance over flat terrain. --   Figure 19: DM102 arrival times for 100% infantry (blue) and 75% infantry (green). --   Figure 20: DM102 arrival times for 90% infantry (yellow) and 50% infantry (black). --   Figure 21: DM102 arrival times for all scenarios. --   Figure 22: DM103 10km arrival times. --   Figure 23: DM103 20km arrival times. --   Figure 24: DM103 30km arrival times. --   Figure 25: Order of march for two columns, marching southeast. Red sections travel via waypoint 1 in numerical order and yellow sections via waypoint 2.

| Sommario/riassunto | The Battle of Mantzikert had profound consequences for both Byzantine and Turkish history, yet the historical sources for this campaign contain significant gaps. This book presents the results of a project that seeks to demonstrate the important role computer simulation can play in the analysis of pre-modern military logistics. |