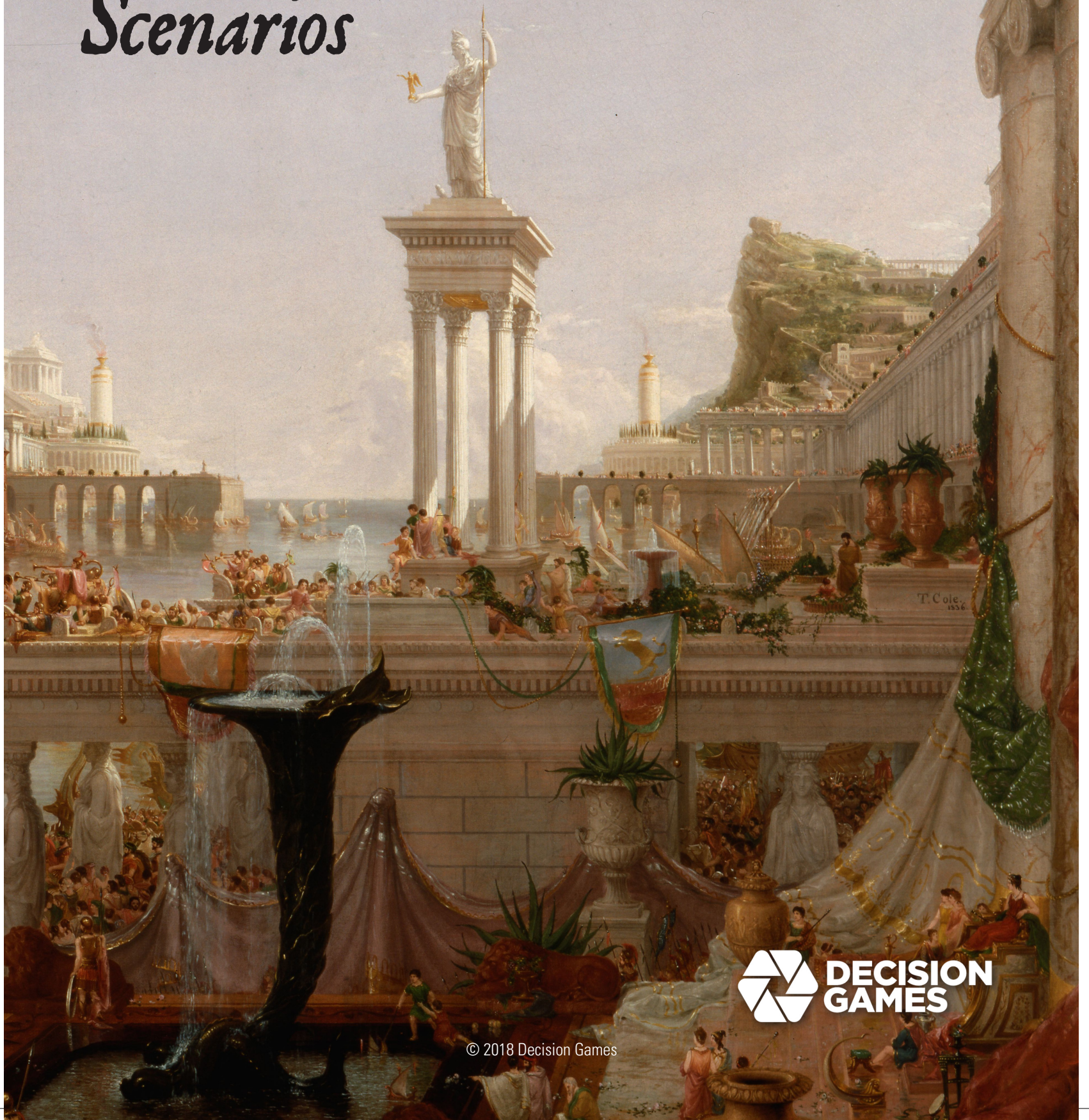


Al Nofi's *Imperium Romanum* Scenarios



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SCENARIO LIST

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13	Trajan's Conquest of Dacia * (1)	AD Jan. 101 to Nov. 102	3	2	22
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29	Julian the Apostate vs. Constantius II	AD Sep. 361-??	5	3/2/3	44
30	The Gothic Storm	AD Nov. 377 to July 383	5	4/2/2	45
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32	Theodosius the Great vs. Eugenius	AD Apr. 394 to Sep. 394	6	4/2/2	47
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(1)	New Scenario				

How to Use the Scenarios

Each of the scenario descriptions in this book explains how to set up the game to play one of the different Roman wars.

The above table lists each scenario by Number, Name, Date, and the number of Players. The Players column gives from one or three numbers for each scenario; if only one number is listed, that is the number who can play. If three numbers are given, the first is the maximum number who can play; the second is the minimum number; and the third is what we consider the optimum number.

Note: Most of the scenarios were in the first edition of IR, but not in the second, while several new ones have been added for this third edition. New scenarios are noted. In addition, several of the scenarios from the second edition have been modified somewhat, because of feedback from players or further research. Before setting up a scenario, the players should look it over and read the brief historical note to make sure they will find it enjoyable. Not all scenarios are balanced. The scenario description has several parts.

Start: This section gives the historical start date. Players should record the starting month on the Month Track. Players should be aware that, if they look up the scenario in an historical account, they may find that the starting month is given as two to three months later than what we give for scenarios that begin prior to 46 BC. This is because Caesar reformed the calendar in that year, bringing it back into agreement with the seasons. Since the seasons are marked on the Month Track, we must make this adjustment.

End: This is the date on which the scenario ended historically (25). Players should note that the shortest scenario lasts 3 months, while the longest takes several years; obviously, playing some games will take much longer than others. However, many of the longer scenarios have sudden death victory conditions, so play may end well before the historical date. Hypothetical scenarios do not have an end date.

Period: Indicates during which of the six historical periods the scenario takes place.

Players: Indicates the maximum, minimum and optimum number of players.

Historical Note: Gives a brief description of the historical situation.

Major Powers: Lists each of the major powers in the order in which their player turns take place.

Name: The power's name.

Imperator or Rex: Indicates the power's Imperator or Rex, if any. If several names are listed, these represent subordinate commanders. The second named leader becomes Imperator or Rex when the first dies, and so forth.

Type: Indicates whether the power is a Roman, Barbarian, or Civilized Non-Roman faction.

Treasury, Morale, & Tax Base: Indicate the power's initial treasury, morale level and total tax base.

Controlled Provinces: Lists the provinces the power controls at the start of play and their tax values. At times, notes to the scenario will indicate that parts of some provinces are controlled by different players.

Important: Many of the cities printed on the game map existed for only part of the period. Consult the Variable City Chart at the end of the rule book. If a city does not have any numbers in its line for the scenario being played that city does not exist during that scenario.

Set-Up: The first piece of information given is the power's color and Combat Efficiency Rating (CER). In some scenarios a player may have two or even three colors, which may reflect differing qualities of manpower.

Example: Roman troops raised in Italy or a Romanized province vs troops raised in an allied province but trained as Romans vs allied troops.

Next, starting hexes and initial units are listed. Each hex on the game maps contains a small four-digit number; the first two digits identify the hex's column, and the second two its lateral row. Prior to each hex number there is a letter (A, B or C) denoting which map the hex is found on, followed by a four-digit number.

Example: Malaca is hex A1721, Roma is hex A3621, and Antiochus is C6616.

Find the units listed after a hex number and place them in the indicated hex. Units are listed using the formula "2 x 16-10," which tells the player to put two 16-10 units in the indicated hex. Be careful to place exactly the units called for. When a baggage train is specified, it begins fully loaded. Indicate this by using a Baggage Train marker with a six printed in the upper left corner. Named leaders are listed by color, with their value (0-16, 1 x +1-16, +2-16, +3-

16) indicated, while unnamed leaders are generic, and bear an identification number and their value.

Important: When a named leader is indicated, use exactly that counter, as different leaders may be printed on opposite sides of some counters. There are some leaders that are printed in more than one color. Ensure that you are using the correctly colored and named leader.

Keep in mind that some leaders are not always the same color as their units. If it develops during play that there are not enough unnamed leaders of the appropriate value, Players may borrow an unused named leader not in play of that value.

Important: In most cases leaders are given specific hexes for setup. These locations were determined (as close as possible to their historic locations). These setups at time produce a game situation where the leader is at undue risk on the first turn of the scenario. For play balance purposes, it is recommended that after setup is complete. Each player may move any or all of his leaders to a hex of his choice. The hex must be occupied by friendly units of the same power and must be a port and/or city hex.

Notes: Lists any notes or special rules that apply to the power.

Active Minor Powers: Lists active minor powers. Essentially the same system is used as for major powers, except that:

Type: This indicates the power is neutral or a client state, and, if the latter, of what major power.

Treasury, Tax Base: Since minor powers never have treasuries, these are not listed.

Replacement Rate: The number of replacement points the power accrues each Taxation and Mobilization Phase (8).

Inactive Minor Powers: These are like Active Minor Powers, except that since these powers are not initially active, less attention needs to be paid to them by the players. Sometimes the Inactive Minor Powers section is broken down into an "Inactive Minor Powers with Units" section and an "Other Inactive Minor Powers." The second section lists minor powers somewhat differently. Instead of listing each power by name, it lists them by type.

Example: The list will state Neutral, followed by the names of neutral inactive minor powers.

A power listed this way:

a) Usually has no initial units but gains them by Rule 23 if activated.

b) Usually owns only one province, and the power name and province name are identical, though at times two or more province names will be listed in parentheses after the power name.

Players: When the scenario can be played with different numbers of players, this section indicates how to play with more or fewer than the recommended number.

Special Rules: Describes special rules used with the scenario and possible optional rules.

Victory Conditions: Describes what each player must do to win.

Leader Abbreviations: Because of limited space on the game counters, the names of certain leaders had to be abbreviated to fit, as listed here:

Aemillianus: Aemilln

Antonius Marcus: Antonius

Arbogastes: Arbogast

Aurelianus: Aurelian
Belsarius: Belsarus
Bonifacius: Boniface
Claudius I: Cldius I
Claudius II: Cldius II
Constantius II: Const II
Constantius III: Const III
Constantius I & II: Constn
Decebalus: Deceb
Diocletianus: Dicoletan
Florianus: Florian
Gallienus: Gallnus
Gunthamund: Gunth
Hadrianus: Hadrn
Heraclius: Herac
Justinianus: Justin
Labienus: Labns
Magnentius: Magnent
Majorianus: Majorn
Maximinus Thrax: Max Thx
Merovech: Merovec
Odenathus: Odenat
Partamasir: Partam
Philippus Arabs: Phil. Arb
Pompeius Ir. & Pompeianus Pompey: Pompey Ir
Pompey: Pompeius Magnus
Posthumus: Posthms
Sertorius: Sertrs:
Sextus Pompeius: S. Pomp
Theodosius I: Theod I
Theodosius II: Theod II:
Theodahad: Theodhd
Theodoric: Theodrc
Valentinian III: Valent
Vercingetorix: Vegtrrx
Vespasianus: Vespasn
Vitellius: Vitellus

GAME BALANCE

Each scenario's victory conditions are based on what the major powers involved would historically have considered a victory. As a result, some scenarios are unbalanced. At times a player is virtually certain to lose because of the historical situation. A conscious decision was made not to strive for spurious balance, because *Imperium Romanum* is primarily intended as an historical simulation, and only secondarily as a competitive game. We hope the players will enjoy playing unbalanced scenarios for the historical insights they may offer. Those wishing to play a balanced scenario, should consider scenarios; 3, 5, 10, 12, 16, 23 through 27, 29, 32, 37, 39, or 40.

SCENARIO I: THE GALLIC REVOLT (INTRODUCTORY)

Start: November, 53 BC

End: October, 52 BC

Season: Summer

Period: 1

Players: 2

Rules: Do not use the following rules in this scenario: 5.2 (Minor Powers), 5.3 (Furthest Power), 5.4 (Power Record Form), 5.8 (Alliances); 6.0 (Taxation and Talents), 7.0 (Roman Mobilization), 8.0 (Recruiting by Accrual), 9.0 (Seasons), 10.0 (Naval Operations); 19.0 (Morale Rebellion & Treachery), 21.1 (Building Fortifications); 22.0 (Imperial Capitals & Grain Supply), & 24.0 (Plunder).

Historical Note: In many ways, Roman society was organized to channel the ambitions and desires of the elite into the service of the state. To reach the highest rung in society, consul, one had to hold various offices, quaestor, aedile, praetor, governor, and general. In pursuit of their ambition, men often went to the provinces as a governor or general. Some looked upon this as an unpleasant interlude before they could return to Rome; others used the opportunity to gain glory and the esteem of the army. The system worked well until men arose who had the arrogance to challenge the system to gain the absolute rule of Rome, such as the triumvirs Pompey, Caesar, or Crassus, who parceled out bits of the state to each other. In 59 BC, Caesar wangled rule over the provinces of Illyricum, Cisalpine Gaul and Narbonensis. He used the opportunity to build his reputation and, a strong, personally loyal army, by spending the next ten years in the conquest of Gaul, which brought him enormous wealth in both loot and slaves, while his regularly issued accurate, if self-serving accounts of his victories brought him fame and prestige. The most serious threat to his eventual triumph came in 52 BC when Vercingetorix, a noble young man from a prominent tribe, welded the mutually hostile Gallic tribes into a confederation for national liberty. In a difficult campaign, the Gauls were defeated at Alesia. In the end, Caesar's object was attained: the glory, the gold, and the army he sought were his. When, soon afterwards his enemies at Rome opposed him, he marched on the city.

MAJOR POWERS

CAESAR

Imperator: Caesar

Type: Roman faction

Morale: Not applicable

Controlled Provinces: Not applicable

Set-Up: Purple (CER A)

A2313: 1 x +1-16, 2 x 20-10, 4 x 16-10, 1 x (4)-12, 1 x BT, 1 x A-fort

A2321: 2 x 4-12

A2521: Caesar, 2 x 4-12, 1 x 6-16

A2618: 1 x +1-16, 2 x 20-10, 1 x (4)-12, 1 x 6-16, 1 x BT, 1 x A-fort

A2718: 2 x 4-12, 1 x (4)-12

A2813: 1 x +1-16, 2 x 20-10, 1 x A-fort

A2821: 1 x 0-16, 4 x 4-12

Set-Up: White (CER A)

A3319: Antonius

Notes:

- 1) *Eliminated units return to play five months after they are eliminated. Place an eliminated unit on the Month Track to indicate when it returns.*

Units may be returned to any of these hexes: A2717, A2818, A2819, A2820, A2920.

2) If using Optional Rule 42 (Divine Intervention), Caesar, as Pontifex Maximus and a descendant of Venus, adds one to all deity appeal die-rolls.

GAULS

Rex: Vercingetorix

Type: Barbarian

Morale: 150

Controlled Provinces: Not applicable

Set-Up: Brown (CER C)

A1714: 1 x +1-16, 1 x 4-12, 1 x A-fort

A2019: 1 x 0-16, 3 x 20-8, 1 x A-fort

A2117: 1 x A-fort

A2211: 1 x A-fort

A2417: Vercingetorix, 1 x 4-12

A2513: 1 x +1-16, 3 x 20-8, 4 x 4-12, 1 x BT

A2516: 1 x +1-16, 3 x 20-8, 3 x 4-12, 1 x 6-16, 1 x BT

Set-Up: Tan (CER C)

A2413: 1 x 0-16, 4 x 20-8, 4 x 4-12, 1 x 6-16, 1 x BT, 1 x A-fort

A2418: 1 x +1-16, 4 x 20-8, 4 x 4-12, 2 x 6-16, 1 x BT, 1 x A-fort

A2711: 1 x +1-16, 2 x 20-8, 2 x 4-12

A2712: 1 x A-fort

Notes:

1) Eliminated units may return to play five months after they are eliminated; place an eliminated unit on the Month Track to indicate when it can return. At the beginning of each of his player turns, the Gallic player rolls for each unit eligible to return; on a roll of 6, it does so. If a unit does not return on one turn, the player may roll for it again on each subsequent turn. Add one to the die-roll for each 50 morale points difference in favor of the Gauls and subtract one for each 50 points in favor of Caesar. Units return to any hex not occupied by enemy units in Belgica, Lugdunensis, Aquitania, Germania Inferior, or Germania Superior.

2) All Gallic units begin the game inactive. Inactive units may not move or initiate combat until activated. They do not need supply until activated. Each turn at the beginning of his player-turn, the Gallic player may roll for each stack of inactive units. If the die-roll is less than or equal to the turn number (e.g., 1 on the first game-turn, 1 or 2 on the second, etc.), the stack is activated. Subtract 1 from the die-roll if Vercingetorix is present. Any Gallic units attacked by Caesarian units are automatically activated. Once activated, units remain active.

Special Rules

1) Play is confined to Aquitania, Belgica, Germania Inferior, Germania Superior, Lugdunensis, and Narbonensis; no unit may move outside these provinces, although units which begin outside may enter them.

2) Gallic baggage trains gain supply at fortifications, not in city or non-city hexes. Caesar may replenish baggage trains at any city in Narbonensis or at any A-fortifications which he controls.

3) The A-fortifications which are on the map at the start of play are not subject to maintenance (21.0). They can be captured and if abandoned are not removed from play.

4) For the purposes of rules 2.2 and 11.0, this scenario is considered to occur at the same time as scenario 5.

5) Special Rule 26.0 is used.

Adding More Rules

Additional rules may be added in the following order:

- Maintaining Fortifications (21.0)
- Morale (19.0): Start each side with 100
- Seasons (9.0): The game therefore begins in Winter.

Victory Conditions

Each player must keep a running total of the number of enemy combat strength points which have been eliminated in play.

Caesar: Eliminate Vercingetorix and at least 360 more combat strength points of Gallic units than you lose.

Vercingetorix: Eliminate Caesar and at least 200 Roman combat strength points.

SCENARIO 2: POMPEY VS. THE PIRATES (INTRODUCTORY)

Start: April, 67 BC Historical

End: October, 67 BC

Season: Summer

Period: 1

Players: 2

Rules:

a) Do not use the following rules in this scenario: 5.2 (Minor Powers), 5.3 (Furthest Power), 5.4 (Power Record Form), 5.8 (Alliances); 6.0 (Taxation and Talents), 9.0 (Seasons), 19.0 (Morale Rebellion & Treachery), 21.1 (Building Fortifications); 22.0 (Imperial Capitals & Grain Supply), & 24.0 (Plunder). 24.0 (Plunder) is in force but see notes.

b) Use special rule 26.0.

Historical Note: The severe internal crisis which the Roman Republic suffered during the 80s and 70s of the First Century BC resulted in, among other things, in a major increase in piracy. The pirates became a serious threat, taking many ships, raiding coastal towns, and even parading right past the great port at Ostia. Several attempts were made to cope with the pirates, but, abetted by anti-Roman rulers such as Mithridates of Pontus, they several times defeated Roman fleets. Finally, the Senate gave Pompey the Great virtually unlimited power and resources to cope with the problem. Pompey organized the entire Mediterranean into fifteen zones, placing an officer of senatorial rank in charge of each with a small fleet. He then proceeded to systematically eliminate piracy zone-by-zone. The Western Mediterranean was cleared within three months. The Eastern end took a little longer. Serious piracy was ended for centuries by this action.

ROMANS

Imperator: Pompeius

Type: Roman faction

Treasury: Not applicable

Morale: Not applicable

Tax Base: Not applicable

Controlled Provinces: Achaea & Epirus, Africa Proconsularis, Asia, Baetica, Baleares, Cisalpina, Corsica, Hispania, Illyria, Italia, Meltia, Narbonensis, Rhodus, Sardinia, Sicilia, Tarraconensis.

Set-Up: Blue, (CER A)

A2129: 1 x 16-10, 2 x 4-12, 1 x 36-30

A2626: 2 x 4-12, 2 x 18-30

A2821: 1 x 4-12, 1 x 18-30

A3321: 2 x 20-10
A3321: 1 x 16-10
A3325: 1 x 16-10
A3517: 1 x +0-16, 1 x 20-10, 4 x 4-12, 3 x 36-30
A3520: 1 x 4-12, 1 x 18-30
A3638: 2 x 4-12, 2 x 36-30
B3921: 1 x +1-16, 1 x 20-10, 2 x 4-12, 2 x 36-30
B4017: 1 x 16-10
B4124: 1 x 20-10, 1 x 4-12, 1 x 36-30
B4320: Pompey, 1 x 20-10, 4 x 4-12, 4 x 36-30
B4228: 1 x 4-12, 1 x 18-30
B4332: 1 x 4-12, 1 x 18-30
B4418: 1 x 16-10, 1 x 4-12, 1 x 18-30
B5121: 1 x +1-16, 1 x 16-10, 2 x 4-12, 2 x 36-30
B5224: 1 x 4-12, 1 x 18-30
B5620: 1 x +1-16, 2 x 4-12, 2 x 36-30
B5821: 1 x +1-16, 3 x (4)-12, 1 x 36-30

PIRATES

Imperator: None.

Type: Civilized, non-Roman

Treasury: Not applicable;

Morale: Not applicable

Tax Base: Not applicable;

Replacement Rate: 1

Controlled Territories: Fortifications indicated in the set-up.

Set-Up: Green, (CER A)

A2725: 1 x 4-12, 1 x 18-30, 1 x D-fort
A3220: 2 x 4-12, 2 x 18-30, 1 x D-fort
A3223: 1 x +1-16, 4 x 4-12, 2 x 36-30, 1 x C-fort
A3715: 1 x +1-16, 3 x 4-12, 1 x 36-30, 1 x C-fort
B4823 (South Island): 1 x 4-12, 1 x 36-30, 1 x D-fort
B5117 (South Island): 1 x 4-12, 1 x 18-30, 1 x D-fort
B5131: 1 x 4-12, 1 x 36-30, 1 x D-fort
B5224: 1 x 4-12, 1 x 18-30, 1 x D-fort
B5723: 1 x 4-12, 1 x 18-30, 1 x D-fort
B6019: 1 x +1-16, 5 x 4-12, 2 x 36-30, 1 x C-fort
B6219: 1 x +1-16, 3 x 4-12, 3 x 18-30, 1 x C-fort
B6419: 1 x 4-12, 1 x 18-30, 1 x D-fort
C6519: 2 x 4-12, 2 x 18-30, 1 x C-fort

Note: Some pirate bases are in neutral provinces

INACTIVE NEUTRAL POWERS: Not in Play

Imperator: None.

Type: Civilized, non-Roman

Treasury: Not applicable

Morale: Not applicable

Tax Base: Not applicable

Controlled Provinces: Aegyptus, Arabia Petraea, Cilicia, Creta, Cyrenaica, Cyprus, Iudea, Lycia & Pamphylia, Macedonia, Mauretania Caesariensis, Mauretania Tingitana, Syria, Thracia.

Set-Up: None

Notes:

- 1) *Geographic Restrictions: Play is confined to the Mediterranean Sea and all hexes adjacent to it.*
- 2) *Roman fleets may be based in Neutral ports.*
- 3) *Neutral powers remain inactive even if Pirate or Roman forces are engaged on their territory.*

- 4) *The Pirates gain 10 Victory Points if there is a grain rebellion at Rome.*
- 5) *The yield of plunder is counted as Victory Points, see below.*
- 6) *Roman cities and ports may use Militia (29.0) if attacked.*
- 7) *On the June game turn, the Roman player may recruit using 7.0 and the Pirate player by 8.0, both at no additional cost for recruiting out of season. If play continues past October, normal recruiting rules apply*

Victory Conditions.

For purposes of this scenario, victory is determined by the accumulation of victory points, which are calculated differently for each side.

Romans: Gain two for each Pirate combat strength point eliminated, and five for each Pirate controlled port plundered.

Pirates: Gain 1 for each Roman combat strength point eliminated, two for each treasure point gained through plunder of a Roman-controlled port. Ten if Roma experiences a grain rebellion, and two for every month the game continues past October.

Adding More Rules: Additional rules may be added in the following order:

- Seasons (9.0): If the game extends past October
- Maintaining Fortifications (21.3)
- Morale (19.0): Start each side with 100

SCENARIO 3: MARIUS VS. SULLA

Start: July, 88 BC

End: January, 82 BC

Period: 1

Players: Maximum: 4; Minimum: 3; Optimum: 3

Historical Note: Rome's expansion as a power was rapid. Largely confined to Italy until 264 BC, Roman influence extended to the farthest edges of the Mediterranean world within less than 150 years. Yet there was a price to pay for so rapid a rise. The political institutions suited to maintain Rome's supremacy over a federation of Italianate city-states began to break down when confronted with the government demands of a world empire. The sturdy agricultural peasantry, who were the backbone of Rome's armies, began to suffer, as protracted military service kept men on active duty for years rather than months, frequently resulting in a loss of their farms through neglect or debt, while many citizens went without work because free labor was incapable of competing with the armies of slaves that flooded Italy in the wake of decades of victory. Meanwhile, the aristocracy became ever wealthier and more distant from their increasingly poorer fellow citizens. The most perceptive of Rome's leaders, themselves often men of noble lineage and great wealth, such as the Scipio family and the Gracchi brothers, saw that there was a desperate need for reform to preserve the Republic's most valuable asset, its yeoman farmers. But calls for reform were greeted with hostility by most of Rome's upper classes. Social tensions mounted steadily through the period 135 BC-88 BC, punctuated by rioting, murder, and disorder at Rome, by slave revolts in the provinces, and by rebellion by Rome's hitherto loyal Italian allies. Foreign expansion continued, thereby exacerbating the problem. In 88 BC outright civil war broke out. In relatively short order the popular forces under the aged military genius Caius Marius were defeated by Marius's former protégé, the younger and equally talented Lucius Cornelius Sulla, rising star of the conservative aristocracy. Marius and the remnants of his force fled to Africa Proconsularis to await the final onslaught of their foes. But that onslaught never came, for Mithridates VI of Pontus and the Chersonesus, a brilliant and talented monarch, unleashed his armies against Rome and her Asiatic allies. His forces overran Asia and

then invaded Greece, restive under Roman rule. By the Spring of 87 BC Sulla had to turn his attentions from Rome's internal problems to this new threat. No sooner was Sulla in the field than the popular forces again seized Rome, under the leadership of Marius and Lucius Cornelius Cinna. A strange and protracted three-sided war ensued, as the populares both fought and supported Sulla against Mithridates, while striving to consolidate their own power. In the end, Sulla drove Mithridates back in Asia, stopping short of total victory. He then turned his attentions to Italy, where, aided by the untimely death of Marius, he struck a devastating blow against the populares. Upon his election as dictator, he supervised a thorough reform of Rome's political system with the intention of institutionalizing conservative aristocratic rule.

MAJOR POWERS

MARIANS

Imperator: Marius, Cinna.

Type: Roman faction

Treasury: 17; **Morale:** 85; **Tax Base:** 37

Controlled Provinces: Africa Proconsularis (8), Baetica (5), Baleares (1), Cisalpina (8), Corsica (1), Narbonensis (4), Sardinia (1), Sicilia (4), Tarraconensis (5)

Set-Up: Blue (CER A)

A1428: 2 x 4-12

A1827: 1 x 6-16

A3319: Marius, 1 x 10-10

A3519: 1 x 4-12

A3628: 1 x 4-12, 1 x 6-16

B3820: 1 x 20-10, 1 x 16-10

B3921: Cinna, 1 x +2-16, 2 x 20-10, 2 x 16-10, 1 x 4-12, 1 x 6-16, 1 x BT

B4221: 1 x +1-16, 2 x 16-10

B4226: 1 x 4-12

Note: *The Marians control all cities of Italia not controlled by Sulla.*

SULLANS

Imperator: Sulla, Lucullus.

Type: Roman faction

Treasury: 6; **Morale:** 100; **Tax Base:** 2

Controlled Provinces: Illyricum (2)

Set-Up: Red (CER A)

A3621: 2 x 16-10

A3718: 4 x 20-10

B4418: 1 x 4-12

B4419: Sulla, 1 x +1-16, 2 x 24-10, 3 x 20-10, 3 x 4-12, 2 x 6-16, 1 x BT

B4621: Lucullus, 3 x 36-30

Note: *The Sullans control Roma (A3621), Ancona (A3718), Dyracchium (B4419), Corcyra (B4621), Actium (B4721), Patras (B4922), and Cyzicus (B5416), but not the provinces in which they are contained.*

MITHRIDATES

Rex: Mithridates.

Type: Civilized non-Roman

Treasury: 50; **Morale:** 100; **Tax Base:** 30

Replacement Rate: 6 (Pontics only)

Controlled Provinces: Asia (8), Bithynia & Pontus (2), Cappadocia (5), Chersonesus (3), Colchis (1), Galatia (3), Macedonia (6), Olbia (1), Tyras (1)

Set-Up: Pontics, Tan (CER B)

B4918: 2 x 16-9, 1 x 4-12, 1 x 6-16

B4920: 2 x 16-9, 1 x 4-12, 1 x 6-16, 1 x BT

B5121: Archelos, 1 x 16-9, 2 x 4-12, 2 x 6-16, 3 x 36-30, 1 x BT

B5608: Pharnaces, 1 x 16-9

B5620: Mithridates, 2 x 16-9

B6315: 1 x 16-9

C6508: 1 x 16-9, 2 x 4-12, 2 x 6-16, 1 x 36-30

Set-Up: Greek & Asiatic Allies, Brown (CER B)

B4918: 1 x 16-9, 2 x 4-12

B4920: 1 x 0-16, 1 x 16-9, 2 x 4-12, 2 x 6-16

B5022: 1 x 16-9

B5121: 2 x 16-9, 2 x 4-12, 1 x 6-16

B5620: 1 x 16-9

Notes:

1) *Pontic units (tan counter mix) are recruited by 26.0.*

2) *Greek and Asiatic units (brown counter mix) are mobilized by 7.0, except that they can only be raised in Macedonia, Asia, and Lycia & Pamphylia (if owned). In addition, legion units cannot be raised; instead, the player may raise 16-9 units at the same cost as Roman 20-10 and 16-10 units, respectively. Units raised in Asia and Lycia & Pamphylia cost 50% above the normal cost.*

3) *Mithridates controls Byzantium (B5415) and all cities and ports of Achaea & Epirus not controlled by Sulla.*

ACTIVE MINOR POWERS

LUSITANIA

Type: Barbarian; neutral but controlled by Mithridates

Morale: 100; **Replacement Rate:** 6

Controlled Provinces: Gallaecia, Lusitania

Set-Up: Green (CER B)

A1325: 1 x 0-16, 5 x 4-12

A1523: 1 x 20-8

A1525: 2 x 20-8

A1626: 3 x 6-16

Notes:

1) *Lusitania is controlled by Mithridates.*

2) *Lusitanian units may only enter the provinces of Baetica, Gallaecia, Lusitania and Tarraconensis.*

3) *If Lusitanian morale is 50 or less at the beginning of any Taxation and Mobilization Phase, it only accrues 3 replacement points that phase.*

Pirates & Rhodus: *See 27.0.*

INACTIVE MINOR POWERS

AEGYPTUS

Type: Civilized non-Roman; neutral

Morale: 85; **Replacement Rate:** 3

Controlled Provinces: Aegyptus

Set-Up: Grey (CER C) Upon Activation:

B6426: 3 x 36-30

Anywhere in Aegyptus: 1 x 0-16, 5 x 16-9, 5 x 4-12, 1 x BT

Note: *The owner of Rome may use Aegyptus' wheat symbols at a cost of 4 talents per turn if Alexandria has not been conquered by a hostile power.*

ARMENIA

Rex: Tigranes

Type: Civilized non-Roman; client state of Mithridates

Morale: 95; **Replacement Rate:** 3

Controlled Provinces: Adiabene, Armenia, Atropatene

Set-Up: Orange (CER C) Upon activation:

Anywhere in Armenia: Tigranes, 1 x 0-16, 1 x 20-9, 2 x 16-9, 4 x 4-12, 6 x 6-16, 6 x (6)-16, 1 x BT

Notes:

- 1) Armenia becomes active if Roman forces enter Cappadocia, Colchis, or any Armenian controlled area.
- 2) In addition to areas that begin in their control, Armenian units may only enter Cappadocia, Colchis, Galatia and Osrhoene.

NUMIDIA: Civilized non-Roman; inactive client state of the Roman faction which owns Africa Proconsularis (if any; otherwise neutral).

SYRIA

Type: Civilized non-Roman; neutral

Morale: 85; **Replacement Rate:** 1

Controlled Provinces: Syria, Osrhoene

Set-Up: White (CER C) Upon activation:

C6616: 1 x 36-30

Anywhere in Syria or Osrhoene: 1 x 0-16, 3 x 16-9, 1 x 4-12, 2 x (4)-12, 3 x (6)-16.

THRACIA: Civilized non-Roman; client state of the nearest Roman faction. Byzantium (B5414) is controlled by Mithridates

Four Players: The fourth player controls the Lusitanians and the Pirates.

Special Rules

- 1) If a Roman faction conquers Macedonia, it may mobilize units there at 50% greater cost than normal (rounding fractions up) using its standard counters.
- 2) 26.0 (Civilized Recruitment), 27.0 (Pirates and Rhodus), and 28.0 (Roman Civil Wars) are used.
- 3) Roma is the capital of all Roman factions, who must fight for it; its morale value is 8.

Victory Conditions

Marians: Win if they control the sole Emperor, and a Roman faction controls all of Achaea & Epirus, Asia, Creta, Lusitania and Macedonia, plus all areas controlled by Rome at the start of play.

Sullans: Same conditions as for the Marians.

Mithridates: Must control all areas held at the start of play plus Rhodus, all of Achaea & Epirus, and the cities of Dyracchium and Cyzicus.

Lusitanians & Pirates (4-Player Version Only): Win if at least two provinces are owned by the Lusitanians and at least four pirate units are on the game-map.

Optional: The scenario is historical and somewhat unbalanced in favor of Mithridates. To improve play balance, reduce Mithridates' morale to 90.

SCENARIO 4: THE GREAT MITHRIDATIC WAR

Start: June, 75 BC

End: October, 72 BC

Period: 1

Players: 3

Historical Note: Sulla's reform and stabilization of Roman life did not survive his death in 78 BC Civil strife soon broke out anew in the form of a major insurrection. The rebels were defeated and driven to Spain, where remnants of Marius's forces under Quintus Sertorius had joined local rebels in a sustained campaign against Rome. Meanwhile conditions in the east were deteriorating.

In 75 BC the last king of Bithynia bequeathed his realm to Rome, whereupon Mithridates immediately invaded and overran much of Roman Asia amidst great slaughter. Once again Rome was faced with simultaneous external threats. The Senate dispatched the young and able Gnaeus Pompeius (Pompey the Great) to Spain, while Lucius Licinius Lucullus went east. While these men were on campaign, Spartacus, a Thracian gladiator, raised an enormous army of slaves and impoverished freemen in Italy itself, threatening the very foundations of Roman power. More troops were raised, and a general was found to meet this new challenge, the brilliant financier Marcus Licinius Crassus.

Each of the Roman leaders performed superbly. Pompeius crushed the rebellion in Spain (aided by the timely assassination of Sertorius by a disgruntled subordinate), Lucullus pressed Mithridates back into his ancestral lands, and Crassus annihilated Spartacus's army in a brutal and merciless campaign.

MAJOR POWERS**SERTORIUS**

Imperator: Sertorius; then unnamed Roman leaders by value (highest first) and identification number

Type: Roman faction

Treasury: 4; **Morale:** 112; **Tax Base:** 4

Replacement Rate: (Lusitanians & Iberians only): 3

Controlled Provinces: Gallaecia (1), Lusitania (3)

Set-Up: Romans Purple (CER A)

A1525: 1 x 0-16, 1 x 16-10, 1 x BT

A1624: Sertorius, 2 x 16-10, 1 x 4-12, 1 x 6-16, 1 x A-fort, 1 x BT

A1825: 1 x +1-16, 1 x 0-16, 2 x 20-10, 1 x 4-12

A2521: 1 x +1-16, 2 x 20-10

Set-Up: Allied Lusitanians & Iberians, Brown (CER B)

A1326: 1 x 16-9

A1523: 2 x 20-8, 1 x 16-9, 2 x 4-12, 2 x 6-16

A1525: 1 x 0-16, 1 x 20-8, 1 x 4-12

A1624: 1 x 16-9, 1 x 6-16

A1825: 2 x 16-9, 1 x 4-12

Note: The Sertorius player uses 7.0 for his purple units and 8.0 for his brown units. He can build new brown units, not just replace eliminated ones. He accrues replacement points even if no units have been eliminated. He can only build brown units of types with which the Lusitanians and Iberians begin the game, e.g., no 20-8's.

MITHRIDATES

Rex: Mithridates, Pharnaces

Type: Civilized non-Roman

Treasury: 28; **Morale:** 80; **Tax Base:** 14

Replacement Rate: 6

Controlled Provinces: Cappadocia (5), Chersonesus (3), Colchis (1), Galatia (3), Olbia (1), Tyras (1)

Set-Up: Tan (CER B)

B5608: Mithridates, 1 x 16-9, 1 x 4-12, 1 x 18-30

B6014: 6 x 16-9, 2 x 4-12, 3 x 6-16, 2 x BT

C6508: Pharnaces 1 x +1-16, 1 x 16-9, 2 x 4-12, 1 x 6-16, 1 x 36-30

C6606: 1 x 0-16, 1 x 16-9, 1 x 6-16

Notes:

- 1) Mithridates recruits by 26.0. In addition to his starting areas, Mithridates may recruit units in Macedonia, Asia and Lycia & Pamphylia, if he conquers those provinces. Units raised in Asia and Lycia & Pamphylia cost 50% above the normal cost.

- 2) If Mithridates and Pharnaces are killed, the power dissolves.
 3) If Mithridates power dissolves, 20.0 is followed. All provinces controlled by Mithridates other than Chersonesus, Colchis, Olbia and Tyras become neutral.

SENATORIALS

Imperator: Pompey, Lucullus, Crassus, then the unnamed leaders by value (highest first) and identification number.

Treasury: 20

Morale: 90; **Tax Base:** 79

Controlled Provinces: Achaea & Epirus (6), Africa Proconsularis (8), Asia (8), Baetica (5), Balears (1), Bithynia & Pontus (2), Cisalpina (8), Corsica (1), Illyricum (2), Italia (13), Macedonia (6), Narbonensis (4), Sardinia (1), Sicilia (4), Tarraconensis (5)

Set-Up: Blue (CER A)

A1827: 1 x 0-16, 2 x 16-10, 1 x 4-12

A2124: 1 x 20-10, 1 x 16-10, 1 x 4-12

A2522: 1 x 16-10

A2821: Pompey, 2 x 20-10, 1 x 4-12

B5121: 1 x +1-16, 2 x 24-10, 1 x 4-12, 1 x 6-16, 1 x 18-30, 1 x BT

B5415: 1 x 4-12

B5619: 1 x 4-12

B5620: 1 x 4-12, 1 x 6-16

Set-Up: Red (CER A)

B4320: Lucullus, 2 x 20-10, 1 x 4-12, 1 x 6-16, 3 x 36-30

Set-Up: Green (CER A)

A1428: 1 x +1-16, 4 x 20-10, 2 x 4-12, 1 x 6-16, 1 x BT

A3621: Crassus, 4 x 20-10, 1 x 4-12, 1 baggage train

B4419: 1 x 0-16, 2 x 20-10

ACTIVE MINOR POWERS

Pirates and Rhodus: See 27.0.

INACTIVE MINOR POWERS

AEGYPTUS

Type: Civilized non-Roman; client state of Senatorials

Morale: 85; **Replacement Rate:** 3

Controlled Provinces: Aegyptus

Set-Up: Grey (CER C) (Upon activation)

B6426: 3 x 36-30

Anywhere in Aegyptus: 1 x 0-16, 5 x 16-9, 5 x 4-12, 1 x BT.

Note: The owners of Roma may purchase grain from Aegyptus at a cost of 4 talents per month if Alexandria has not been captured by a hostile power.

ARMENIA

Rex: Tigranes

Type: Civilized non-Roman; client state of Mithridates

Morale: 95; **Replacement Rate:** 3

Controlled Provinces: Adiabene, Armenia, Atropatene

Set-Up: Orange (CER C) (upon activation)

Anywhere in Armenia: Tigranes, 1 x 0-16, 1 x 20-9, 3 x 16-9, 4 x 4-12, 5 x 6-16, 5 x (6)-16, 1 x BT.

Notes:

1) Armenia becomes active if Roman forces enter Cappadocia, Colchis, or any Armenian-controlled area.

2) In addition to areas that begin in their control, Armenian units may only enter Cappadocia, Colchis, Galatia and Osrhoene.

LUSITANIA: Barbarian, Neutral.

NUMIDIA: Civilized non-Roman; client state of Senatorials.

SPARTACUS

Rex: Spartacus

Type: Civilized non-Roman; neutral, controlled by Mithridates.

Morale: 100; **Replacement Rate:** See note 3.

Controlled Provinces: None

Set-Up: See Note 1

Notes:

1) At the beginning of each January, if the Senatorials do not currently control all provinces required by their victory conditions, roll a die to determine whether Spartacus becomes active. He becomes active on a roll of 6 or more. **Die-roll modifiers are:** Jan. 74 BC: 0; Jan. 73 BC: +2; Jan. 72 BC: +4. If Senatorial morale is 150 or more, deduct 2 from the die roll; if it less than 50, add 2. When activated,

Set-Up: Yellow (CER A)

In any non-city hex in Italia between hex rows B3800 and

B4400, inclusive: Spartacus, 1 x 16-10, 2 +4-12

2) If Spartacus is killed the power dissolves.

3) Spartacus's replacement rate depends on the power's morale level. Morale level less than 50, 0; Morale 50-74, 1; Morale 75-125, 2; Morale 126+, 3.

4) Spartacus recruits using 8.0 but may raise new units to the limits of 5.2, simply by paying the replacement point cost for a unit. He may accrue replacement points even if none of his units have been eliminated.

5) If any Spartacist unit occupies a city in Italia at the end of the controller's player-turn, the power receives as many bonus replacement points as the city's defense strength. The Spartacists can receive extra points from any number of cities. Points can only be drawn from each city once; use plundered markers to indicate the cities that have been used.

6) At the beginning of each January after activation, Spartacus receives one yellow 0-16 leader (maximum of two).

SYRIA

Type: civilized non-Roman; neutral

Morale: 85; **Replacement Rate:** 3

Controlled Provinces: Syria, Osrhoene

Set-Up: White (CER C) (upon activation)

Anywhere in Syria or Osrhoene: 1 x 0-16, 3 x 16-9, 1 x 4-12, 2 x (4)-12, 3 x (6)-16.

C6616: 1 x 36-30

THRACIA: Civilized non-Roman; client state of Senatorials.

BYZANTIUM: Controlled by the Senatorials

Special Rules:

1) 26.0 (Civilized Recruitment), 27.0 (Pirates & Rhodus), 28.0 (Roman Civil Wars), & 38.0 (Special Leader Rules) are used.

2) Roma is the capital; its morale value is 8.

Victory Conditions: The game ends when one player achieves his victory conditions; if none do by the historical end date, the game is a draw.

Sertorius: Control Baetica, Gallaecia, Lusitania and Tarraconensis, or have sole Imperator.

Senatorials: Have sole Imperator and control all areas held at start plus Cilicia, Creta, Galatia, Lusitania and Lycia & Pamphylia.

Mithridates: Must control all areas held at the start of play plus Achaea & Epirus, Asia, Bithynia & Pontus and Macedonia.

SCENARIO 5: THE CRISIS OF THE FIRST TRIUMVIRATE

Start: February, 55 BC

End: September, 52 BC

Period: 1

Players: Maximum: 6; Minimum: 4; Optimum: 5

Historical Note: Rome's political and military success in bringing virtually the entire Mediterranean world under her control was not matched by the resolution of her domestic problems. Even as Rome's armies stood triumphant on every frontier, the social crisis deepened. In 60 BC three of the most able men in Rome, the successful soldier Pompey the Great, the talented financier and administrator Crassus, and the rising, able young politician Gaius Julius Caesar formed a cabal to further their own interests in complete disregard of the law, the First Triumvirate. Political offices were handed around, and each man received lucrative provincial commands upon the expiration of his term. Thus, upon leaving the consulship, Caesar received Narbonensis, Cisalpinga, and Illyricum, with carte blanche to conquer the Gauls, which undertaking would provide him with both the treasure and the army he would need in pursuit of his political ambitions. Pompey was given Hispania, to try once more to crush the long-smoldering resistance there, and to provide him with some political muscle, though being allowed to rule there through legates. Crassus got Syria and the privilege of conquering Parthia. Meanwhile, the traditionalist opposition relied on Marcus Tullius Cicero to keep things together. For some time, things seemed to go well. While it lasted the Triumvirate appeared likely to dominate Rome permanently. Things began to come apart in 55 BC, shortly after the last meeting of the Triumvirs. Ultimately, the dynamics of domestic politics and the foreign military situation overcame this tidy arrangement.

MAJOR POWERS

GAULS

Type: Barbarian

Treasury: 0; **Morale:** 110; **Tax Base:** 0

Controlled Provinces: Aquitania (0), Belgica (0), Germania Inferior (0), Germania Superior (0)

Replacement Rate: 6

Set-Up: Orange (CER C)

A1615: 1 x 0-16, 6 x 4-12, 3 x 18-30,

A1714: 2 x +1-16, 1 x 4-12

A1812: 1 x 0-16, 1 x 4-12, 1 x 18-30

A2013: 1 x 0-16, 4 x 4-12, 1 x 36-30

A2019: 3 x 20-8, 3 x 4-12, 2 x 6-16, 1 x BT, [1]-0 fort

A2211: 2 x 20-8, 2 x (4)-12, 1 x 6-16, [1]-0 fort

A2413: 1 x +1-16, 2 x 20-8, 2 x 4-12, 2 x 6-16, 1 x BT, [1]-0 fort

Set-Up: Yellow (CER C)

A2712: 1 x +1-16, 3 x 20-8, 3 x 4-12, 2 x 6-16, 1 x BT, [1]-0 fort

A2211: 1 x +1-16

Note: Gauls replace using 8.0, even though they are a major power. No replacement may occur if Gallic morale is 50 or below.

CAESAR

Imperator: Caesar

Type: Roman Faction

Treasury: 5; **Morale:** 115; **Tax Base:** 14

Controlled Provinces: Cisalpinga (8), Illyricum (2), Narbonensis (4)

Set-Up: Romans - Purple (CER A)

A2016: 1 x 0-16, 1 x 20-10, 1 x 4-12, [1]-0 Fort

A2214: 1 x 0-16, 1 x 24-10, [1]-0 fort

A2215: 1 x +1-16, 1 x 20-10, 1 x 4-12, [1]-0 fort

A2216: 1 x 20-10, [1]-0 fort

A2217: 1 x 0-16, 1 x 24-10, [1]-0 fort

A2321: 1 x 4-12

A2521: 1 x 4-12

A2618: 1 x +1-16, 1 x 20-10, 1 x (4)-12, 1 x BT, [1]-0 fort

A2718: 1 x (4)-12

A3318: Caesar

Set-Up: Romans - White (CER A)

A2115: Labienus, 2 x 10-10, 1 x (4)-12, 2 x 6-16, 1 X BT, [1]-0 fort

Set-Up: Gallic Allies - White (CER C)

A1716: 3 x 4-12, 1 x 36-30

Notes:

- 1) Caesar may construct 18-30 fleets at any port in Aquitania, Lugdunensis or Belgica which he controls at twice the normal mobilization costs. Any number may be built, up to the limits of the purple counters (5.0).
- 2) Caesar receives 1 talent per 10 unmodified combat strength points of Gallic units eliminated in combat (not including his Gallic allies).
- 3) Gallic allies do not replace; once eliminated, they are gone for good.
- 4) Beginning in January of 54 BC, Caesar rolls a die each month, on a "1," place Marcus Antonius (White) in the same hex as Caesar.

POMPEY

Imperator: Pompey

Type: Roman Faction

Treasury: 7; **Morale:** 100; **Tax Base:** 14

Controlled Provinces: Baetica (5), Baleares (1), Lusitania (3), Tarraconensis (5)

Set-Up: Blue (CER A)

A1128: 1 x 4-12

A1525: 1 x +1-16, 2 x 20-10, 2 x 4-12, 1 x 6-16, 1 X BT

A1824: 1 x +1-16, 2 x 20-10, 1 x 4-12, 1 x 6-16, 1 X BT

A1827: 1 x 0-16, 1 x 4-12

A3318: Pompey

B3921: 3 x 36-30

Note: Pompey receives 1 talent per 10 unmodified combat strength points of Gallaecian units eliminated in combat.

CRASSUS

Imperator: Crassus

Type: Roman faction

Treasury: 55; **Morale:** 80; **Tax Base:** 20

Replacement Rate: 3 (Allies only)

Controlled Provinces: Cyprus (2), Judea (3), Syria (15)

Set-Up: Romans - Green (CER A)

A3318: Crassus

A3621: 1 x 0-16, 2 x 10-10

C6616: Cassius, 1 x +1-16, 2 x 20-10, 3 x 4-12, 2 x 36-30, 1 X BT

C6813: 2 x (4)-12, 1 x (6)-16

C6919: 2 x 4-12

C7017: 1 x (4)-12, 1 x (6)-16

C1315: 2 x (4)-12, 1 x (6)-16

Set-Up: Asian Allies, Tan (CER B)

C6712: 2 x 16-9, 2 x 4-12

C6921: 1 x 4-12

C6922: 1 x 4-12
C7022: 1 x 16-9, 1 x 4-12, 1 x 6-16
C1206: 1 x 6-16
C1209: 1 x +1-16, 3 x 4-12, 4 x 6-16

Notes:

- 1) The allied units replace using 8.0.
- 2) The allied 16-9 units that begin in Syria and Iudea may not be used outside of those provinces. Allied units in Cappadocia and Armenia may only be moved after Crassus enters their province. The 4-12 and 6-16 units may be used only in Crassus' starting provinces or in any province of Parthia or in any Parthian or Roman client state.
- 3) Crassus may mobilize units in Italia, even though he does not control the province. He decides what units he wishes to raise before Cicero may raise units.
- 4) If using 42.0 (Divine Intervention), Crassus subtracts two from all deity appeal die-rolls because he not only left Rome under unfavorable auspices, but also looted the temple of the Syrian goddess Atargatis in Hierapolis and that of the Jews in Jerusalem to help finance his campaign against Parthia.

CICERO

Imperator: Cicero
Type: Roman faction
Treasury: 33; **Morale:** 90; **Tax Base:** 57

Controlled Provinces: Achaea & Epirus (6), Africa Proconsularis (8), Asia (8), Bithynia & Pontus (2), Byzantium*, Cilicia (3), Corsica (1), Creta (2), Cyrenaica (2), Italia (13), Macedonia (6), Melita (1), Sardinia (1), Sicilia (4)

Set-Up: Red (CER A)

A3621: Cicero, 2 x 4-12
A3628: 1 x 4-12
B3921: 1 x 0-16, 3 x 4-12, 4 x 36-30
B4320: 3 x 4-12, 2 x 36-30
B5821: 2 x 4-12, 1 x 36-30
B6416: 1 x +1-16, 2 x 10-10

* Treat Byzantium as a separate province, controlled by Cicero

PARTHIA

Rex: Orodes
Type: Civilized non-Roman
Treasury: 67; **Morale:** 110; **Tax Base:** 18

Replacement Rate: 5

Controlled Provinces: Adiabene (1), Atropatene (5), Babylonia (3), Media (3), Mesopotamia (2), Osrhoene (3), Persia (1), Samaria (0)

Set-Up: Brown (infantry CER B, cavalry CER A)

C6913: 1 x +1-16, 2 x 4-12, 2 x (6)-16
C1212: Surenas, 2 x 4-12, 2 x (6)-16
C1509: 1 x 4-12, 2 x 6-16
C1513: 1 x 4-12
C1708: 1 x +1-16, 2 x 4-12, 2 x 6-16
C1814: Orodes, 3 x 4-12, 4 x (6)-16, 1 x BT
C2009: 1 x 0-16, 3 x 4-12, 2 x 6-16

Notes:

- 1) Treat all Parthian 6-16 units as (6)-16s
- 2) Parthia recruits using 26.0.
- 3) If using 39.0, treat all Parthian and Median units as archers.

ACTIVE MINOR POWERS

GALLAECIA

Type: Barbarian; neutral but controlled by the Gallic player

Morale: 100; **Replacement Rate:** 3

Controlled Provinces: Gallaecia.

Set-Up: Grey (CER C)

A1523: 1 x 0-16, 5 x 20-8, 5 x 4-12, 1 x BT

Note: Gallic and Gallaecian units may never stack together.

INACTIVE MINOR POWERS

Neutrals: Aegyptus

Client State of Caesar: Alpes (If invaded by enemy forces use 29.0).

Client States of Crassus: Armenia (Armenia, Cappadocia)

Client States of Cicero: Galatia, Lycia & Pamphylia, Numidia, Rhodus, Thracia (less Byzantium)

Client States of Parthia: Charax, Elymais, Hyrcania

Notes:

- 1) Alpes may never have combat units. If invaded, use 29.0 (Militia).
- 2) The owner of Roma may use Aegyptus's grain at a cost of 4 talents per month if Alexandria is not controlled by a hostile power.
- 3) Armenia is semi-active; see notes 1 and 2 under Crassus. The units which begin in play are under Crassus' control. If invaded by a hostile power, it will gain additional units per 23.0.

Five Players: Parthia, the Gauls and the Gallaecian are controlled by the same player. He may win by achieving either the Gallic or Parthian victory conditions.

Four Players: Crassus controls the Gauls; Pompey controls the Parthians; Caesar controls the Gallaecian. Each player's secondary power's units cannot stack with, combine in an attack with, etc., his main power's units. Each player must fulfill only his main power's victory conditions to win. If peace reigns (see notes), the secondary powers each have their own player-turn separate from the one used by the Roman factions.

Special Rules

- 1) At the beginning of the scenario the various Roman factions are allied (5.8). The alliance remains in effect until civil war breaks out (note 3), regardless of the players' wishes.
- 2) As long as the alliance remains in effect, a Roman faction may permit another Roman faction to mobilize units from an area owned by the first faction, if the second faction has a leader in the area. See the notes under Crassus.
- 3) At the beginning of each Taxation and Mobilization Phase, roll two dice. Modify the die-roll as directed below: if the modified roll is greater than or equal to 12, civil war has broken out and the alliance is ended.

+2: If the Gauls have dissolved

+1: If the Parthians have dissolved

+1: If Cicero is dead

-1: If Crassus is dead

-1: If Pompey is dead

-2: If Caesar is dead

Note: The players are not required to start a civil war at this point, of course; they may extend the alliance by agreement (5.0).

4) Place [8]-0 forts (a [5]1-0 marker and a [3]-0 marker) in A2117, A2313, and A2418. These forts and all [1]-0 forts which begin in transient city hexes and are not removed from the game-map for any reason; ignore 21.3. They act in all other ways like normal forts.

5) Roma is the imperial capital. Its morale value is 8.

6) The Parthians recruit using 26.0.

7) Rules 26.0 (Civilized Recruitment), 28.0 (Civil War) and 38.0 (Special Leader Rules) are in effect.

Victory Conditions

Caesar: Eliminate at least 300 Gallic combat strength points (or cause the Gauls to dissolve) and be sole Imperator.

Cicero: Be sole Imperator.

Crassus: Eliminate at least 100 Parthian strength points (or cause Parthia to dissolve) and be sole Imperator.

Gauls: Control starting areas plus Narbonensis and Cisalpina.

Pompey: Conquer Gallaecia and eliminate all Gallaecian units and be sole Imperator.

Parthia: Control starting areas plus Armenia, Cappadocia and Syria.

If either the Gauls or the Parthians achieve their victory conditions at any time, the game is immediately over, and the player has won. Any two Roman players may declare a joint victory at any time if they control the only two remaining Imperators and have fulfilled their other victory conditions.

SCENARIO 6: CAESAR VS. POMPEY

Start: November, 50 BC

End: August, 48 BC

Period: 2

Players: 2

Historical Note: Caesar's authority in Gaul expired in January of 49 BC (which was actually November of 50 BC due to the peculiarities of the Roman calendar). He petitioned the Senate to allow him to stand for consul in absentia, but his enemies opposed this. For a time, it appeared that Cicero had worked out a compromise, but Caesar's enemies in Rome scotched the deal and had him declared an outlaw. So, Caesar crossed the Rubicon, effectively declaring war on the Senate. Although theoretically possessed of the full resources of the Republic, Pompey had several problems. The troops in Italy were unreliable; the two best legions were formerly Caesar's and recruits would take time to organize. If Pompey fled to Spain he would have a good army, but no money. If he went east, the situation would be reversed. He chose to go east, abandoning Italy and its resources of sound manpower. Caesar quickly overran Italy, and then marched to Spain, defeated the Pompeian army, and immediately returned to Italy. By this time Pompey had concentrated a considerable army in Macedonia. In a surprise crossing of the Adriatic during winter, Caesar tackled Pompey while his lieutenants held onto his gains elsewhere. After some maneuvering, Caesar met and defeated Pompey at Pharsalus. Pompey fled to Egypt, where he was murdered. Caesar followed, and enjoyed the company of Cleopatra, plus a little excitement in action against the locals and then campaigned in Asia Minor against an invasion by Pharnaces, King of the Chersonesus. From this campaign came the famous quote "I came, I saw, I conquered," which preceded Caesar's return to Rome.

MAJOR POWERS

POMPEY

Imperator: Pompey

Type: Roman Faction

Treasury: 25; **Morale:** 110; **Tax Base:** 94

Controlled Provinces: Achaea & Epirus (7), Africa Proconsularis (10), Asia (9), Baetica (6), Baleares (1), Byzantium*, Cilicia (4), Corsica (1), Creta (2), Cyprus (2), Italia (15), Lusitania (3), Macedonia (6), Melita (1), Sardinia (1), Sicilia (5), Syria (14), Tarraconensis (7)

Set-Up: Blue (CER A)

A1523: 2 x 20-10

A1525: 1 x +1-16, 1 x 4-12

A1530: 1 x 20-10, 1 x 16-10, 1 x (4)-12

A2324: 2 x 20-10, 1 x 4-12

A3319: 1 x (4)-12

A3628: 1 x +1-16, 1 x 16-10, 1 x 6-16

A3820: Pompey, 2 x 20-10

B4221: 1 x 36-30

B5018: 1 x +1-16, 2 x 24-10, 2 x 20-10, 2 x 6-16, 1 x BT

B5519: 2 x 36-30

C6616: 2 x 20-10, 1 x 6-16, 1 x 36-30, 1 x BT

Set-Up: Green (CER B)

A2821: 2 x (4)-12 (besieged for one month)

B5619: 1 x +1-16, 2 x 20-10

C6616: Cassius, 1 x +1-16, 1 x 20-10, 2 x 16-10, 2 x (4)-12, 2 x 36-30

Set-Up: White (CER A)

A3621: Labienus

Note: The 20-10's stacked with Pompey will defect to Caesar at the end of any game-turn that they are not stacked with a Pompeian leader; unless stacked with Pompey, they will automatically desert if Caesar enters the hex they occupy.

* Treat Byzantium as a separate province, controlled by Pompey

CAESAR

Imperator: Caesar

Type: Roman faction

Treasury: 43; **Morale:** 125; **Tax Base:** 20

Controlled Provinces: Aquitania (3), Belgica (3), Cisalpina (10), Germania Inferior (0), Germania Superior (0), Illyricum (2), Lugdunensis (3), Narbonensis (4).

Set-up: Purple (CER A)

A2321: 1 x 4-12, 1 x (4)-12

A2618: 1 x +1-16, 3 x 20-10, 1 x 16-10, 2 x 6-16, 1 x BT

A2718: 1 x +1-16, 2 x 24-10, 4 x 20-10, 1 x (4)-12, 1 x BT

A2821: 1 x +1-16, 2 x 8-10, 1 x 4-12, 1 x 36-30

A3118: 1 x 4-12, 1 x 36-30

A3218: Caesar, 1 x 8-10, 1 x (4)-12, 1 x 6-16, 1 x BT

A3517: 1 x 4-12, 1 x 36-30

B4418: 1 x (4)-12

Set-Up: White (CER A)

A3218: Antonius

Set-Up: Red (CER B)

B4418: 1 x +1-16

Note: Caesar mobilizes CER B units in the red counter mix (though he does not begin the game with any).

ACTIVE MINOR POWERS

IUDEA

Type: Civilized non-Roman; client state of Pompey

Morale: 100; **Replacement Rate:** 2

Set-up: Tan (CER B)

Place anywhere in Iudea: 2 x 16-9, 1 x 6-16

Note: Iudean units may not be used west of hex row 6400

NUMIDIA

Type: Civilized non-Roman; client state of Pompey

Rex: Juba

Morale: 90; **Replacement Rate:** 1

Controlled Provinces: Numidia

Set-Up: Brown (CER B)

A3130: Juba, 2 x 16-9, 2 x 4-12, 2 x 6-16

INACTIVE MAJOR POWER WITH UNITS

PARTHIA

Type: Civilized non-Roman; neutral

Morale: 150; **Replacement Rate:** 3

Controlled Provinces: Atropatene, Babylonia, Charax, Elymais, Hyrcania, Media, Mesopotamia, Persia, Sagartia

Set-Up: Orange (Cavalry CER A, infantry CER C)

Place anywhere in Parthia upon activation: 2 x 0-16, 1 x 4-12, 2 x (4)-12, 10 x 6-16, 10 x (6)-16, 1 baggage train

Notes:

- 1) Units may not be built in Atropatene, Charax, Elymais or Hyrcania.
- 2) During each Diplomacy Phase, roll two dice; on a roll of 5 or less, Parthia activates. Add one to the die-roll for each 25 Roman or client state combat strength points in the provinces of Cappadocia, Cilicia, Syria, or Iudea; however, Parthia always activates on an unmodified roll of 2.
- 3) Upon activation, Parthia is controlled by the furthest Roman faction

INACTIVE MINOR POWERS WITH UNITS

AEGYPTUS

Type: civilized non-Roman; neutral

Morale: 50; **Replacement Rate:** 2

Controlled Provinces: Aegyptus

Set-Up: Grey (CER C) (upon activation):

B6426: 1 x 36-30

Anywhere in Aegyptus: 1 x 0-16, 3 x 16-9, 1 x BT

Notes: The player who controls Roma may use grain from Aegyptus by spending 4 talents per turn to do so, unless Alexandria has been conquered by another power.

BOSPORAN KINGDOM

Rex: Pharnaces

Type: Civilized non-Roman; client state of Pompey

Morale: 50; **Replacement Rate:** 2

Controlled Provinces: Bithynia & Pontus, Chersonesus, Colchis, Olbia, Tyras

Set-Up: Tan (CER B):

B5608: 2 x 16-9, 1 x 4-12, 1 x 36-30

B6010: Pharnaces, 2 x 16-9, 2 x (4)-12, 1 x 6-16, 1 x BT

Note: The Bosporan Kingdom may become active against Caesar on a roll of 1 during any Diplomacy Phase. Bosporan units may not operate outside of their own provinces or those of Asia, Galatia, Lycia & Pamphylia, Cilicia, Cappadocia, and Syria

GALATIA

Type: Civilized non-Roman; client state of Pompey

Morale: 75; **Replacement Rate:** 2

Controlled Provinces: Galatia

Set-Up: White (CER A)

B6014: 1 x 16-9

B6113: 1 x 16-9

Note: Galatia may become active against Caesar on a roll of 1 during any Diplomacy Phase. Galatian units may only operate in Galatia or any adjacent province

Gallaecian Rebels: See 37.8.

Gallic Rebels: See 37.7.

OTHER INACTIVE MINOR POWERS

Caesar's Client States: Alpes, Mauretania Caesariensis, Mauretania Tingitana

Pompey's Client States: Arabia Petraea, Cappadocia, Lycia & Pamphylia, Thracia (less Byzantium).

Note: Alpes never activates and never has units. If invaded by enemy forces use 29.0 (Militia).

Special Rules

1) Roma is the imperial capital (morale value 12).

2) Rule 28.0 (Civil War), 37.7 and 37.8 (minor powers) and 38.0 (Special Leader Rules) are in effect.

3) There is a Taxation and Mobilization Phase at the beginning of the first month (November 50 BC). There is no such phase during the next month (December).

Victory Conditions

A player immediately wins when he controls the sole Emperor.

SCENARIO 7: CAESAR VS. THE SONS OF POMPEY

Start: July, 47 BC

End: March, 45 BC

Period: 2

Players: 2

Historical Note: Although Pompey and the main Senatorial armies had been defeated, Caesar still had to contend with Senatorial forces led by his late rival's sons, in North Africa and in Spain, where a mutiny among Caesar's ex-Pompeian forces had given the province over to his enemies. He also had to contend with disaffection in his own ranks, since many of his men had been under arms for more than ten years. In a swift campaign, Caesar first set things right in Africa, then returned to Spain, where he crushed the last of the Pompeians. He had time to do all this in the year 45 BC because the year had 15 months (not a special dispensation from heaven, but a reform of the Roman calendar). The following year, after discharging old soldiers and raising new armies, Caesar prepared for war against Parthia. Aside from avenging Cassius, many died-hard Pompeians had fled to Parthia, including Quintus Labienus, the son of Caesar's treacherous former subordinate. Three days before his scheduled departure, he was assassinated.

MAJOR POWERS

POMPEIAN

Imperator: Pompey the Younger

Type: Roman faction

Treasury: 8; **Morale:** 50; **Tax Base:** 29

Controlled Provinces: Africa Proconsularis (10), Baetica (6), Baleares (1), Gallaecia (2), Lusitania (3), Tarraconensis (7)

Set-up: Blue (CER A)

A1530: Pompey the Younger, Sextus Pompeius, 1 x +1-16, 2 x 16-10, 1 x 4-12, 1 x BT

A2129: 1 x 4-12, 1 x 36-30

Set-Up: Green (CER B)

A1525: 1 x 20-10, 1 x 10-10

A1530: 1 x 16-10

A1531: 1 x 36-30

A2227: 1 x +1-16, 2 x 8-10, 1 x (4)-12

A3527: Cassius, 1 x +1-16, 1 x 20-10, 2 x 16-10, 1 x 10-10, 2 x 6-16, 1 x 36-30, 1 x BT

A3628: 1 x +1-16, 1 x (4)-12

A3729: 1 x 20-10

B4332: 1 x (4)-12

CAESAR

Imperator: Caesar, Marcus Antonius

Type: Roman faction

Treasury: 11; **Morale:** 85; **Tax Base:** 95

Controlled Provinces: Achaea & Epirus (7), Aquitania (3), Asia (9), Belgica (3), Byzantium*, Cilicia (4), Cisalpina (10), Corsica (1), Creta (2), Cyprus (2), Galatia (3), Germania Inferior (0), Germania Superior (0), Illyricum (2), Italia (15), Lugdunensis (3), Macedonia (6), Melita (1), Narbonensis (4), Sardinia (1), Sicilia (5), Syria (14)

Set-up: Purple (CER A)

A2321: 1 x +1-16, 1 x 20-10, 2 x 4-12

A2413: 1 x +1-16, 2 x 16-10, [1]-0 Fort

A2618: 2 x 20-10, 1 x 16-10, 1 x 4-12, 1 x (4)-12, 1 x 6-16, [1]-0 Fort, 1 x BT

A2630: 2 x 6-16

A3218: 1 x 10-10, 2 x 4-12

A3826: Caesar, 1 x +1-16, 2 x 16-10, 1 x 12-10, 1 x 10-10, 2 x (4)-12, 1 x 6-16, 3 x 36-30, 1 x BT

B4221: 1 x 18-30

B4418: 1 x 4-12

B5620: 1 x 36-30

C6616: 2 x 36-30

Set-Up: White (CER A)

A3621: Antonius, 2 x 20-10, 1 x 12-10, 2 x 10-10

Set-Up: Red (CER B)

B4918: 2 x 20-10

B5620: 1 x 20-10

B6116: 1 x +1-16, 2 x 16-10, 1 x (4)-12

B6426: 1 x 16-10

B6508: 1 x 20-10

C6616: 1 x +1-16, 2 x 20-10, 2 x 10-10, 2 x (4)-12, 1 x 6-16, 1 x BT

* Treat Byzantium as a separate province, controlled by Caesar

ACTIVE MINOR POWERS

NUMIDIA

Rex: Juba

Type: Civilized non-Roman; client state of the Pompeians

Morale: 50; **Replacement Rate:** 1

Set-up: Brown (CER B)

A3431: Juba, 4 x 16-9, 2 x 4-12, 3 x 6-16, 1 x BT

INACTIVE MINOR POWERS

AEGYPTUS

Type: Civilized non-Roman; client state of Caesar

Morale: 50; **Replacement Rate:** 2

Set-up: Grey (CER C)

B6426: 1 x 36-30

Anywhere in Aegyptus: 1 x 0-16, 3 x 16-9

Notes:

1) *Aegyptus* becomes active if units not allied with Caesar enter *Aegyptus*, *Arabia Petraea*, *Cyrenaica*, or *Iudea*.

2) *Caesar* may purchase grain from *Aegyptus* at a cost of 4 talents per month, if hostile units do not control *Alexandria*.

BOSPORAN KINGDOM

Rex: Pharnaces

Type: Civilized non-Roman; client state of Pompeians

Morale: 80; **Replacement Rate:** 1

Controlled Provinces: Bithynia & Pontus, Chersonesus, Colchis, Olbia, Tyras

Set-Up: Tan (CER B):

B5608: 2 x 16-9, 1 x 4-12, 1 x 36-30

B6010: Pharnaces, 2 x 16-9, 2 x (4)-12, 1 x 6-16, 1 x BT

Note: *The Bosporan Kingdom* becomes active at the beginning of any game-turn in which the combined total of *Caesarian* and *Cappadocian* land combat strength points in *Asia*, *Cilicia*, *Galatia* and *Syria* falls below 80.

CAPPADOCIA

Type: Civilized non-Roman; client state of Caesar

Morale: 75; **Replacement Rate:** 1

Set-up: White (CER A)

Anywhere in Cappadocia: 2 x 16-9, 1 x 4-12

Note: *Cappadocia* becomes active if *anti-Caesarian* units enter *Armenia*, *Cappadocia*, *Cilicia*, *Colchis*, *Galatia* or *Syria*.

PARTHIA

Type: Civilized non-Roman; neutral

Treasury: 50; **Morale:** 150; **Tax Base:** 26

Replacement Rate: 4

Controlled Provinces: *Adiabene* (1), *Atropatene* (7), *Charax* (1), *Elymais* (2), *Hyrkania* (3), *Media* (3), *Mesopotamia* (4), *Osrhoene* (4), *Persia* (1), *Sagartia* (0)

Set-up: Orange-Parthians (CER A) (upon activation)

Anywhere in Parthia: 1 x +1-16, 2 x 0-16, 5 x (4)-12, 10 x 6-16, 10 x (6)-16, 2 x BT

Set-Up: Roman Exiles-Yellow (CER B) (upon activation)

Anywhere in Parthia: 1 x 16-10, 1 x 4-12

Set-up: Roman Exiles-White (CER A)

Place with any Roman Exile units: Labienus

Notes:

1) *Parthia* becomes an active faction if:

- *Units* of any other power enter any of its provinces; or,
- If the total combat value of *Cappadocian* and *Roman (Pompeian Caesarian)* ground combat strength in *Syria-Cappadocia-Iudea* falls below 100.

When *Parthia* activates, it is controlled by the furthest faction (unless there's a spare player around), who may place *Parthian* units in any *Parthian* province. *Parthia* moves after *Caesar*.

2) *Parthia* controls the *Roman exiles* for all game purposes. *Roman exiles* may recruit in *Parthian* controlled *Roman* provinces using the normal *Roman* recruiting rules; if all *Roman exile* units are eliminated, new units may not be recruited to replace them, unless the command unit *Labienus* survives.

3) *Parthia* recruits using 26.0. *Parthian* units may not be recruited in *Adiabene*, *Atropatene*, *Charax*, *Elymais*, *Hyrkania* or *Osrhoene*.

4) All *Parthian* 6-16 units are treated as (6)-16

Gallaecian Rebels: See 37.8.

Gallic Rebels: See 37.7.

OTHER INACTIVE MINOR POWERS

Client States of Caesar: *Alpes*, *Cyrenaica*, *Iudea*, *Lycia* & *Pamphylia*, *Mauretania Caesariensis*, *Mauretania Tingitana*, *Rhodus*, and *Thracia*, less *Byzantium*

Note: If *Alpes* is invaded by enemy forces use 29.0 (*Militia*).

Special Rules

1) Rules 28.0 (*Civil War*), 37.7 and 37.8 (minor powers) and 38.0 (*Special Leader* Rules) are used.

2) *Roma* is the capital; its morale value is 12.

Victory Conditions

A player wins by having the sole remaining *Imperator*.

SCENARIO 8: THE TRIUMVIRS VS. THE ASSASSINS

Start: December, 43 BC

End: December, 42 BC

Period: 2

Players: 2

Historical Note: For months after the death of Caesar, different factions vied for supreme authority. The Caesarians found themselves divided, some supporting Marc Antony, Caesar's lieutenant, some Octavian, Caesar's grandnephew and adopted son, and some Lepidus, Caesar's friend and successor as Pontifex Maximus. Initially hostile to each other (Octavian even briefly fought for the Senate against Antony) the three threw in together in the face of the obvious fact that divided they surely would be defeated. Quickly securing Italy, they transferred their forces to the Balkans and defeated the conspirators in two successive battles at Philippi. Thereupon they divided up and ran the Empire, save for some territories held by Pompey the Great's youngest son. Antony, finest soldier of the lot, obtained the East and Cleopatra, and Lepidus the African provinces, while Italy, heart of the Republic, fell to Octavian.

MAJOR POWERS

ASSASSINS/LIBERATORS

Type: Roman Faction

Imperator: Brutus, Cassius, Sextus Pompeius

Treasury: 16; **Morale:** 60; **Tax Base:** 67

Controlled Provinces: Achaea & Epirus (7), Africa Proconsularis (10), Asia (9), Bithynia & Pontus (3), Cilicia (4), Creta (2), Cyprus (2), Cyrenaica (2), Galatia (3), Macedonia (6), Sicilia (5), Syria (14)

Set-up: Blue (CER A)

A3316: 1 x 4-12

A3527: 1 x +1-16, 2 x 20-10, 2 x 36-30

B4226: Sextus Pompeius, 2 x 20-10, 2 x 36-30

B4418: 1 x 4-12

B5018: Brutus, 2 x 12-10, 3 x 10-10

B5121: 2 x 8-10

B5620: 1 x +1-16, 2 x 36-30, 1 x BT

C6616: 2 x 16-10, 2 x 36-30, 1 x BT

Set-Up: Green (CER B)

A3527: 2 x 16-10, 1 x 4-12, 1 x 6-16

B5620: 4 x 20-10, 1 x 4-12

B6315: 2 x 20-10

C6616: Cassius, 2 x 20-10, 3 x 16-10, 2 x (4)-12, 1 x 6-16

Note: If Brutus or Cassius are in Asia, Cilicia, Cyprus or Syria during the Taxation and Mobilization Phase of December 43 BC or March 42 BC, taxes from that province are doubled.

Important: They could each be in different provinces, doubling taxes from both.

TRIUMVIRS

Type: Roman Faction

Imperator: Antony, Octavian, Lepidus

Treasury: 7; **Morale:** 80; **Tax Base:** 60

Controlled Provinces: Aquitania (3), Baetica (6), Balears (1), Belgica (3), Byzantium*, Corsica (1), Cisalpina (10), Gallaecia (2), Germania Inferior (0),

Germania Superior (0), Italia (15), Lugdunensis (3), Lusitania (3), Melita (1), Narbonensis (4), Sardinia (1), Tarraconensis (7)

* Treat Byzantium as a separate province, controlled by the Triumvirs

Set-Up: White (CER A)

A3518: Antonius, Lepidus

Set-Up: Purple (CER A)

A1523: 1 x 20-10, 2 x 16-10

A1525: 1 x +1-16, 2 x (4)-12

A2618: 1 x +1-16, 1 x 20-10, 1 x 16-10

A3517: Octavian, 2 x 24-10, 4 x 20-10, 4 x 16-10, 2 x (4)-12, 1 x 6-16, 3 x BT, 2 x 36-30

A3319: 1 x 0-16, 1 x 20-10, 2 x 10-10, 1 x (4)-12, 1 x 24-10

B4320: 3 x 36-30

A2413: 2 x 16-10

A3518: 2 x (4)-12

A3718: 1 x 0-16, 1 x 24-10, 2 x 10-10

ACTIVE MINOR POWERS WITH UNITS

IUDEA

Type: Civilized non-Roman; client state of the Assassins

Morale: 100; **Replacement Rate:** 2

Set-up: Tan (CER B)

Anywhere in Iudea: 2 x 16-9, 1 x 6-16

Note: Iudean units may not be used west of hex row 6400.

INACTIVE MINOR POWERS WITH UNITS

AEGYPTUS

Type: Civilized non-Roman; client state of Triumvirs

Morale: 50; **Replacement Rate:** 2

Controlled Provinces: Aegyptus

Set-up: Grey (CER C) (upon activation)

Anywhere in Aegyptus: 1 x 0-16, 3 x 16-9, 1 x 6-16, 1 x BT.

B6426: 2 x 36-30

Notes:

- 1) The Triumvirs may purchase grain from Aegyptus, at 4 talents per month, if Alexandria is not captured by a hostile power.
- 2) Aegyptus becomes active if units hostile to the Triumvirs enter Aegyptus, Arabia Petraea, or Cyrenaica.

CAPPADOCIA

Type: Civilized non-Roman; client state of the Assassins

Morale: 75; **Replacement Rate:** 0

Set-up: White (CER B) (upon activation)

B6414: 3 x 16-9, 1 x 6-16

Notes:

- 1) Assassin/Liberator units may freely pass through and secure supplies in Cappadocia.
- 2) Cappadocia becomes active if Triumviral units enter any adjacent province. Cappadocian units may only operate in Cappadocia or any adjacent province.

Gallaecian Rebels: See 37.8

Gallic Rebels: See 37.7.

PARTHIA

Type: Civilized non-Roman; neutral

Treasury: 50; **Morale:** 150; **Tax Base:** 26

Replacement Rate: 4

Controlled Provinces: Adiabene (1), Atropatene (7), Charax (1), Elymais (2), Hyrcania (3), Media (3), Mesopotamia (4), Osrhoene (4), Persia (1), Sagartia (0)

Set-up: Roman Exiles-White (CER A) (upon activation)

Anywhere in controlled provinces: Labienus

Set-Up: Roman Exiles-Yellow (CER B) (upon activation)

Anywhere in controlled provinces: 1 x 16-10, 1 x 4-12

Set-up: Orange-Parthians (CER A) (upon activation)

Anywhere in Parthia: 1 x +1-16, 2 x 0-16, 5 x (4)-12, 10 x 6-16, 10 x (6)-16, 2 x BT

Notes:

1) Parthia becomes an active faction if:

- Units of any other power enter any of its provinces; or,
- If the total combat value of Roman (excluding Roman allies) ground combat strength in Syria-Cappadocia-Iudea falls below 100.

2) When Parthia activates, it is controlled by the furthest faction, who may place Parthian units in any Parthian province. Parthia moves after the Triumvirs.

3) Parthia recruits by Rules Section 26. Parthian units may not be recruited in Adiabene, Atropatene, Charax, Elymais, Hyrcania or Osrhoene.

4) Parthia controls the Roman exiles for all game purposes. Roman exiles may recruit in Parthian controlled Roman provinces using Roman Mobilization (7.0); if all Roman exile units are eliminated, new units may not be recruited to replace them, unless the command unit Labienus survives.

5) All Parthian 6-16 units are treated as (6)-16.

OTHER INACTIVE MINORS

Client States of Nearest Roman Faction: Alpes, Cappadocia, Bosporan Kingdom (Chersonesus), Tyras, Olbia

Note: If Alpes is invaded by enemy forces use 29.0 (Militia).

Client States of Triumvirs: Lycia & Pamphylia, Mauretania (Caesariensis and Tingitana), Numidia, Rhodus, Thracia (excluding Byzantium)

Special Rules:

1) Rules 28.0 (Civil War), 37.7 and 37.8 (Minors Powers) and 38.0 (Special Leader Rules) are used.

2) Roma is the Imperial capital (morale value is 12).

Victory Conditions

A player wins by having the sole remaining Emperor.

SCENARIO 9: THE CRISIS OF THE SECOND TRIUMVIRATE

Start: January, 38 BC

End: September, 35 BC

Period: 2

Players: Maximum: 5; Minimum: 3; Optimum: 4

Historical Note: The uneasy truce among the Triumvirs lasted for over a decade, though it was broken by occasional hostilities. In the west, Octavian and Lepidus tried conclusions with Sextus Pompeius, who ruled the seas. In the east, Antony, seconded by Cleopatra, attempted the conquest of Parthia which the great Caesar had contemplated. Neither campaign went well. Eventually Pompeius was defeated and a favorable peace made with Parthia, while Octavian nosed out Lepidus as a principal contender for mastery of the Roman world. Henceforth it would be the calculating Octavian against the passionate Antony.

MAJOR POWERS

SEXTUS POMPEIUS

Imperator: Sextus Pompeius

Type: Roman Faction

Treasury: 7; **Morale:** 85; **Tax Base:** 11

Controlled Provinces: Baleares (1), Corsica (1), Creta (2), Melita (1), Sardinia (1), Sicilia (5)

Set-up: Blue (CER B)

A2626: 1 x (4)-12

A3321: 1 x 16-10, 1 x 4-12

A3325: 2 x 16-10, 1 x 36-30

A3826: 1 x 10-10

B4124: Sextus Pompeius, 1 x +1-16, 2 x 20-10, 3 x (4)-12, 3 x 36-30, 1 x BT

B4226: 1 x 10-10

B4922: 1 x +1-16, 1 x 20-10, 1 x (4)-12, 1 x 36-30

B5523: 1 x 8-10, 2 x 4-12, 1 x 36-30

Note: Sextus Pompeius also controls Patras (B4922), and the ports at B4923 and B5123.

OCTAVIAN

Imperator: Octavian

Type: Roman Faction

Treasury: 9; **Morale:** 80; **Tax Base:** 55

Controlled Provinces: Aquitania (3), Baetica (6), Cisalpina (10), Gallaecia (2), Germania Inferior (0), Germania Superior (0), Illyricum (2), Italia (15), Lugdunensis (3), Lusitania (3), Narbonensis (4), Tarraconensis (7)

Set-up: Purple (CER A)

A1525: 1 x +1-16, 1 x 20-10, 2 x 16-10, 2 x 4-12

A2313: 2 x 16-10

A2618: Agrippa, 1 x 24-10, 4 x 20-10, 3 x 4-12, 1 x (4)-12, 1 x 6-16, 1 x BT

A3621: Octavian, 1 x 24-10, 1 x 16-10, 1 x 6-16

B3921: 2 x (4)-12, 3 x 36-30, 1 x BT

B4221: 1 x +1-16, 2 x 20-10, 2 x (4)-12, 2 x 36-30

B4225: 1 x +1-16, 2 x 20-10, 2 x 4-12

B4418: 1 x 4-12

MARC ANTONY

Imperator: Antonius

Type: Roman Faction

Treasury: 73; **Morale:** 80; **Tax Base:** 51

Controlled Provinces: Achaea & Epirus (8), Asia (9), Bithynia & Pontus (3), Byzantium*, Cilicia (4), Cyprus (2), Cyrenaica (2), Galatia (3), Macedonia (6), Syria (14)

* Treat Byzantium as a separate province, controlled by Antony

Set-up: White (CER A)

C6616: Antonius

Set-up: Red (CER A)

B4419: 1 x 10-10

B4918: 1 x +1-16, 2 x 20-10, 2 x (4)-12

B5121: 2 x 20-10, 1 x (4)-12

B5620: 2 x 36-30

B6113: 2 x 20-10

B6426: 2 x 16-10

C6616: 1 x +1-16, 2 x 24-10, 2 x 16-10, 1 x 4-12, 2 x (4)-12, 2 x 6-16, 4 x 36-30, 2 x BT

C6813: 1 x +1-16, 2 x 20-10

LEPIDUS

Imperator: Lepidus

Type: Roman Faction

Treasury: 6; **Morale:** 60; **Tax Base:** 13

Controlled Provinces: Africa Proconsularis (10), Numidia (3)

Set-up: White (CER A)

A3628: Lepidus

Set-up: Green (CER B)

A3527: 2 x 16-10, 2 x (4)-12

A3628: 2 x 20-10, 2 x 16-10, 2 x (4)-12, 2 x 6-16, 2 x 36-30, 1 x BT

INACTIVE MAJOR POWER

PARTHIA

Type: civilized non-Roman; neutral

Treasury: 50; **Morale:** 150; **Tax Base:** 26

Replacement Rate: 4

Controlled Provinces: Adiabene (1), Atropatene (7), Charax (1), Elymais (2), Hyrcania (3), Media (3), Mesopotamia (4), Osrhoene (4), Persia (1), Sagartia (0)

Set-up: Orange-Parthians (CER A) (upon activation)

Anywhere in Parthia: 1 x +1-16, 2 x 0-16, 6 x (4)-12, 10 x 6-16, 10 x (6)-16, 2 x BT

Notes:

1) Parthia becomes an active faction if:

- Units of any other power enter any of its provinces; or,
- If the total combat value of Roman (excluding Roman allies) ground combat strength in Syria-Cappadocia-Iudea falls below 100

2) When Parthia activates, it is controlled by the furthest faction, who may place Parthian units in any Parthian province. Parthia moves after Lepidus

3) Parthia recruits using 26.0. Parthian units may not be recruited in Adiabene, Atropatene, Charax, Elymais, Hyrcania or Osrhoene.

4) All Parthian 6-16 units are treated as (6)-16

ACTIVE MINOR POWERS WITH UNITS

Important: These powers move while the controlling player moves.

AEGYPTUS

Regina: Cleopatra

Type: Civilized non-Roman; client state of Antony

Morale: 75; **Replacement Rate:** 1

Set-up: Grey (CER C)

B6426: Cleopatra, 1 x 6-16, 3 x 16-9, 3 x 36-30, 1 x BT

Notes:

1) Antony receives the taxes for Aegyptus (14) during any Taxation and Mobilization Phase that Cleopatra occupies a city in Aegyptus, but only half if she is not in the province.

2) Combat units may only move outside of Aegyptus if stacked with Cleopatra.

3) Aegyptian land units may not be used west of hex row 3000.

CAPPADOCIA

Type: Civilized non-Roman; client state of Antony

Morale: 75; **Replacement Rate:** 0

Set-up: White (CER B)

B6414: 3 x 16-9

Notes: Cappadocian units may only operate in Cappadocia or any adjacent province.

GALLIC REBELS

Type: Barbarian; Controlled by Antony

Morale: 85; **Replacement Rate:** 0

Controlled Provinces: Belgica

Set-up: Yellow (CER C)

A2413: 1 x 0-16, 3 x 20-8, 2 x 4-12

A2712: 1 x 0-16, 3 x 20-8, 3 x 4-12, 3 x 6-16

Note: Gallic rebels may only operate in Aquitania, Belgica, Germania Inferior, Germania Superior, Lugdunensis and Narbonensis.

OCTAVIAN'S GALLIC ALLIES

Type: Barbarian; client state of Octavian

Morale: 75; **Replacement Rate:** 0

Controlled Provinces: None

Set-up: Tan (CER C)

A2618: 1 x 0-16, 2 x 20-8, 1 x 4-12, 2 x 6-16

Note: Gallic allies may only operate in Aquitania, Belgica, Germania Inferior, Germania Superior, Lugdunensis and Narbonensis

IUDEA

Type: Civilized non-Roman; client state of Antony

Morale: 100; **Replacement Rate:** 2

Controlled Provinces: Iudea

Set-up: Tan (CER B)

Anywhere in Iudea: 2 x 16-9, 1 x 6-16

Note: Iudean units may not be used west of hex row 6400.

INACTIVE MINOR POWERS

ARMENIA

Type: Civilized non-Roman; client state of Antony

Notes: During each Diplomacy Phase that Antonian units are present in any province which began the game under Parthian control, roll one die. If a 6 is rolled, Armenia becomes active and neutral and is automatically controlled by the same player who controls Parthia. Roll on Inactive Power Table for details. If Antony has had a net gain in morale points because of battles against Parthian-Median units, add one to the die roll.

Gallaecian Rebels: See 37.8.

Client States of Antony: Arabia Petraea, Bosphoran Kingdom (Chersonesus), Colchis, Olbia, Tyras, Lycia & Pamphylia, Rhodus, Thracia (less Byzantium)

Client State of Nearest Roman Faction: Alpes

Note: If Alpes is invaded by enemy forces use 29.0 (Militia).

Players:

Four Players: One player controls both Pompeius and the Parthians; he wins by fulfilling either power's victory conditions.

Three Players: Use the rules above; in addition, one player controls Octavian and Lepidus.

Special Rules

1) Rules 26.0 (Civilized Recruitment), 28.0 (Civil War), 37.8 (Gallaecian Rebels) and 38.0 (Special Leader Rules) are used. Parthia recruits using 26.0.

2) Roma is the capital; its morale value is 12. grain rebellions may not occur in the first year (38 BC) of the game.

3) +1-16 leaders may make amphibious invasions in this scenario.

Victory Conditions

A player is never required to claim victory, even when eligible. The game ends when one player claims victory. A player can claim victory if:

- a) Two or more Emperors have been killed or captured, and he has just killed or captured one.
- b) Antony may claim victory if he has captured and plundered Phraaspa (C1708) and Ecbatana (C2009). At that time, any player with an Emperor is considered a winner.

Exception: Parthia is a winner if it controls all starting provinces plus two Roman provinces.

SCENARIO 10: OCTAVIAN VS. ANTONY & CLEOPATRA

Start: April, 32 BC

End: August, 30 BC

Period: 2

Players: 2

Historical Note: After over a decade of struggle, by the early-30s BC control of the Roman world was divided between two men, Octavian and Antony. Peace between them lasted for nearly five years, but a clash was inevitable. When it came, it pitted Antony and the wealth of the East against Octavian and the manpower of the West. The outcome of this war was by no means a foregone conclusion. It could easily have lasted much longer and been much harder fought. But Antony was out "general-ed" by Octavian (or rather the latter's brilliant friend Agrippa) and ended up being trapped into a naval battle at Actium, off the west coast of Greece. There, probably by pre-arrangement, Cleopatra and the Egyptian fleet sailed away, with Antony following, abandoning his armies in the process. Over the next year Octavian mopped up Antony's outlying garrisons and allies, and then invaded Egypt. Antony and Cleopatra both died by their own hands, while Octavian went on to rule the Roman world for more than forty years, earning the title "Augustus" and creating a lasting and orderly world empire

MAJOR POWERS

MARC ANTONY

Imperator: Antonius

Type: Roman Faction

Treasury: 68; **Morale:** 100; **Tax Base:** 54

Controlled Provinces: Achaea & Epirus (8), Asia (9), Bithynia & Pontus (3), Byzantium*, Cilicia (4), Creta (2), Cyprus (2), Galatia (3), Iudea (3), Macedonia (6), Syria (4)

* Treat Byzantium as a separate province controlled by Antony.

Set-up: White (CER A)

B5620: Antonius

Set-up: Blue (CER A)

B5018: 2 x 20-10

B5121: 1 x +1-16, 2 x 20-10, 1 x 16-10

B5620: 1 x +1-16, 5 x 20-10, 3 x 16-10, 2 x 4-12, 2 x 6-16, 5 x 36-30, 2 x BT

C6616: 4 x 36-30

Set-Up: Green (CER B)

B5328: 3 x 16-10

B5620: 4 x 20-10, 2 x 16-10, 2 x (4)-12, 2 x 36-30

B6426: 1 x +1-16, 2 x 20-10

C6616: 1 x +1-16, 3 x 20-10, 2 x (4)-12, 1 x BT

OCTAVIAN

Imperator: Octavian, Agrippa

Type: Roman Faction

Treasury: 16; **Morale:** 125; **Tax Base:** 77

Controlled Provinces: Africa Proconsularis (10), Aquitania (3), Baetica (6), Baleares (1), Belgica (3), Cisalpina (10), Corsica (1), Gallacia (2), Germania Inferior (0), Germania Superior (0), Illyricum (2), Italia (15), Lugdunensis (3), Lusitania (3), Melita (1), Narbonensis (4), Sardinia (1), Sicilia (5), Tarraconensis (7)

Set-Up: Purple (CER A)

A1525: 2 x 16-10, 1 x (4)-12

A2712: 1 x +1-16, 4 x 16-10, 2 x 4-12, 1 x 6-16, 1 x BT

A3117: 2 x 4-12

A3621: Octavian, 2 x 24-10, 2 x 20-10, 1 x 6-16

A3718: 1 x +1-16, 4 x 20-10, 1 x 4-12, 3 x 36-30, 1 x BT

B4320: Agrippa, 4 x 20-10, 3 x (4)-12, 5 x 36-30, 1 x BT

B4418: 1 x 4-12

B3527: 1 x +1-16, 2 x 16-10, 1 x 4-12, 1 x (4)-12

B4221: 1 x +1-16, 6 x 20-10, 4 x 36-30, 1 x BT

ACTIVE MINOR POWERS WITH UNITS

AEGYPTUS

Regina: Cleopatra

Type: Civilized non-Roman; client state of Antony

Morale: 90; **Replacement Rate:** 2

Set-up: Grey (CER C, fleet CER B)

B5620: Cleopatra, 3 x 16-9, 3 x 36-30

B6426: 2 x 16-9, 1 x 6-16

Notes:

- 1) *Controlled by Antony and moved by him during his player turn, Aegyptian units may stack with and cooperate in combat with Antony's other units.*
- 2) *Antony may receive the taxes for Aegyptus (14) during any Taxation Phase in which Cleopatra occupies a city in Aegyptus.*
- 3) *Units may not be used outside Aegyptus unless stacked with Cleopatra.*

CAPPADOCIA

Type: Civilized non-Roman; client state of Antony

Morale: 90; **Replacement Rate:** 1

Set-up: White (CER B)

B5620: 1 x 16-9

B6414: 2 x 16-9, 1 x 6-16

Notes:

- 1) *Antony's units may freely pass through and secure supplies in Cappadocia.*
- 2) *Cappadocia becomes active if Octavian's units enter any adjacent province.*
- 3) *Cappadocian units may only operate in Cappadocia or any adjacent province.*

IUDEA

Type: Civilized non-Roman; client state of Antony

Morale: 100; **Replacement Rate:** 2

Controlled Provinces: Iudea

Set-up: Tan (CER B)

Anywhere in Iudea: 2 x 16-9, 2 x 6-6

Note: *Only Iudean 6-16 units may be used west of hex row 6400.*

INACTIVE MINOR POWERS WITH UNITS

Gallaecian Rebels: See 37.8.

GERMANS

Type: Barbarian; neutral

Morale: 100; **Replacement Rate:** 0

Controlled Provinces: Agri-Decumates, Germania Magna

Set-Up: Yellow (CER C) (upon activation)

Anywhere in controlled provinces: 4 x 20-8

Notes: Roll a die each Diplomacy Phase; Germans become active on a roll of 6 in winter, or 4-6 in summer. Reduce the die roll by one for each 20 Roman land combat strength points in Germania Superior and Germania Inferior.

PARTHIA

Type: Civilized non-Roman; neutral

Morale: 150; **Replacement Rate:** 4

Controlled Provinces: Adiabene, Armenia, Atropatene, Babylonia, Charax, Elymais, Hyrcania, Media, Mesopotamia, Osrhoene, Persia and Sagartia

Set-up: Orange (CER A) (upon activation)

Anywhere in Parthia: 1 x +1-16, 1 x 0-16, 6 x (4)-12, 10 x 6-16, 10 x (6)-16, 2 x BT

Notes:

1) Roll two dice each Diplomacy Phase; Parthia becomes active on a roll of 5 or less. Add one to the die-roll for each 25 land combat strength points of Roman and allied units in the Asia Minor mobilization area and in Syria. Parthia always becomes active on an unmodified roll of 2.

2) Parthia recruits using 8.0, but may recruit new units, up to the orange counter limit (5.0), but only units of types with which it begins the game.

3) Parthia may never mobilize units in Adiabene, Armenia, Atropatene, Charax, Elymais, Hyrcania or Osrhoene.

OTHER INACTIVE MINORS

Client States of Antony: Arabia Petraea, Cyrenaica, Lycia & Pamphylia, Rhodus, and Thracia, less Byzantium

Client States of Octavian: Alpes, Mauretania Caesariensis, Mauretania Tingitana, Numidia

Note: Alpes never activates and never has units. If invaded by enemy forces use 29.0 (Militia).

Client States of nearest Roman Faction: Bosphoran Kingdom (Chersonesus), Colchis, Olbia, Tyras

Special Rules

1) Rules 28.0 (Civil War), 37.8 (Gallaecian Rebels) and 38.0 (Special Leader Rules) are used.

2) Roma is the capital; its morale value is 12.

Victory Conditions

The sole remaining imperator wins.

SCENARIO II: THE REVOLT OF HEROD AGRIPPA (HYPOTHETICAL)

Start: March, AD 45

End: October AD 46

Period: 3 (use the Scenario 12 column for recruiting).

Players: Maximum: 3; Minimum: 2; Optimum: 2

Historical Note: Robert Graves's 1934 novel *I, Claudius*, ends with the elevation to the purple of the Emperor Claudius. It was so successful that in 1935 Graves produced *Claudius the God*. Rather more historically accurate than

the original, this novel features a character mentioned briefly near the end of the first, Herod Agrippa, King of Judea, a childhood friend of Claudius. As the tale unfolds covering the new emperor's reign, it also follows his friendship with Herod, who is eventually discovered to be engineering a conspiracy among Rome's eastern subject allies and the Parthians to start a massive popular uprising that will sweep the Roman out of the lands east of the Aegean. While there is some historical evidence for such a conspiracy (though many scholars think it may have existed largely in Roman paranoia), no uprising took place, because Herod died suddenly. This scenario presumes that Herod did not die and touched off a series of massive popular uprisings in Egypt and across the Middle East in August of AD 44 which overwhelmed the local Roman garrisons, after which Herod and his allies invaded adjacent provinces, throwing the Romans back almost to the Aegean before winter set in, ending serious campaigning for the year. Over the winter of 44-45 both sides concentrate troops in anticipation of major fighting when operations became possible again, setting the stage for the scenario.

MAJOR POWERS

HEROD AGRIPPA'S CONFEDERACY

Rex: Herod

Type: Civilized, Non-Roman

Treasury: 75; **Morale:** 100; **Tax Base:** 78

Controlled Provinces: Adiabene (1), Aegyptus (16), Arabia Petraea (1), Armenia (3), Cappadocia (5), Cilicia (5), Colchis (3), Cyprus (2), Cyrenaica (2), Iberia (2), Iudea (2), Osrhoene (2), Chersonesus (4), Syria (20)

Set-up: Red (CER B)

B5608: Vitellus, 1 x 16-10, 1 x 4-12, 1 x 18-30

B6113: 1 x 0-16, 1 x 16-10, 1 x 4-12

B6211: 1 x 6-16

B6414: 1 x 10-10, 1 x 4-12, 1 x 6-16, 1 x BT

B6516: Herod, 2 x 20-10, 1 x 4-12, 2 x 6-16, 1 x BT

B6518: 2 x 4-12, 1 x 18-30

C6921: 1 x +1-16, 1 x 8-10, 2 x 4-12, 1 x 6-16, 1 x 18-30, 1 x BT

Set-up: Green (CER C)

C1224: 1 x 16-10, 1 x 4-12, 1 x 6-16

B5328: 1 x 16-10, 2 x 4-12, 1 x 6-16

B6426: 1 x +1-16, 2 x 16-10, 2 x 4-12, 3 x (4)-12, 1 x 18-30, 1 x BT

C6616: 1 x 0-16, 2 x 10-10, 1 x 4-12, 1 x 6-16

C6627: 2 x (6)-16

C6724: 1 x 20-10, 1 x 4-12, 1 x 6-16

C6919: 1 x 20-10, 2 x (4)-12, 1 x (6)-16

Note: Herod recruits using 7.0 with Roman units. From the time of Mithridates the Great of Pontus (120-63 BC), Hellenized eastern monarchs had begun organizing their armies along Roman lines, a measure Herod, who was educated in Rome, would certainly have adopted. In addition to the provinces he controls at the start of play, Herod may recruit in any province he captures from the Romans, at 50% above normal cost. His new units are untrained and unseasoned.

PARTHIANS

Rex: Bardanes

Type: Civilized, non-Roman, allied to Herod

Treasury: 75; **Morale:** 70; **Tax Base:** 42;

Replacement Rate: 8

Controlled Provinces: Albania (2), Atropatene (9), Babylonia (10), Charax (1), Elymais (6), Hyrcania (2), Media (5), Mesopotamia (3), Persia (3), Sagartia (1)

Set-Up: Brown (CER B)

C6712: Bardanes, 1 x 30-16, 2 x (4)-12, 2 x (6)-16, 1 x BT

C6711: 1 x +1-16, 1 x 30-16, 2 x (4)-12, 2 x (6)-16, 1 x BT

Anywhere in Parthian controlled provinces: 1 x 0-16, 1 x 30-16, 4 x (6)-16, 1 x BT

Notes:

- 1) Parthian units may move, stack with, and engage in attacks with Herodian units.
- 2) Parthian 4-12 and 6-16 units are considered (4)-12 and (6)-16 units.
- 3) Parthia recruits according to 26.9.
- 4) Parthians recruit 30-16 units at a cost of 33 talents.

ROMANS

Imperator: Claudius,

Type: Roman Faction

Treasury: 57; **Morale:** 90; **Tax Base:** 162

Controlled Provinces in Play: Achaea & Epirus (9), Africa Proconsularis (12), Asia (11), Bithynia & Pontus (5), Cisalpina (11), Creta (2), Dalmatia (1), Galatia (3), Illyricum (3), Italia (17), Lugdunensis (5), Lusitania (3), Lycia & Pamphylia (2), Macedonia (7), Melita (1), Moesia Inferior (3), Moesia Superior (3), Olbia (0), Rhodus (4), Sicilia (6), Thracia (4), Tomi (0), Tyras (0)

Controlled Provinces not in Play: Alpes (1), Aquitania (3), Baetica (8), Baleares (1), Belgica (3), Britannia (1), Corsica (1), Gallacia (2), Germania Inferior (1), Germania Superior (3), Mauretania Caesariensis (1), Mauretania Tingitana (1), Narbonensis (4), Noricum (1), Numidia (3), Pannonia Inferior (2), Pannonia Superior (2), Rhaetia (2), , Sardinia (1), Tarraconensis (9)

Set-Up: Purple (CER A)

A3316: 2 x 4-12

A3621: Claudius I, 1 x 24-10, 2 x 8-10

A3628: 1 x 4-12, 1 x 18-30

B3921: 1 x (4)-12, 1 x 18-30

B4116: 1 x 8-10

B4314: 1 x 20-10, 1 x 6-16

B4320: Corbulo, 1 x 24-10, 1 x 6-16, 2 x 36-30, 1 x BT

B4332: 1 x 4-12, 1 x 6-16, 1 x 18-30

B4419: 1 x 10-10

B4814: 1 x 20-10, 1 x 4-12

B4918: 1 x 20-10, 1 x (4)-12

B5013: 1 x 4-12

B5016: Vespasian, 3 x 4-12, 2 x 6-16

B5212: 1 x 4-12

B5415: 1 x 4-12, 1 x (4)-12, 2 x 36-30

B5524: 1 x 4-12, 1 x 18-30

B5615: Paulinus, 2 x 20-10, 1 x 4-12, 1 x 6-16, 1 x BT

B5621: 1 x 16-10, 1 x (4)-12, 1 x BT

B5818: 1 x 20-10, 1 x (4)-12, 1 x BT

B5821: 1 x (4)-12, 1 x 18-30

B6116: 1 x 16-10, 1 x (4)-12

Set-Up: Yellow (CER B)

B6010: 1 x 4-12, 1 x 18-30,

B6014: 1 x 16-10, 1 x (4)-12, 1 x BT

B6020: 1 x 16-10, 2 x 4-12, 1 x 18-30

B6116: 1 x +1-16, 1 x 16-10, 1 x 6-16, 1 x BT

Note: The Roman player collects taxes from provinces not in play but may not recruit in them. Units of either side cannot enter these provinces.

Neutral Barbarians: See 37.6

Herodian/Parthian Garrison Requirements:

Desert Raiders: Desert Raiders may appear on any game turn in which these

garrison requirements are not met, even if there are already Desert Raiders in active play. Roll two dice during each Diplomacy Phase the requirements are not met.

Arabia Deserta: Raiders activate on an unmodified roll of 2. On any roll but 2, add 1 to the result for every 20 Herodian/Parthia ground combat strength points in provinces adjacent to Arabia Deserta. If the result is 6 or less the raiders activate. If the raiders activate, roll two dice again and the Roman player may place the indicated number of 6-16 Barbarian cavalry units in Arabia Deserta. Arab raiders may not move outside the provinces of Arabia Deserta, Babylonia, Charax, Mesopotamia, Syria, Iudea, or Arabia Petraea.

Saharan Raiders (Southern map edge of Aegyptus & Cyrenaica): Raiders activate on an unmodified roll of 2. On any other roll, add 1 to the result for every 15 alliance ground combat strength points in the two provinces. If the result is still 6 or less, the raiders activate. If the raiders activate, roll two dice and the Roman player may place 6-16 units equal to the number of the die roll on any of the hexes on the southern edge of the map in either province.

Notes:

- 1) Desert raiders may engage in combat or besiege cities, but raiders from different provinces may not be in the same hex nor combine in an attack.
- 2) Raiders treat desert hexes as clear terrain for foraging purposes only.
- 3) Raiders that are destroyed may not be rebuilt, but garrison requirements must be checked every Diplomacy Phase.
- 4) If Herodian or Parthian units enter Arabia Deserta or any hex on the bottom edge of the map sheet in Cyrenaica or Aegyptus, the Roman player may immediately roll the die and activate the indicated number of (6)-16 units.

Parthian Civil War: Bardanes (or Vardanes) had usurped the Parthian throne from his brother Gotarzes II some years earlier. Gotarzes kept making trouble in the eastern parts of the Empire, off the map. Every Diplomacy phase, the Parthian player must roll a die. On a roll of "2," roll again, and Bardanes must remove from play ground combat stacking points equal to four times the result.

Players

Two Players: One for the Romans, one for the Parthians and Herod

Three Players: One each for the Romans, Parthians, and Herod

Special Rules

- 1) Rules 22.0 (Grain Rebellion), 26.0 (Civilized Recruitment), 29.0 (Militia), 34.0 (Fleet Conversion), 35.0 (Training), and 37.6 (Neutral Barbarians).
- 2) Roma is the capital; its morale value is 16.
- 3) No units of any faction are permitted to enter the Roman provinces that are not in play.

Victory Conditions

Romans: Eliminate Herod Agrippa by the end of October AD 46, without losing any provinces to Barbarian incursions.

Herod: Survive until the end of the October AD 46 game turn, while maintaining active forces in at least five of the provinces with which he started.

Parthians: If there is a separate Parthian player, control of any two provinces in addition to those which Parthia has at the start of the game.

SCENARIO 12: THE YEAR OF THE FOUR EMPERORS

Start: January, AD 69

End: December, AD 69

Period: 3

Players: Maximum: 4; Minimum: 3; Optimum: 3

Historical Note: Nearly a century of internal peace followed Augustus' victory over Antony and the founding of the Empire. However, by mid-AD 68 Nero (ruled

AD 54-68), great-great-grandson of both Augustus and Antony, having proven to be a maniacal ruler, was overthrown in a fairly bloodless revolt and replaced by Galba, the able albeit elderly governor of Spain. A few months later, on January 1, AD 69, the army on the Rhine, put up their own candidate for the Imperium, Vitellus, an able commander with a penchant for gluttony, and days later, in Rome Galba was assassinated at the instigation of the overly ambitious Otho, who also assumed the Purple. The legions of the respective emperors clashed in Italy. Otho lost, and promptly committed suicide, while Vitellus entered Rome. But the armies in the East had also decided to register their vote for Emperor, and at the suggestion of Tiberius Julius Alexander, the Romanized Jewish governor of Egypt, named the commander of the armies suppressing the Jewish Revolt (AD 66-70), Flavius Vespasianus. The Danubian legions seconded this motion, sending a flying column under the gallant, talented, but unambitious Primus into Italy. A clash between Vitellian and Flavian forces resulted in the latter's victory and a new dynasty. It was the first civil war in nearly a century, and the last for more than century and a quarter.

MAJOR POWERS

VITELLIUS

Imperator: Vitellius

Type: Roman Faction

Treasury: 3; **Morale:** 100; **Tax Base:** 46

Controlled Provinces: Aquitania (3), Baetica (8), Balears (1), Belgica (3), Britannia (4), Gallaecia (2), Germania Inferior (1), Germania Superior (3), Lugdunensis (5), Lusitania (3), Narbonensis (4), Tarraconensis (9)

Set-up: Red (CER A)

A1523: 1 x 20-10, 1 x (4)-12

A1708: 1 x 16-10

A1710: 1 x (4)-12

A1807: 1 x 16-10

A2211: 1 x 18-30

A2618: 1 x 20-10, 1 x 4-12

A2710: Vitellius, Civilis, 3 x 20-10, 2 x 4-12, 1 x BT

A2812: 1 x +1-16, 2 x 20-10, 1 x 4-12, 1 x 6-16, 1 x BT

A2813: 1 x +1-16, 2 x 20-10

OTHO

Imperator: Otho

Type: Roman Faction

Treasury: 7; **Morale:** 60; **Tax Base:** 41

Controlled Provinces: Alpes (1), Cisalpina (11), Corsica (1), Italia (17), Melita (1), Noricum (1), Rhaetia (2), Sardinia (1), Sicilia (6)

Set-up: Blue (CER A)

A3213: 2 x 4-12

A3316: 2 x 4-12

A3517: 2 x 36-30

A3621: Otho, 1 x 24-10, 3 x 8-10, 1 x 6-16, 1 x BT

B3921: 3 x 18-30

FLAVIANS

Imperator: Vespasian, Titus

Type: Roman Faction

Treasury: 15; **Morale:** 100; **Tax Base:** 78

Controlled Provinces: Aegyptus (16), Arabia Petraea (1), Asia (11), Bithynia & Pontus (5), Cappadocia (5), Cilicia (5), Creta (2), Cyprus (2), Cyrenaica (2), Galatia (3), Lycia & Pamphylia (2), Rhodus (4), Syria (20)

Set-up: Purple (CER B)

C1224: 1 x 4-12

C1124: 1 x 4-12, 1 x 6-16,

B6010: 1 x 18-30

B6426: 1 x +1-16, 1 x 16-10, 1 x 18-30

B6508: 1 x 4-12

C6616: 1 x +1-16, 2 x 20-10, 1 x (4)-12, 1 x 18-30, 1 x BT

C6813: 2 x 4-12, 1 x 6-16

C6819: 1 x 16-10, 1 x 4-12

C6921: Vespasian, Titus, 2 x 20-10, 2 x (4)-12, 1 x BT

C6922: 1 x 20-10, 1 x 4-12, 1 x 6-16, 1 x BT

C7017: 1 x 4-12, 1 x 6-16

C7024: 1 x +1-16, 1 x 16-10, 1 x (4)-12,

DANUBE LEGIONS (SPECIAL POWER)

Imperator (maybe): Primus, Cerialis

Type: Roman Faction

Treasury: 0; **Morale:** 100; **Tax Base:** 34

Controlled Provinces: Achaea & Epirus (9), Dalmatia (1), Illyricum (3), Macedonia (7), Moesia Inferior (3), Moesia Superior (3), Pannonia Inferior (2), Pannonia Superior (2), Thracia (4)

Set-Up: Purple (CER A)

A3711: 2 x 4-12

A3814: 1 x 20-10

B3916: 1 x 20-10

B4012: 1 x 20-10, 1 x 4-12, 1 x 6-16

B4116: 1 x 20-10

B4314: Primus, 1 x 20-10, 1 x 4-12, 1 x 6-16

B4814: Cerialis, 1 x 20-10, 2 x 4-12

B4918: 1 x (4)-12,

B5013: 1 x 20-10, 1 x 4-12

Notes: *The Danube Legions begin neutral. They will not move or initiate combat until activated.*

1) *Units of any Roman power may move through provinces controlled by the Danube Legions without causing activation. Any unit doing so may use cities and ports in such provinces for supply purposes. If any player's units attack the Danube Legions or occupy a city in a province owned by the Danubian Legions, the Danube Legions immediately come under the control of the closest Roman faction other than the one which attacked them.*

2) *Until April, Vespasian may not move out of Judea or Aegyptus until the Jewish rebels have been eliminated or put under siege.*

3) *During the Diplomacy Phase of April, AD 69 or on the Diplomacy Phase of the month after Otho or Vespasian is killed if this occurs before April, roll a die. On a roll of:*

1: Primus declares himself Imperator. If a player has already been eliminated through power dissolution, he may now play as Primus. Otherwise, the Danube Legions are now an active major power under the control of the farthest power (5.3).

2-4: The Danube Legions declare for Otho (if alive) or Vespasian (otherwise). The new imperator simply takes control of the legions, their provinces, and their counter mix color. He immediately gains 25 morale points. The Danube Legions are no longer a separate power with their own morale, but part of the player's own Roman faction. Primus and Cerialis are now "Imperator replacements"; that is, if the player's Imperator is killed and he has no replacement, instead of dissolving Primus becomes his new Imperator; if Primus dies, he is replaced by Cerialis.

5-6: The Danube Legions declare for the Roman faction which controls Roma; use the same rules as for the 2-4 result above.

MACER: OPTIONAL POWER

Imperator: Macer

Type: Roman Faction

Treasury: 4; **Morale:** 70; **Tax Base:** 17

Controlled Provinces: Africa Proconsularis (12), Mauretania Caesariensis (1), Mauretania Tingitana (1), Numidia (3)

Set-Up: Yellow (CER B)

A1532: 1 x 4-12

A2630: 1 x 4-12

A3130: 1 x 6-16

A3628: Macer, 1 x 16-10, 1 x 8-10, 1 x 4-12, 1 x 6-16, 1 x 18-30, 1 x BT

B4332: 1 x 4-12

Note: During Galba's brief reign, the governor of Africa Proconsularis, Lucius Clodius Macer, began raising troops and acting as though he might be interested in putting in his own bid for supreme power. In history, Galba arranged for Macer to be bumped off. This option presumes that this had not taken place, and thus Macer was around to take part in the civil wars.

Important: If this option is not adopted, Otho takes control of Africa Proconsularis, the Mauretians, and Numidia, and the units therein, replacing the Macer leader unit with an unnamed +1-16 leader. Otho's tax base becomes 60 and his morale becomes 75.

ACTIVE MINOR POWERS WITH UNITS

JEWISH REBELS

Type: Civilized non-Roman; neutral

Morale: 100; **Replacement Rate:** 1

Controlled Provinces: Does not control any provinces, however the rebels do control the following hexes:

C7022 (Hierosolyma), C7023, C1121 and C1122 (Masada)

Set-up: Tan (CER A)

C1121: 1 x 4-12, 1 x (4)-12, [2]-0 fort

C1122: 1 x 4-12, 1 x (4)-12, [8]-0 fort

C7022: 1 x 0-16, 2 x 16-9, 2 x 4-12, [6]-0 fort, 1 x BT

C7023: 1 x 16-9, 1 x (4)-12, 1 x 6-16

Notes:

1) Take 3 x 16-9, 3 x 4-12, 2 x (4)-12, 2 x 6-16 and place them off to the side; they are Jewish units which have been eliminated and are eligible to be rebuilt.

VITELLIUS'S GERMAN ALLIES

Type: Barbarian; client state of Vitellius

Morale: 90; **Replacement Rate:** 0

Controlled Provinces: None

Set-up: Brown (CER A)

A2710: 3 x 4-12

A2812: 3 x 4-12

Notes:

1) No more than one German unit may operate more than 8 hexes from its starting hex.

2) If Vitellius is killed, German units become neutral but remain active. Civilis will join them if they do this, but Roman units stacked with Civilis will not.

INACTIVE MINOR POWERS WITH UNITS

PARTHIA

Type: Civilized non-Roman; neutral

Morale: 100; **Replacement Rate:** 2

Controlled Provinces: Adiabene, Atropatene, Babylonia, Charax, Elymais, Hyrcania, Media, Mesopotamia, Persia, Sagartia

Set-Up: Orange (cavalry CER A, infantry CER B) (upon activation)

Anywhere in a controlled province: 1 x +1-16, 2 x 0-16, 6 x 4-12, 5 x (4)-12, 5 x 6-16, 5 x (6)-16, 1 x BT

Note: During each Diplomacy Phase, roll two dice; if the roll is 5 or less, Parthia becomes active. Add 1 to the die-roll for each 25 strength points of Roman units in Cappadocia, Syria and Judea; if 100 points or more are present, Parthia will not activate. Treat Parthian 4-12 and 6-16 units as if they were (4)-12 or (6)-16.

Client States of the Nearest Roman Faction: Bosphoran Kingdom (Chersonesus), Tyras, Olbia

Neutral Barbarians: See 37.6.

Players

Three Players: Omit Macer, dividing his forces as indicated above.

Four Players: Macer is an active participant.

Five Players: Treat the Danubian Legions as a separate power, with Primus as Imperator. Ignore the Danubian Legion notes.

Six Players: The Parthians become active, and control the Jewish rebels and any inactive powers that become active

Special Rules

1) Rules 28.0 (Civil War), 29.0 (Militia), 34.0 (Fleet Conversion), 35.0 (Training) and 37.6 (Neutral Barbarians) are used.

2) Roma is the capital; its morale value is 16.

Victory Conditions

The Roman faction with the sole remaining imperator wins.

SCENARIO 13: TRAJAN'S CONQUEST OF DACIA (INTRODUCTORY)

Start: January, AD 101

End: November, AD 102 (first campaign);

Alternate End: November, AD 105 (final conquest)

Period: 3

Players: 2

Rules: Do not use the following rules in this scenario: 5.2 (Minor Powers); 5.8 (Alliances); 6.0 (Taxation & Talents); 9.0 (Seasons), 10.0 (Naval Operations); 19.0 (Morale Rebellion & Treachery), 21.3 (Maintaining Fortifications); 22.0 (Imperial Capitals & Grain Supply); and 24.0 (Plunder).

Important: Scenario is played using summer rules.

Historical Note: The Roman civil wars of AD 69 were followed by nearly a century and a half of virtually undisturbed internal peace. But beyond the frontiers there were many powerful foes, both barbarian and civilized. Border incursions and punitive expeditions were common, particularly when a chief of more than passing ability could put together a confederation of the fractious barbarian tribes north of the Rhine and the Danube. One of the more successful of these chiefs was Decebalus, who welded the Dacians into a powerful kingdom during the latter part of the First Century, openly copying Roman military methods and technology. Desultory warfare between Rome and Dacia in the period AD 85-92 resulted in a draw, though the Dacians destroyed an entire legion, Caesar's old V Alaudae. A peace was eventually concluded,

but the injury to Rome's pride rankled. In AD 101 the soldier-emperor Trajan undertook the reduction of the Dacians. In the years 101-102 he secured a firm lodgment on the north side of the Danube. A peace was then concluded in which the Dacians acknowledged the suzerainty of Rome. Decebalus used the next three years to put together a new army. In 105 the Dacians struck across the Danube. Trajan reacted quickly, concentrating an army and taking the field himself within weeks of the incursion. Two campaigns followed, and by 106 the Dacians were crushed, despite the aid of barbarian allies. Dacia was the last permanent conquest achieved by Rome.

MAJOR POWERS

DACIANS

Rex: Decebalus

Type: Civilized non-Roman

Morale: not applicable; **Replacement Rate:** 5

Controlled Provinces: Dacia, lazygia, and Sarmatia (the area southwest of the river Tyras only)

Set-Up: Dacians, Orange (CER B)

B4413: 1 x +1-16, 2 x 16-9, 2 x 4-12, 1 x BT, 1 x 6]-0 fort

B4510: 1 x 0-16, 1 x 20-8, 1 9 4-12, 1 x [6]-0 fort

B4512: 1 x 20-9, 1 x 4-12, 1 x 6-16, 1 x [6]-0 fort

B4513: Decebalus, 2 x 16-9, 2 x 4-12, 1 x BT, 1 x 16]-0 fort

Set-Up: Allies - Yellow (CER C)

Within one hex of B4210: 1 x 0-16, 2 x 20-8, 2 x 4-12, 1 x 6-16

Within one hex of B4909: 1 x 0-16, 2 x 20-8, 2 x 4-12, 1 x 6-16

Notes:

1) *Allied units are inactive at the start of play. They may not move, intercept or initiate combat until activated. They become active under the following circumstances:*

- *All units in a province become active when any Roman units enter the province.*
 - *Until all allied units are active, the Dacian player must keep a running total of the number of combat strength points of units he and the Roman player have lost. If, during a Diplomacy Phase, Dacian morale is 150 or higher, or the Roman have lost at least twice as many strength points as the Dacians, the Dacian player may roll a die for each stack of allied units. On a roll of 6, the stack becomes active. Add 1 to the die-roll for each Roman 20-10 legion which has been eliminated and has not yet been rebuilt.*
- 2) *Dacians may rebuild units using 8.0, even though Dacia is not a minor power.*
- 3) *On the first game-turn in which the Dacian player begins his turn in occupation of a Roman city (excluding Olbia and Tyras), he receives one new 16-9 and two new 4-12 units in any hex in Dacia or lazygia which does not contain Roman units.*

ROMANS

Imperator: Trajan

Type: Roman faction

Morale: Not applicable.

Controlled Provinces: Dalmatia, Moesia Inferior, Moesia Superior, Olbia, Pannonia Inferior, Pannonia Superior, Tyras.

Set-Up: Purple (CER A)

A3621: Trajan, 1 x 0-16

A3711: 1 x 20-10, 1 x 4-12

B4012: 1 x +1-16, 1 x 20-10, 1 x 4-12, 1 x 6-16

B4214: 1 x 0-16, 1 x 20-10, 1 x 4-12, 1 x 6-16

B4314: 1 x 20-10, 1 x 4-12

B4514: 1 x +1-16, 1 x 20-10, 1 x 4-12

B4814: 1 x 20-10, 1 x 4-12, 1 x 6-16

B5013: 1 x 0-16, 1 x 20-10, 1 x 4-12, 1 x 6-16

B5207: 1 x 4-12

B5209: 1 x 4-12

Notes:

1) *In fact, Rome controls many more provinces, but see special rule 1. When Trajan first enters a province in the "controlled provinces," the Roman player immediately receives 2 x 4-12 and 3 baggage trains. The 4-12's can be placed with any leader, and the 3 baggage trains in any cities occupied by Roman units (maximum of 1 per city).*

2) *Trajan may rebuild using 8.0, even though he is not a minor power.*

Special Rules: Play is confined to the players' "controlled provinces"; no unit may move outside these provinces, although units which begin outside may enter the player's controlled provinces.

Adding More Rules

Additional rules may be added in the following order:

- Maintaining Fortifications (21.3)
- Morale (19.0): Start each side with 100
- Plunder (24.0)
- Seasons (9.0): The game begins in Winter.

Victory Conditions

Decebalus: Eliminate Trajan and all Roman units or eliminate Trajan and cause his power to dissolve.

Trajan: Eliminate Decebalus and all Dacian and allied units or eliminate Decebalus and cause Dacia to dissolve.

SCENARIO 14: TRAJAN'S PARTHIAN WAR

Start: January AD 114.

End: August AD 117.

Period: 3

Players: 2.

Historical Note: Dacia did not sate Trajan's lust for conquest. A dispute with Parthia over Armenia (which had the peculiar status of being a Roman vassal-state which was hereditary in the Parthian royal family) provided the cause. In early 114 Trajan embarked upon the conquest of Parthia and the entire East in emulation of Alexander the Great. He was remarkably successful. By the end of 116 Trajan had captured the Parthian capital at Ctesiphon and extended Roman power to the shores of the Persian Gulf, having subdued Armenia, Mesopotamia, Babylonia, and some adjacent regions. At that moment the Roman Empire had attained its greatest extent. But then a widespread rebellion broke out among the dispersed Jewish population of the East, threatening Trajan's supply lines, and Roman control of virtually everything from Cyrenaica to Syria. Retracing his steps to organize the suppression of the rising, Trajan died suddenly on 8 August 117. His successor, Hadrian, crushed the Jewish rising but wisely let most of Trajan's newly won gains go, considering them outside Rome's natural orbit.

MAJOR POWERS

ROMANS

Imperator: Trajan, Hadrian, Quietus

Type: Roman Faction

Treasury: 150; **Morale:** 120; **Tax Base:** 221.

Controlled Provinces in Play: Achaea & Epirus (9), Aegyptus (16), Arabia Petraea (1), Asia (11), Bithynia & Pontus (5), Cappadocia (5), Cilicia (5), Cisalpinia

(11), Creta (2), Cyprus (2), Cyrenaica (2), Dacia (1), Dalmatia (1), Galatia (3), Illyricum (3), Iudea (2), Lycia & Pamphylia (2), Macedonia (7), Moesia Inferior (3), Moesia Superior (3), Olbia (1), Pannonia Inferior (2), Pannonia Superior (2), Rhodus (4), Sicilia (6), Syria (20), Thracia (4), Tyras (1)

Controlled Provinces not in Play: Africa Proconsularis (12), Alpes (1), Aquitania (3), Baetica (8), Baleares (1), Belgica (3), Britannia (4), Corsica (1), Gallaecia (2), Germania Inferior (1), Germania Superior (3), Italia (19), Lugdunensis (5), Lusitania (3), Mauretania Caesariensis (1), Mauretania Tingitana (1), Melita (1), Narbonensis (4), Noricum (1), Numidia (3), Rhaetia (2), Sardinia (1), Tarraconensis (9)

Set-Up: Purple (CER A)

A3711: 2 x 16-10, 1 x 4-12
B3921: 1 x 18-30
B4012: 1 x +1-16, 2 x 20-10, 1 x 4-12, 1 x 6-16, 1 x BT
B4214: 2 x 16-10, 1 x 4-12
B4314: 1 x 20-10, 1 x 4-12
B4510: 1 x 20-10, 1 x 4-12, 1 x (4)-12, 1 x 6-16
B4512: 1 x 20-10, 1 x 4-12
B4616: 1 x 20-10, 1 x 4-12
B4814: 1 x 20-10, 1 x 4-12
B5013: 1 x 20-10, 1 x 4-12, 1 x 6-16
B5207: 1 x 4-12
B5209: 1 x (4)-12
B5415: 1 x 18-30
B5608: 1 x 4-12
B6510: 1 x 18-30
C6616: Trajan, Hadrianus, 2 x 24-10, 1 x 4-12, 1 x 6-16, 1 x 18-30, 2 x BT

Set-Up: Green (CER B)

C1224: 1 x 16-10, 1 x 4-12, 1 x 6-16
C1315: 1 x 4-12, 1 x (6)-16
A3130: 1 x 16-10, 1 x (4)-12, 1 x 6-16
A3628: 1 x 4-12
B6426: 1 x +1-16; 2 x 16-10, 2 x 4-12, 1 baggage train
B6508: 1 x (4)-12
C6712: Quietus, 2 x 20-10, 2 x 4-12, 1 x 6-16, 1 x (6)-16, 1 x BT
C6813: 2 x 20-10, 2 x 4-12
C6919: 1 x 4-12, 1 x 6-16
C7017: 1 x +1-16; 1 x 20-10, 1 x (4)-12, 1 x (6)-16, 1 x BT
C7022: 1 x 16-10, 1 x 4-12

PARTHIAN EMPIRE

Rex: Khosrou, Mithridates

Type: Civilized, non-Roman

Treasury: 200; **Morale:** 100; **Tax Base:** 48.

Controlled Provinces: Adiabene (1), Armenia (5), Atropatene (8), Babylonia (11), Charax (1), Elymais (2), Hyrcania (1), Media (5), Mesopotamia (5), Osrhoene (3), Persia (6), Sagartia (1)

Note: Treat Parthian 4-12 and 6-12 units as (4)-12 and (6)-12

Set-Up: Orange (Parthians) (Cavalry CER A; Infantry B)

C1112: 2 x (6)-16 or 6-16, 1 x (4)-12 or 4-12
C1209: 1 x (6)-16 or 6-16, 2 x (4)-12 or 4-12
C1212: 2 x (6)-16 or 6-16, 2 x (4)-12 or 4-12
C1411: 1 x (6)-16 or 6-16, 1 x (4)-12 or 4-12
C1509: 2 x (6)-16 or 6-16, 1 x (4)-12 or 4-12
C1708: 2 x (6)-16 or 6-16, 1 x (4)-12 or 4-12
C1814: 1 x +1-16; 1 x (6)-16 or 6-16, 2 x (4)-12 or 4-12, 1 x BT
C1913: Khosrou, Mithridates (Tan), 2 x 30-16, 2 x (6)-16 or 6-16, 2 x (4)-12 or 4-12, 2 x 20-9, 1 x BT

C2009: 2 x (6)-16 or 6-16, 1 x (4)-12 or 4-12

C2108: 1 x +1-16; 1 x 30-16, 1 x (6)-16 or 6-16, 1 x (4)-12 or 4-12

C2311: 1 x 30-16, 1 x (6)-16 or 6-16, 1 x (4)-12 or 4-12

C2411: 1 x 30-16, 1 x (6)-16 or 6-16, 1 x (4)-12 or 4-12, 1 x BT

C2608: 1 x 30-16, 1 x (6)-16 or 6-16, 1 x (4)-12 or 4-12

C6913: 1 x +1-16, 1 x 30-16, 2 x (4)-12 or 4-12, 1 x BT

Set-Up: Brown (Armenians) (Cavalry CER B; Infantry, C)

C1206: 2 x 16-9, 2 x 6-16, 1 x 4-12

C6911: Partamasir, 1 x 16-9, 1 x 6-16, 1 x 4-12

POTENTIAL SPECIAL POWER: JEWISH REBELS

Rex: Lukuas

Type: Civilized, non-Roman

Treasury: 0; **Morale:** 100; **Tax Base:** 0;

Replacement Rate: 6.

Possible Territories: Aegyptus, Babylonia, Cyrenaica, Cyprus, Iudea, Mesopotamia, Osrhoene

Set-Up: Tan (CER B)

1) During the Diplomacy Phase of any game turn in which Trajan is present in Mesopotamia, Babylonia, or Osrhoene the Parthian player rolls a die; on a roll of 1 the Jewish inhabitants of that province revolt against Roman occupation. If a revolt takes place, roll another die; place in any hex in that province, including cities not occupied by Roman units the indicated number of 16-9 and 4-12 units.
2) The Parthian player then rolls again; on a 1, 2, or 3, nothing happens, on a 4 or 5, place a +1-16 leader with any of the Jewish units, on a 6, place Lukuas (+2-16). In the Diplomacy Phase of the subsequent game turn, the Parthian player repeats the revolt die roll for each of the other provinces listed under "Possible Territories."

Notes:

1) Jewish units are moved by the Parthian player during his movement phase but may not stack with or cooperate in attacks with Parthian units. Jewish units from different provinces may stack together, move together, and cooperate in attacks.

2) The Jewish Rebels recruit using 8.0 and may build new units of the starting type as well as rebuild eliminated ones to the brown and tan limits (5.2).

INACTIVE MINOR POWERS

Client State of Persia: Albania.

Client States of Rome: Bosporan Kingdom (Chersonesus, Olbia, Tyras), Colchis, Iberia.

Notes:

1) Rules 26.0 (Civilized Recruitment), 37.6 (Neutral Barbarians, less Dacia), 43.0 (Treasure Cities) are used.

2) Roll one die, on a result of 1 or 2, the Parthians may recruit new units or replace lost units at cost in any Replacement Phase in any city in the provinces of Atropatene, Charax, Elymais, Hyrcania, Media, Mesopotamia, Persia, or Sagartia, at the rate of one unit per city per Replacement Phase. Parthian forces may never exceed the total of units provided for each type in the counter mix. All Parthian 6-16 and 4-12 units are missile units.

3) In addition to recruiting new units to orange's mobilization limits, the Parthians may recruit additional 6-16 and 4-12 units up to the white mobilization limit (Rule 5.2).

4) The Armenians raise new units or replace lost ones at any city in Armenia, using the same rules as for Parthia, above. They may never have more 4-12 and 6-16 units than they started with but may recruit additional 16-9 units up to the black counter limits (5.2).

5) The Parthians are required to secure their frontier and cope with rebellious provinces. Garrison requirements must be checked every Diplomacy Phase. For each named territory roll two dice. On a roll of 2, the territory activates. On any other roll, add 1 to the result for every 25 Parthian ground combat strength points in provinces bordering the indicated territory; if the result is still 6 or less, the territory will activate hostile forces as indicated in this list.

Arabia Deserta: 6-16 units equal in number of the die-roll.

Treasury: 0, **Morale:** 100; **CER:** C

Anywhere in the territory by the Roman player.

Elymais/Hyrcania/Sagartia (rebellious provinces): 1 x 30-16 and 1 x (6)-16 unit times the number of the die-roll.

Treasury: 0, **Morale:** 100; **CER:** C

Anywhere in the territories by the Roman player.

- The Roman player may move these Barbarian forces during his movement turn and engage in combat with Parthian units. Different groups of raiders may not be in the same hex nor combine in an attack.
- Raiding forces that are destroyed may not be rebuilt. But if all the raiders from a territory are destroyed, the Parthians must still meet garrison requirements on the next game turn.

6) Except to replace units lost in combat, Trajan may not freely recruit new units. Should the Roman Player recruit a new unit, there is a possibility of internal unrest in the area the unit was recruited. Roll one die, on a result of "6," for each six-combat strength-points recruited add "1" to the die roll.

7) Emperor/Rex Replacement.

Romans: Hadrianus, Quietus, then each subordinate leader in turn, from the strongest on down, in numerical order.

Parthians: Osroes, Mithridates, then each subordinate leader in turn, from the strongest on down, and numerical order.

Note: After selecting an unnamed leader to serve as an Emperor or Rex, pick a new one of the same or lesser value from the unused counters and place it with any friendly stack of combat units.

Victory Conditions

The Romans win if they retain control of all provinces with which they started the game, plus any four or more of the provinces with which Parthia begins play. Any other outcome is a draw.

SCENARIO 15: AVIDIUS CASSIUS VS. CLAUDIUS POMPEIANUS (HYPOTHETICAL)

Start: June, AD 175

Historical Conclusion: None

Period: 3

Players: Maximum: 2; Minimum: 2; Optimum: 2

Historical Note: One of the more curious episodes in Roman history occurred in AD 175. Avidius Cassius, the governor of Syria, was a descendant of Augustus, Herod the Great, and the Seleucids, and linked by marriage ties to some of most notable provincial families in the East. A seasoned commander with several successful campaigns against the Parthians, he had recently been granted imperium to suppress a rebellion in Egypt, a unique honor. That May, Avidius received word from the Empress Faustina that the Emperor Marcus Aurelius was deathly ill on campaign in Boiohaemum against the Marcomanni. Apparently fearing that her son-in-law, the very able Tiberius Claudius Pompeianus, might seize the throne from her unstable 13-year old son Commodus, Faustina told Avidius that he should make a bid for the Empire. Avidius rose in revolt. But Marcus Aurelius recovered, and forces loyal to him from Cappadocia and elsewhere in the East crushed Avidius by July. This

scenario presumes that Marcus Aurelius did die in the German wilderness, and Pompeianus did seize power, resulting in a civil war with Avidius, while some other governors, using the threat of local unrest or barbarian incursion, tried to avoid committing themselves until a clear victor began to emerge.

Number of Factions: 2

AVIDIUS CASSIUS

Imperator: Avidius Cassius

Type: Roman Faction

Treasury: 75; **Morale:** 95; **Tax Base:** 101

Controlled Provinces: Aegyptus (18), Arabia Petraea (1), Asia (13), Bithynia & Pontus (5), Cappadocia (6), Cilicia (5), Creta (2), Cyprus (2), Galatia (3), Iudea (3), Lycia & Pamphylia (2), Rhodus (6), Syria (24).

* Avidius also controls Byzantium.

Set-Up: Green (CER A)

C1315: 1 x 20-10, 1 x 8-10, 1 x (4)-12, 1 x 6-16, 1 x (6)-16, 1 x BT

B5415: 1 x 10-10, 1 x 4-12, 1 x 18-30

B5418: 2 x 4-12

B5523: 1 x 4-12, 1 x 18-30

B5821: 1 x 4-12, 1 x 18-30

B6014: 3 x 4-12, 1 x 6-16

B6211: 1 x 20-10, 1 x 18-30

B6426: Cassius, 1 x 20-10, 1 x 8-10, 1 x 18-30

B6508: 2 x 4-12, 1 x (4)-12, 1 x 6-16, 2 x 36-30, 1 x BT

C6616: 1 x 18-30

C6712: 2 x 4-12, 1 x (4)-12, 1 x 6-16

C6813: 1 x 20-10, 1 x 8-10, 1 x 6-16

C6913: 1 x (4)-12, 1 x 6-16

C7017: 1 x (4)-12, 1 x 6-16

Set-Up: Purple (CER B)

C1224: 2 x 4-12, 1 x 6-16

B5328: 1 x (4)-12, 1 x 6-16,

B5420 (Q): 1 x 4-12, 1 x 18-30

B6426: 1 x 16-10, 1 x 8-10, 1 x (4)-12, 1 x 6-16

C6919: 1 x 16-10, 1 x 8-10

C6921: 1 x 20-10, 1 x 4-12

C7022: 1 x 16-10, 1 x 8-10, 1 x 4-12, 1 x 6-16

POMPEIANUS

Imperator: Pompeianus

Type: Roman Faction

Treasury: 120; **Morale:** 85; **Tax Base:** 141

Controlled Provinces: Achaea et Epirus (10), Agri Decumates (1), Alpes (1), Aquitania (3), Baetica (8), Baleares (1), Belgica (4), Cisalpina (16), Corsica (1), Dacia (2), Dalmatia (1), Germania Inferior (1), Germania Superior (3), Illyricum (3), Italia (20), Lugdunensis (9), Melita (1), Moesia Inferior (3), Moesia Superior (4), Narbonensis (4), Noricum (1), Pannonia Inferior (2), Pannonia Superior (2), Rhaetia (2), Sardinia (1), Sicilia (7), Tarraconensis (9), Thracia (11)*

* Treat Byzantium as a separate province controlled by Avidius

Set-Up: Blue (CER A)

A2211: 1 x 18-30

A2710: 1 x +1-16, 1 x 20-10, 1 x 4-12, 1 x BT

A2712: 1 x 16-10, 1 x 4-12

A2812: 1 x 0-16, 1 x 20-10, 1 x 4-12, 1 x (4)-12, 1 x 6-16, 1 x BT

A2813: 1 x +1-16; 1 x 20-10, 1 x 4-12, 1 x 6-16

A2915: 1 x 4-12, 1 x 6-16

A3213: 1 x 4-12, 1 x (4)-12, 1 x 6-16

A3114: 1 x 16-10, 1 x (6)-16

A3517: 2 x 36-30
A3614: 1 x 20-10, 1 x 4-12
A3621: 1 x 16-10, 1 x 4-12, 1 x (6)-16
A3711: 1 x 16-10, 1 x 4-12
A3814: 1 x 20-10, 1 x 4-12
B3921: 2 x 36-30
B4012: Pompey Jr, 2 x 24-10, 1 x (4)-12, 1 x (6)-16, 1 x BT
B4017: 2 x 38-30
B4214: 1 x +1-16, 1 x 20-10, 1 x 4-12, 1 x 6-16
B4314: 1 x 20-10, 1 x 4-12
B4510: 1 x 16-10, 1 x (4)-12
B4512: 1 x 20-10, 1 x 4-12, 1 x 6-16
B4814: 1 x 0-16, 1 x 20-10, 1 x (4)-12
B4913: 1 x 4-12, 1 x 6-16
B5013: 1 x 16-10, 1 x (6)-16
B5212: 1 x 4-12

NEUTRAL ROMANS

Imperator: None

Type: Roman faction

Treasury: 0; **Morale:** 85; **Tax Base:** 36

Controlled Provinces: Africa Proconsularis (16), Britannia (4), Cyrenaica (2), Gallaecia (2), Lusitania (3), Macedonia (8), Mauretania Tingitana (1), Mauretania Caesariensis (1), Numidia (3)

Set-Up: Red (CER A)

A1128: 1 x 4-12, 1 x 18-30
A1523: 1 x 16-10, 2 x (4)-12
A1532: 1 x 4-12, 1 x (6)-16
A1708: 1 x +1-16, 1 x 20-10, 1 x 4-12, 1 x 6-16
A1710: 1 x 16-10, 1 x (4)-12
A1807: 1 x 20-10, 1 x 4-12
A2630: 1 x 4-12, 1 x 6-16
A3130: 1 x 16-10, 1 x 6-16
A3628: 1 x 4-12, 1 x 18-30
B4332: 1 x 4-12, 1 x (6)-16, 1 x 18-30

Special Roman Neutrals Rules: These represent limitations on both players' ability to use the resources of the neutral provinces. Until a neutral province has defected to one of the Imperators, troops may not be raised in it nor taxes collected from it, though the accumulated taxes should be recorded.

Defection: A neutral province defects to one of the imperators if:

- 1) The Imperator enters the province accompanied by legions. Roll 2 dice, the province defects on a roll of 2, 3, or 4. If the opposing player has a leader or leaders in the province, deduct the sum of the invading Imperator's leadership value and that of any subordinate leaders with him, from the die roll, but add the value of all opposing leaders. If both Imperators are in a neutral province, no die roll is made; they must secure control of the province by force.
- 2) Any time an Imperator defeats an opposing force in which his losses are half or less those of his opponent, roll a die for each adjacent neutral province; on a 1 or 2 that province defects to the victor. If there are opposing leaders in the province, add their value to the die roll; no die roll is made if the opposing Imperator is in the province.
- 3) If Cassius captures Roma, roll a die for each neutral province; on a 1, 2, 3, or 4 that province defects to Cassius. If there are any opposing leaders in the province, add their value to the die roll.

Important: Upon defection to an Imperator, any units in the province are transferred to his control, including leaders, and he acquires any accumulated uncollected taxes.

INACTIVE MINOR POWERS WITH UNITS

PARTHIA

Type: Civilized non-Roman; neutral

Morale: 100; **Replacement Rate:** 8

Controlled Provinces: Adiabene, Atropatene, Babylonia, Charax, Elymais, Hyrcania, Media, Mesopotamia, Persia, Sagartia

Set-Up: Orange (cavalry CER A, infantry CER B) (upon activation)

Anywhere in a controlled province: 1 x +1-16, 2 x 0-16, 5 x 4-12, 5 x (4)-12, 5 x 6-16, 5 x (6)-16, 2 x 30-16, 2 x 20-9, 1 x BT

Note: During each Diplomacy Phase, roll two dice; if the roll is 5 or less, Parthia becomes active. Add 1 to the die-roll for each 25 non-naval strength points of Roman units in any Roman provinces bordering Persian provinces; if 100 points or more are present, Parthia will not activate.

EUROPEAN BARBARIANS:

Type: Barbarian, neutral

Treasury: 0; **Morale:** 100;

Controlled Provinces: Boiohaemum, Germania Magna, Iazygia, Sarmatia
 The Roman Player who controls the provinces bordering any of these Barbarian provinces must maintain a garrison of at least 40 ground combat points in each of those Roman provinces. If the Roman player fails to maintain this garrison, roll a die for each adjacent Barbarian province adjacent; the Barbarians activate on a roll of 1 or 2, generating units under 23.4.

Set-up: Brown; CER C

Are placed anywhere in the territory by the opposing Roman player, who may move them and conduct attacks with them on his player turn, but they may never be stacked with or engage in joint attacks with the controlling Roman's units.

Important: At the start of the scenario this rule applies to Pompeianus, if Avidius Cassius acquires control of one of the Roman provinces adjacent to these Barbarian provinces, the rule then applies to him.

OTHER INACTIVE MINORS

Client States of Nearest Roman Faction: Regnum Bosporanum (Olbia, Tyras, Chersonesus), Cholchis

Notes:

- 1) Rules 22.0 (Imperial Capitals & Grain Supply), 28.0 (Civil War), 29.0 (Militia), 34.0 (Fleet Conversion), and 35.0 (Training)
- 2) Roma is the capital; its morale value is 20.

Victory Conditions

The Roman faction with the sole remaining imperator wins.

SCENARIO 16: SEPTIMIUS SEVERUS VS. PESCENNIUS NIGER VS. CLODIUS ALBINUS

Start: April, AD 193

End: February, AD 197

Period: 3

Players: Maximum: 4 Minimum: 2; Optimum: 3

Historical Note: The cruelty and incompetence of Commodus (reigned AD 180-192) ended when he was murdered on the last day of 192. The plotters put forward the able, if elderly, Pertinax as Emperor, apparently intending that he should serve as place holder, while the generals peacefully decided who should succeed him. This was what had taken place nearly a century earlier, after the murder of the tyrannical Domitian in AD 96, when the elderly Nerva was elevated to power, to be succeeded on his death two years later by Trajan, well

regarded by the entire Army. Asserting too much power in an unsettled time, after reigning less than three months, Pertinax was murdered by the Praetorian Guards, who then auctioned the Empire off to the highest bidder, a senator named Didius Julianus, a sometime friend and colleague of Pertinax. The death of Pertinax caused the legions on the frontiers to promote their own candidates for emperor, ending more than a century of internal peace. The Danubian legions put forward Septimius Severus (193-212), while those in Britain and Gaul chose Clodius Albinus (193-197) and those in the East, Pescennius Niger (193), perhaps the ablest of the three. A bitter four-year civil war followed. Septimius Severus ousted Didius Julianus, then allied with Albinus to defeat Niger, before turning on his erstwhile ally to secure sole rule. Septimius would prove able, but the Empire's inability to provide a peaceful process for an orderly succession would begin to weaken it.

MAJOR POWERS

PESCENNIUS NIGER

Imperator: Niger

Type: Roman Faction

Treasury: 28; **Morale:** 100; **Tax Base:** 107

Controlled Provinces: Aegyptus (18), Arabia Petraea (1), Asia (13), Bithynia & Pontus (5), Cappadocia (6), Cilicia (5), Cyprus (2), Cyrenaica (2), Galatia (3), Iudea (3), Lycia & Pamphylia (2), Osrhoene (6), Rhodus (6), Syria (24), Thracia (11)

Set-Up: Tan (CER A)

B5415: 1 x 4-12

B6508: 1 x 4-12, 1 x 18-30

C6813: 1 x +1-16, 2 x 16-10, 1 x (4)-12, 1 x 6-16

Set-up: Green (CER B)

B5620: 1 x (4)-12

B6426: 1 x 16-10, 1 x 4-12, 1 x 18-30

C6616: Niger, 3 x 20-10, 3 x 4-12, 1 x 18-30, 1 x BT

C6919: 1 x (4)-12, 1 x 6-16

C7017: 1 x (4)-12, 1 x 6-16

C7022: 1 x +1-16, 2 x 20-10, 2 x 4-12, 1 x BT

C1112: 1 x 16-10, 1 x 4-12, 1 x 6-16

C1224: 1 x 16-10, 1 x 4-12

SEPTIMIUS SEVERUS

Imperator: Severus

Type: Roman Faction

Treasury: 12; **Morale:** 100; **Tax Base:** 61

Controlled Provinces: Achaea & Epirus (10), Africa Proconsularis (16), Creta (2), Dacia (2), Dalmatia (1), Illyricum (3), Macedonia (8), Mauretania Caesariensis (1), Mauretania Tingitana (1), Moesia Inferior (3), Moesia Superior (4), Noricum (1), Numidia (3), Pannonia Inferior (2), Pannonia Superior (2), Rhaetia (2)

Set-up: Purple (CER A)

A3711: 1 x +1-16, 1 x 20-10, 1 x 4-12

B4012: Severus (white), 1 x 16-10, 2 x 20-10, 3 x 4-12, 1 x BT

B4214: 1 x 16-10, 1 x 4-12, 1 x 6-16

B4314: 1 x +1-16, 1 x 20-10, 1 x 4-12

B4510: 1 x 16-10, 1 x 4-12, 1 x (4)-12

B4512: 1 x +1-16, 1 x 20-10, 1 x 4-12, 1 x 6-16

B4814: 1 x 16-10, 1 x 4-12

B4913: 1 x 0-16, 1 x 20-10, 1 x 4-12, 1 x 6-16, 1 x BT

B5013: 1 x 20-10, 1 x 4-12, 1 x (4)-12

A3130: 1 x 20-10, 1 x 6-16

A3213: 1 x 20-10, 1 x 4-12

A3628: 1 x 4-12, 1 x 18-30

CLODIUS ALBINUS

Imperator: Albinus

Type: Roman Faction

Treasury: 15; **Morale:** 100; **Tax Base:** 52

Controlled Provinces: Agri Decumates (1), Aquitania (3), Baetica (8), Balears (1), Belgica (4), Britannia (4), Caledonia Citerior (0), Gallaecia (2), Germania Inferior (1), Germania Superior (3), Lugdunensis (9), Lusitania (3), Narbonensis (4), Tarraconensis (9)

Set-up: Blue (CER A)

A1705: 1 x 4-12

A1708: 1 x 20-10, 1 x (4)-12

A1710: 1 x 20-10, 1 x (4)-12

A1807: 1 x 20-10, 1 x (4)-12, 1 x 6-16

A2010: Albinus, 1 x 4-12

A2211: 1 x 18-30

A2618: 1 x 4-12

A2710: 1 x +1-16, 1 x 24-10, 2 x 4-12, 1 x 6-16

A2812: 1 x +1-16, 2 x 20-10, 2 x 4-12, 2 x (4)-12, 1 x 6-16, 1 x BT

A2813: 1 x +1-16, 1 x 20-10, 2 x 4-12

A2821: 1 x 18-30

Set-Up: CER B

A2911: [6]-0 fort, 1 x 4-12

A2912: [6]-0 fort, 1 x 4-12

A3013: [6]-0 fort, 1 x 4-12

A3112: [6]-0 fort, 1 x 4-12

DIDIUS JULIANUS

Imperator: Didius

Type: Roman faction

Treasury: 8; **Morale:** 70; **Tax Base:** 47

Controlled Provinces: Alpes (1), Cisalpina (15), Corsica (1), Italia (21), Melita (1), Sardinia (1), Sicilia (7)

Set-up: Yellow (CER A)

A3316: 3 x 4-12

A3517: 1 x 36-30

A3621: Didius, 2 x 16-10, 3 x 4-12, 1 x (4)-12, 1 x 6-16, 1 x BT

B3921: 3 x 18-30

INACTIVE MINOR POWERS

PARTHIA

Type: Civilized non-Roman; neutral

Morale: 100; **Replacement Rate:** 8

Controlled Provinces: Adiabene, Atropatene, Babylonia, Charax, Elymais, Hyrcania, Media, Mesopotamia, Persia, Sagartia

Set-up: Orange (cavalry CER A, infantry CER B) (upon activation)

In any Parthian province: 1 x +1-16, 2 x 0-16, 6 x 4-12, 5 x (4)-12, 4 x 6-16, 4 x (6)-16, 1 x 30-16, 1 x BT

Note: During each Diplomacy Phase, roll two dice; if the roll is 5 or less, Parthia becomes active. Add 1 to the die-roll for each 25 strength points of Roman units in Cappadocia, Syria and Osrhoene; however, Parthia always activates on an unmodified roll of 2. Treat Parthian 4-12 and 6-16 units as (4)-12 and (6)-16 units.

OTHER INACTIVE MINOR POWERS

Client States of Nearest Roman Faction: Albania, Armenia, Bosporan Kingdom (Chersonesus, Tyras, Olbia), Colchis, Iberia.

Neutral Barbarians: See 37.6.

Players

Three Players: Omit Didius Julianus, who was a pushover historically. Do not place his units on the map, and treat his provinces as neutral, which may be conquered by any player who captures the requisite cities.

Two Players: Eliminate Didius as in the Three Player game. Clodius Albinus and Pescennius Niger are controlled by the same player. If Septimius is eliminated, the former Septimius player takes over one of the other player's two major powers (other player's choice); the game continues until only one Emperor remains.

Special Rules

1) Rules 28.0 through 30.0 (Civil War, Militia, and Limitanei), 35.0 (Training) and 37.6 (Neutral Barbarians) are used.

2) Optional: 44.0 (Roman Usurpation)

3) Roma is the capital; its morale value is 24. Grain rebellions may not occur in the first year (AD 193) of the game.

4) Limitanei exist in all Roman provinces adjacent to non-Roman provinces; movement penalty is 2.

Victory Conditions

A player wins by having the sole remaining Emperor, except that a player may not win if more than one of his original provinces has been lost to non-Roman powers.

SCENARIO 17: THE SENATE VS. MAXIMINUS THRAX

Start: February, AD 238

End: June, AD 238

Period: 3

Players: 2

Historical Note: Septimius Severus reigned until AD 211, leaving the empire to his sons Caracalla and Geta. The former promptly murdered the latter, but was then murdered in 217, being replaced by Macrinus, a senior military commander, who was promptly overthrown in favor of a kinsman of the Severans, the very strange teenaged Elagabalus in 218. Elagabalus outraged everyone by his antics and was murdered in 222 and replaced by another young Severan. Alexander Severus (222-235) ruled reasonably well but was eventually assassinated by his officers. The new Emperor, Maximinus Thrax (235-238), an uneducated physical giant, held the frontiers against all comers, but did so at the expense of domestic popularity, among other things, "persecuting" (i.e., ignoring) the Senate. Finally, revolt broke out in Africa where the governor, the elderly senator Gordianus, and his son of the same name were proclaimed co-Emperors. The Senate threw in with the Gordiani, but troops loyal to Maximinus from Numidia quickly quashed the rising. Desperate, the Senate elevated two of its members to the purple, Pupienus and Balbinus, the first to command in the field and the second in the house. As Maximinus marched on Rome, a popular uprising delayed him at Aquileia (A3515), and he was assassinated there by some disgruntled officers. Pupienus and Balbinus quickly grew unpopular and were forced to adopt the grandson of the first Gordianus, and were soon afterwards murdered, leaving Gordianus III (238-244) on the throne.

MAJOR POWERS

MAXIMINUS THRAX

Imperator: Maximinus Thrax

Type: Roman Faction

Treasury: 13; **Morale:** 80; **Tax Base:** 55

Controlled Provinces: Achaea & Epirus (11), Dacia (2), Dalmatia (1), Illyricum (5), Macedonia (9), Mauretania Caesariensis (1), Mauretania Tingitana (1),

Moesia Inferior (4), Moesia Superior (5), Noricum (1), Numidia (3), Pannonia Inferior (2), Pannonia Superior (2), Thracia (8)

Set-up: Blue (CER A)

A1532: 1 x (4)-12

A3130: 1 x +1-16, 1 x 16-10, 1 x (4)-12, 1 x 6-16

A3711: 1 x 20-10, 1 x 4-12

B4012: Maximinus Thrax, 2 x 24-10, 1 x 20-10, 1 x 16-10, 3 x 4-12, 1 x (4)-12, 1 x 6-16, 1 x BT

B4214: 1 x 20-10, 1 x 4-12

B4510: 1 x 20-10, 1 x 4-12

B4512: 1 x +1-16, 1 x 20-10, 1 x 4-12, 1 x (4)-12, 1 x 6-16

B4514: 1 x 0-16, 2 x 20-10, 2 x 4-12, 1 x BT

B4913: 1 x 20-10, 1 x 4-12

B5013: 1 x 20-10, 1 x 4-12

THE SENATE

Imperator: Gordianus, Pupienus, (see note 1).

Type: Roman Faction

Treasury: 28; **Morale:** 120; **Tax Base:** 236

Controlled Provinces: Aegyptus (20), Africa Proconsularis (19), Agri Decumates (1), Alpes (1), Aquitania (3), Arabia Petraea (1), Asia (15), Baetica (9), Baleares (1), Belgica (6), Bithynia & Pontus (7), Britannia (4), Cappadocia (8), Cilicia (7), Cisalpina (16), Corsica (1), Creta (2), Cyprus (2), Cyrenaica (2), Galatia (3), Gallaecia (2), Germania Inferior (1), Germania Superior (3), Italia (21), Iudea (3), Lugdunensis (7), Lusitania (3), Lycia & Pamphylia (2), Melita (1), Narbonensis (4), Osrhoene (7), Rhaetia (2), Rhodus (2), Sardinia (1), Sicilia (8), Syria (30), Tarraconensis (11)

Set-Up: Purple (CER A)

A1523: 1 x 16-10

A1708: 1 x 16-10, 1 x 4-12

A1710: 2 x 4-12

A1807: 1 x 16-10, 1 x 4-12

A2211: 1 x 18-30

A2618: 2 x 4-12

A2710: 1 x 20-10, 1 x 4-12

A2712: 1 x +1-16, 2 x 20-10, 2 x 4-12, 1 x (4)-12, 1 x 6-16, 1 x BT

A2813: 1 x 20-10, 1 x 4-12

A2821: 1 x 18-30

A2911: [6]-0 fort

A2912: [6]-0 fort

A3013: [6]-0 fort

A3112: [6]-0 fort

A3213: 1 x 16-10, 1 x 4-12

A3517: 3 x 18-30

A3621: Pupienus, 1 x +2-16, 1 x 16-10, 1 x 4-12, 1 x (4)-12

A3628: Gordianus, 1 x 4-12

B3921: 2 x 36-30

C6712: 1 x +1-16, 2 x 20-10, 2 x 4-12, 1 x 6-16

Set-up: (CER B)

B5416: 1 x 18-30

B6426: 1 x 4-12, 1 x 18-30

B6508: 1 x (4)-12

C6616: 1 x +1-16, 2 x 16-10, 2 x 4-12, 1 x 18-30

C6919: 1 x 16-10, 1 x 4-12, 1 x 6-16

C7017: 1 x (4)-12, 1 x 6-16

C7022: 2 x 20-10, 2 x 4-12

C1112: 1 x 0-16, 3 x 20-10, 3 x 4-12, 1 x (4)-12, 2 x 6-16, 1 x BT

C1224: 1 x 20-10, 1 x 4-12

Notes:

1) As long as the Senate controls Roma, whenever its Imperator is eliminated the player may choose another leader as Imperator. The first replacement is Pupienus, but if he dies, the player chooses any of his unnamed leaders to replace him and so on. When all Senatorial leaders are eliminated, the faction dissolves, and Maximinus wins.

2) Senatorial units in Germania Inferior and Superior may only move half their normal number of movement points on the first turn.

3) The Senate may mobilize CER C units in Italia and Cisalpina. The normal rules apply, except that these operate under 31.0 (Legion Reform). No other units in the game do so.

ACTIVE MINOR POWER**GOTHS**

Type: Barbarian; neutral

Morale: 100; **Replacement Rate:** 0

Controlled Provinces: Sarmatia

Set-Up: Yellow (CER C)

Anywhere in Sarmatia: 1 x 0-16, 3 x 20-8, 5 x 6-16, 1 x BT

INACTIVE MINOR POWER WITH UNITS**PERSIA**

Type: Civilized non-Roman; neutral

Morale: 100; **Replacement Rate:** 4

Controlled Provinces: Adiabene, Albania, Atropatene, Babylonia, Charax, Elymais, Hyrcania, Media, Mesopotamia, Persia, Sagartia

Set-up: Orange (cavalry CER A, infantry CER B) (upon activation)

In any Persian province: 1 x +1-16, 1 x 0-16, 2 x 4-12, 5 x (4)-12, 1 x 30-16, 5 x 6-16, 5 x (6)-16, 1 x BT

Note: During each Diplomacy Phase, roll two dice; on a roll of 5 or less, Persia becomes active. Add 1 to the die-roll for each 25 strength points of Roman units in Cappadocia, Syria and Osrhoene; however, Persia always activates on an unmodified roll of 2.

OTHER INACTIVE MINOR POWERS

Client States of Nearest Roman Faction: Armenia, Bosporan Kingdom (Chersonesus Olbia, Tyras), Colchis, Iberia.

Neutral Barbarians: See 37.6.

Special Rules

1) Rules 28.0 through 30.0 (Civil War, Militia, and Limitanei), 35.0 (Training) and 37.6 (Neutral Barbarians) are used. 31.0 (Legion Reform) is used by the green Senatorial units; 32.0 (Overruns) may be used by the Persians. Optional, 44.0 (Roman Usurpation)

2) Roma is the capital; its morale value is 24. Grain rebellions may not occur in the first year (AD 238) of the game.

3) Limitanei exist in all Roman provinces adjacent to non-Roman provinces; movement penalty is 2.

Victory Conditions

The with the sole remaining Imperator wins. Play continues until one player wins.

SCENARIO 18: PHILIPPUS ARABS VS. DECIUS

Start: November, AD 248

End: April, AD 249

Period: 3

Players: 2

Historical Note: The young Emperor Gordianus III (238-244), died while on campaign against the Parthians, perhaps from wounds or disease, or perhaps by assassination, and was supplanted by Philippus "the Arabian" (244-249), an event often taken as the start of the era of the "Barracks Emperors." Philippus met with mixed success and did particularly badly against barbarian raids on the northern frontier. This led to a revolt by the Danubian Legions in favor of their commander, Decius. In a swift campaign, the new Emperor brought sizable forces into Italy, defeating Philippus and assuming the supreme power; but the barbarian pressure was too great. After a brief reign (249-251) the able Decius was killed in a Gothic raid along the Danube and his army cut to pieces.

MAJOR POWERS**DECIUS**

Imperator: Decius

Type: Roman Faction

Treasury: 12; **Morale:** 100; **Tax Base:** 55

Controlled Provinces: Achaea & Epirus (11), Dacia (2), Dalmatia (1), Illyricum (5), Macedonia (9), Moesia Inferior (4), Moesia Superior (5), Noricum (1), Pannonia Inferior (2), Pannonia Superior (2), Thracia (8)

Set-up: Purple (CER A)

A3711: 1 x 20-10, 1 x 4-12

B4012: Decius, 1 x +1-16, 1 x 24-10, 1 x 20-10, 1 x 4-12, 1 x (4)-12, 1 x 6-16, 1 x BT

B4214: 1 x +1-16, 1 x 20-10, 1 x 4-12, 1 x (4)-12

B4314: 2 x 16-10, 1 x (4)-12, 1 x 6-16

B4510: 1 x 16-10, 1 x 4-12

B4512: 1 x 16-10, 1 x 4-12

B4514: 1 x 0-16, 2 x 20-10, 2 x 4-12

B4913: 1 x 0-16, 1 x 24-10, 1 x 20-10, 1 x 4-12, 1 x (4)-12, 1 x 6-16, 1 x BT

B5013: 1 x 16-10, 1 x 4-12

Note: Decius may mobilize CER B units, to the red counter limit (5.2).

PHILIPPUS

Imperator: Philippus Arabs

Type: Roman Faction

Treasury: 15; **Morale:** 70; **Tax Base:** 239

Controlled Provinces: Aegyptus (20), Africa Proconsularis (19), Agri Decumates (1), Alpes (1), Aquitania (3), Arabia Petraea (1), Asia (15), Baetica (9), Baleares (1), Belgica (6), Bithynia & Pontus (7), Britannia (4), Cappadocia (8), Cilicia (7), Cisalpina (16), Corsica (1), Creta (2), Cyprus (2), Cyrenaica (2), Galatia (3), Gallaecia (2), Germania Inferior (1), Germania Superior (3), Italia (21), Iudea (3), Lugdunensis (7), Lusitania (3), Lycia & Pamphylia (2), Mauretania Caesariensis (1), Mauretania Tingitana (1), Melita (1), Narbonensis (4), Numidia (3), Osrhoene (7), Rhaetia (2), Rhodus (2), Sardinia (1), Sicilia (8), Syria (30), Tarraconensis (11)

Set-up: Blue (CER A)

A1708: 1 x 20-10, 1 x 4-12

A1710: 1 x 16-10, 1 x 4-12

A1807: 1 x 20-10, 1 x 4-12

A2710: 1 x 20-10, 1 x 4-12

A2812: 1 x +1-16, 2 x 20-10, 2 x 4-12, 1 x 6-16, 1 x BT

A2813: 1 x 20-10, 1 x 4-12

A2911: [6]-0 fort

A2912: [6]-0 fort

A3013: [6]-0 fort

A3112: [6]-0 fort

A3213: 1 x 16-10

A3517: 1 x 18-30
A3621: Philippus, 1 x 16-10, 1 x (4)-12, 1 x 6-16
B3921: 1 x 18-30
B6508: 1 x (4)-12
C6616: 1 x 18-30
C6712: 1 x +1-16, 2 x 16-10, 1 x (4)-12

Set-Up: (CER B)

B6426: 1 x 16-10
C6616: 1 x +1-16, 2 x 20-10, 1 x 4-12, 1 x (4)-12, 1 x BT
C6919: 1 x 20-10, 1 x (4)-12, 1 x 6-16
C6922: 1 x +1-16, 2 x 20-10, 1 x 4-12, 1 x (4)-12, 2 x 6-16, 1 x BT
C7017: 1 x (4)-12, 1 x 6-16
C7022: 2 x 20-10, 1 x 4-12
C1224: 1 x 16-10

INACTIVE MINOR POWERS WITH UNITS

ARABS

Type: Barbarian; neutral

Morale: 100; **Replacement Rate:** 0

Controlled Provinces: Arabia Deserta

Note: Roll a die each Diplomacy Phase; on a roll of 6, the Arabs become active. Roll again; the number rolled is the number of brown (6)-16 units they receive. They are placed and controlled by the Farthest Power Rule (5.3). They may only enter Arabia Deserta and Roman provinces. If there are any Arab units on the board, do not roll for Arab activation; four turns after the last Arab unit has been eliminated, begin rolling again. Arabs treat desert hexes as clear terrain for forage purposes.

PERSIA

Type: Civilized non-Roman; neutral

Morale: 100; **Replacement Rate:** 6

Controlled Provinces: Adiabene, Albania, Atropatene, Babylonia, Charax, Elymais, Hyrcania, Media, Mesopotamia, Persia, Sagartia

Set-up: Orange (cavalry CER A, infantry CER B) (upon activation)

Anywhere in Persia: 2 x +1-16, 2 x 0-16, 2 x 20-9, 10 x 4-12, 10 x (4)-12, 7 x 30-16, 10 x 6-16, 10 x (6)-16, 3 x BT

Notes:

- 1) Persia will become active if invaded. Upon invasion, the Roman player who has not initiated the invasion assumes command of the Persian units.
- 2) Each Diplomacy Phase roll two dice; if the die-roll is 10 or less, Persia activates. Add one to the roll for every 25 strength points of Roman units in Cappadocia, Osrhoene and Syria; however, the Persians always activate on an unmodified roll of 2. If Persia activates in this fashion, they are controlled under the Furthest Faction Rule (5.3).

OTHER INACTIVE MINOR POWERS

Client States of Nearest Roman Faction: Armenia, Bosporan Kingdom (Chersonesus, Olbia, Tyras), Colchis, Iberia.

Neutral Barbarians: See 37.6. No barbarian activation die-rolls should be made for the first six turns.

Special Rules

- 1) Rules 28.0 through 30.0 (Civil War, Militia and Limitanei), 35.0 (Training) and 37.6 (Neutral Barbarians) are used. 32.0 (Overruns) may be used by the Persians. Optional, 44.0 (Roman Usurpation)
- 2) Roma is the capital; its morale value is 24. Grain rebellions may not occur in the first two years (AD 248-249) of the game.
- 3) Limitanei exist in every Roman province that is adjacent to a non-Roman province; movement penalty is 2.

Victory Conditions

This is a "sudden death" game. As soon as either Philippus or Decius is eliminated, the other player wins. If the players agree, when an Emperor is eliminated, choose one of the faction's unnamed leaders as Emperor. Victory goes to the player with the last surviving Emperor.

SCENARIO 19: TREBONIUS GALLUS VS. AEMILLIANUS

Start: May, AD 253

End: December, AD 253

Period: 3

Players: Maximum: 3; Minimum: 2; Optimum: 2

Historical Note: The death of Decius brought Trebonius Gallus (251-253) to the purple. Gallus was able but faced long odds. Barbarian hordes in the north and Persian hosts in the east proved too much for him. Again, the Danubian legions raised the standard of revolt, proclaiming the equally able Aemillianus as Emperor. Marching into Italy, Aemillianus met and defeated Gallus. But Aemillianus' reign was short, perhaps three months, as Gallus' Gallic legions proclaimed their own Emperor, Valerian (253-260), and Aemillianus was murdered by his own troops.

MAJOR POWERS

AEMILLIANUS

Imperator: Aemillianus

Type: Roman Faction

Treasury: 13; **Morale:** 95; **Tax Base:** 46

Controlled Provinces: Achaea & Epirus (11), Dacia (2), Dalmatia (1), Illyricum (5), Macedonia (0),* Moesia Inferior (4), Moesia Superior (5), Noricum (1), Pannonia Inferior (2), Pannonia Superior (2), Thracia (8)

Set-up: Purple (CER A)

A3711: 1 x 20-10, 1 x 4-12

B4012: Aemillianus, 1 x 24-10, 1 x 20-10, 1 x 4-12, 1 x (4)-12, 1 x 6-16, 1 x BT

B4214: 1 x +1-16, 1 x 20-10, 1 x 4-12, 1 x (4)-12

B4314: 1 x 20-10, 1 x 16-10, 1 x 4-12, 1 x (4)-12, 1 x 6-16

B4510: 1 x 20-10, 1 x 4-12

B4512: 1 x +1-16, 1 x 20-10, 1 x 4-12

B4514: 1 x 20-10, 1 x 16-10, 1 x 4-12

B4913: 1 x 0-16, 1 x 24-10, 1 x 20-10, 1 x 4-12, 1 x (4)-12, 1 x 6-16, 1 x BT

B5013: 1 x 20-10, 1 x 4-12

Notes:

- 1) * Place two plunder markers in Macedonia; tax value will increase when it is removed.
- 2) Aemillianus may mobilize CER B units using red counters.

GALLUS

Imperator: Gallus, Valerian, Gallienus

Type: Roman Faction

Treasury: 25; **Morale:** 110; **Tax Base:** 247

Controlled Provinces: Aegyptus (20), Africa Proconsularis (19), Agri Decumates (1), Alpes (1), Aquitania (3), Arabia Petraea (1), Asia (15), Baetica (9), Baleares (1), Belgica (6), Bithynia & Pontus (7), Britannia (4), Cappadocia (8), Cilicia (7), Cisalpina (16), Corsica (1), Creta (2), Cyprus (2), Cyrenaica (2), Galatia (3), Gallaecia (2), Germania Inferior (1), Germania Superior (3), Italia (21), Iudea (3), Lugdunensis (7), Lusitania (3), Lycia & Pamphylia (2), Mauretania Caesariensis (1), Mauretania Tingitana (1), Melita (1), Narbonensis (4), Numidia

(3), Osrhoene (7), Rhaetia (2), Rhodus (2), Sardinia (1), Sicilia (9), Syria (30), Tarraconensis (11)

Set-Up: White (CER A)

A2812: Gallienus

Set-Up: Blue (CER A)

A1708: 1 x 16-10, 1 x 4-12

A1710: 1 x 16-10, 1 x 4-12

A1807: 1 x 16-10, 1 x 4-12

A2710: 1 x 20-10, 1 x 4-12

A2812: Valerian, 1 x 24-10, 1 x 20-10, 2 x 4-12, 1 x (4)-12, 1 x 6-16, 1 x BT

A2813: 1 x 20-10, 1 x 4-12

A2911: [6]-0 fort

A2912: [6]-0 fort

A3013: [6]-0 fort

A3112: [6]-0 fort

A3213: 1 x 16-10, 1 x 4-12

A3517: 1 x 18-30

A3621: Gallus, 1 x 24-10, 1 x 4-12, 1 x (4)-12, 1 x 6-16

B3921: 1 x 18-30

B6508: 1 x (4)-12

C6616: 1 x 18-30

C6712: 1 x +1-16, 2 x 20-10, 2 x 4-12, 1 x (4)-12

Set-Up: (CER B)

B6426: 1 x 16-10, 1 x 4-12

C6616: 1 x +1-16, 2 x 20-10, 1 x 4-12, 1 x (4)-12, 1 x BT

C6919: 1 x +1-16, 2 x 16-10, 1 x 4-12, 1 x 6-16

C7017: 1 x (4)-12, 1 x 6-16

C7022: 2 x 20-10, 1 x 4-12

C1112: 1 x +1-16, 2 x 20-10, 1 x 4-12, 1 x (4)-12, 2 x 6-16, 1 X BT

C1224: 1 x 4-12, 1 x (4)-12

Notes:

1) *Imperator succession may only occur on the death of an Imperator if the new Imperator is:*

a) *On the mainland (i.e., not on an island); and,*

b) *In a hex containing at least two legions.*

2) *The units which begin in Germania Inferior and Superior may not move on the first turn.*

PERSIA

Type: Civilized non-Roman; neutral

Treasury: 30; **Morale:** 100; **Tax Base:** 38

Replacement Rate: 6

Controlled Provinces: Adiabene (0)*, Albania (0)*, Atropatene (5), Babylonia (10), Charax (1), Elymais (3), Hyrcania (9), Media (4), Mesopotamia (5), Persia (1), Sagartia (0)*

Set-up: Orange (CER A)

In any Persian province: 1 x +1-16, 1 x 0-16, 2 x 20-9, 10 x (4)-12, 2 x 30-16, 5 x (6)-16, 2 x BT

Notes:

1) *Persia recruits using 26.0. Note that there is no cost for 30-16s on the period 3 mobilization chart; they cost the Persians 33 talents.*

2) *Persians may use 32.0 (Overruns).*

3) ** Place two plunder markers in these provinces. Increase tax base when the markers are removed.*

ACTIVE MINOR POWERS

GOTHS

Type: Barbarian; neutral, but controlled by the Persian player (if any, otherwise by farthest power)

Morale: 100; **Replacement Rate:** 3

Controlled Provinces: Sarmatia

Set-Up: Brown (CER C)

Anywhere in Sarmatia: 1 x +1-16, 4 x 20-8, 5 x 6-16, 1 x BT

INACTIVE MINOR POWERS

Client States of Nearest Roman Faction: Armenia, Bosporan Kingdom (Chersonesus, Olbia, Tyras), Colchis, Iberia

Neutral Barbarians: See 37.6; neutral barbarians may not appear in Gothic provinces.

Two Players: The Persians become an active neutral minor power.

Special Rules

1) Rules 28.0 through 30.0 (Civil War, Militia, and Limitanei), 35.0 (Training) and 37.6 (Barbarians) are used. 26.0 (Civilized Recruitment) and 32.0 (Overruns) are used by the Persians. Optional, 44.0 (Roman Usurpation)

2) Roma is the capital; its morale value is 24. Grain rebellions may not occur in the first year (AD 253) of the game.

3) Limitanei exist in all Roman provinces adjacent to non-Roman provinces; movement penalty is 2.

Victory Conditions

1) The game continues until one of the Roman factions has lost its last Imperator. The other Roman player wins if he has not lost more than one of his initial provinces to a non-Roman force.

2) The Persians win at that time if they own all initial provinces plus Osrhoene and Syria.

3) If the game does not end by the November 254 turn, it ends at the beginning of that turn; only the Persian player can win in this case.

SCENARIO 20: THE CRISIS OF THE THIRD CENTURY

Start: December, AD 260

End: March, AD 268

Period: 4

Players: Maximum: 4; Minimum: 3; Optimum: 3

Historical Note: Valerianus (253-259) and his son Gallienus (255-268) ruled over an increasingly unstable Empire. As barbarian hordes broke through the frontier defenses, usurpers sprang up everywhere, and a Persian war broke out, which led to disaster when Valerian was captured. Gallienus strove to hold things together. But in the west, Gaul and several other provinces proclaimed one Posthumus as emperor, initiating what is traditionally known as the "Empire of the Gauls," while in the Balkans the Visigoths and allied tribes plundered at will, and in the East only the efforts of Odenathus, Prince of Palmyra, asserted Roman dignity. Although his reputation suffered from hostile ancient writers, Gallienus is now seen as an able ruler, who began the slow process of reconstruction, developing the first Roman heavy cavalry and winning numerous successes against invader and usurper alike. But in 268 he was killed by some of his officers while besieging Aquileia and was succeeded by the equally able Claudius II (268-270).

MAJOR POWERS

GALLIENUS

Type: Roman Faction

Imperator: Gallienus, Claudius, Aurelian, Probus, Odenathus, then the unnamed leaders by value (highest first) and identification number.

Treasury: 20; **Morale:** 50; **Tax Base:** 197

Controlled Provinces: Achaea & Epirus (11), Aegyptus (20), Africa Proconsularis (19), Alpes (1), Arabia Petraea (1), Asia (15), Bithynia & Pontus (7), Cappadocia (8), Cilicia (7), Cisalpina (16), Corsica (1), Creta (2), Cyprus (2), Cyrenaica (2), Dacia (2), Dalmatia (1), Galatia (3), Illyricum (5), Italia (21), Iudea (3), Lycia & Pamphylia (2), Macedonia (9), Mauretania Caesariensis (1), Mauretania Tingitana (1), Melita (1), Moesia Inferior (4), Moesia Superior (5), Noricum (1), Numidia (3), Pannonia Inferior (2), Pannonia Superior (2), Rhaetia (2), Rhodus (8), Sardinia (1), Sicilia (8), Thracia (0)*

Set-Up: White (CER A)

B4012: Gallienus

Set-up Purple (CER A)

A3213: 1 x 16-10, 1 x 4-12, 1 x (4)-12

A3517: 1 x 18-30

A3621: 1 x 0-16, 2 x 16-10, 1 x 4-12, 2 x (4)-12, 1 x 6-16

A3628: 1 x 18-30

A3711: 1 x 0-16, 1 x 16-10, 1 x 4-12, 1 x (4)-12

B3921: 1 x 18-30

B4012: 1 x +1-16, 1 x 24-10, 1 x 20-10, 2 x 4-12, 1 x 6-16, 1 x BT

B4214: Claudius, 2 x 20-10, 2 x 4-12, 1 x BT

B4510: 1 x 16-10, 1 x 4-12, 1 x (4)-12

B4512: 1 x 20-10, 1 x 4-12

B4514: 1 x +1-16, 1 x 20-10, 1 x 4-12

B4913: 1 x 24-10, 1 x 4-12

B5013: Aurelian, 1 x 20-10, 1 x 4-12, 1 x 6-16

B6426: 1 x 18-30

C6712: 2 x 20-10, 2 x 4-12, 1 x 6-16, 1 x BT

C6919: Probus

C7017: Odenathus

(CER B)

A3213: 1 x +1-16

B6426: 1 x 4-12

B6508: 2 x 4-12, 1 x (4)-12

B6516: 2 x (4)-12

C6712: 1 x +1-16

C6813: 1 x 0-16, 2 x 20-10, 2 x 16-10, 3 x 4-12, 2 x 6-16, 1 x BT

C6911: [5]-0 fort, 1 x 4-12

C6919: 2 x 20-10, 1 x 4-12, 1 x 6-16

C7017: 1 x 20-10, 2 x 4-12, 2 x (6)-16, 1 x BT

C7022: 1 x 16-10, 2 x 4-12

C1224: 1 x 16-10, 1 x 4-12

Notes:

1) Place two plunder markers in Thracia. Increase tax base when the marker is removed.

2) Also controls Samosata (C6813), Sidon (C6820), Damascus (C6919), and Palmyra (C7017).

3) Gallienus may begin to recruit 30-16 heavy cavalry units when Roman morale reaches 75. Training requirements (35.0) are waived for the first two units raised.

GALLIC EMPIRE

Type: Roman Faction

Imperator: Posthumus, Tetricus

Treasury: 8; **Morale:** 95; **Tax Base:** 54

Controlled Provinces: Aquitania (3), Baetica (9), Baleares (1), Belgica (6), Britannia (4), Gallaecia (2), Germania Inferior (1), Germania Superior (3), Lugdunensis (7), Lusitania (3), Narbonensis (4), Tarraconensis (11)

Set-up: Blue (CER A)

A1523: 1 x 16-10, 1 x (4)-12

A1708: 1 x 16-10, 1 x 4-12

A1710: 1 x 16-10, 1 x (4)-12

A1807: 1 x 0-16, 1 x 20-10, 1 x 4-12, 1 x 6-16

A2211: 1 x 18-30

A2610: [5]-0 fort, 1 x 4-12

A2618: 1 x 4-12

A2710: 1 x +1-16, 1 x 20-10, 1 x 4-12

A2711: [5]-0 fort, 1 x 4-12

A2712: Posthumus, Tetricus, 1 x 16-10, 2 x 4-12, 2 x 6-16, 1 x BT

A2812: 1 x +1-16, 1 x 24-10, 1 x 20-10, 1 x 4-12, 1 x (4)-12, 1 x 6-16, 1 x BT

A2813: 1 x +1-16, 1 x 20-10, 2 x 4-12

A2814: [5]-0 fort, 1 x 4-12

A2821: 1 x 18-30

PERSIANS

Type: Civilized non-Roman

Rex: Shapur, Baharam

Treasury: 33; **Morale:** 115; **Tax Base:** 37

Replacement Rate: 8

Controlled Provinces: Atropatene (5), Babylonia (9), Charax (1), Elymais (3), Hyrcania (9), Media (4), Mesopotamia (5), Osrhoene (0)*, Persia (1), Sagartia (0)*, Syria (0)*

Set-up: Orange (cavalry CER A, infantry CER B)

C6616: 1 x +1-16, 4 x 4-12, 1 x (4)-12, 3 x (6)-16, 1 x BT

C6911: 1 x +1-16, 2 x 4-12, 2 x (4)-12, 1 x 30-16, 1 x (6)-16, 1 x BT

C6913: Shapur, Baharam, 2 x 4-12, 2 x (4)-12, 1 x 30-16, 4 x (6)-16, 1 x BT

C1411: 2 x (6)-16

Anywhere in a Persian controlled city: 2 x 20-9, 2 x 16-9

Notes:

1) * Place two plunder markers in these provinces, that the Persian have conquered from the Romans. Persia has plundered them, and, by 24.0, may not raise units there and gains only half the tax value after the plunder markers are removed. Morale loss or gain is still for the full value. Increase tax base when the markers are removed.

2) Persia recruits using 26.0.

3) All Persian 6-16 units should be treated as (6)-16 units.

BARBARIANS

Type: Barbarian

FRANKS

Province: Germania Magna; **Morale:** 95, **Replacement Rate:** 3

Set-up: Tan (CER C)

Anywhere in Germania Magna: 1 x 0-16, 5 x 20-8, 1 x BT

ALAMANNI

Province: Boiohaemum, **Morale:** 75, **Replacement Rate:** 3

Set-up: Grey (CER C)

Anywhere in Boiohaemum: 1 x +1-16, 1 x 0-16, 2 x 20-8, 5 x 4-12, 2 x 6-16, 1 x BT

QUADI

Province: Iazygia, **Morale:** 60, **Replacement Rate:** 3

Set-up: Green (CER C)

Anywhere in lazygia: 1 x 0-16, 8 x 4-12, 2 x 6-16, 1 x BT

VISIGOTHS

Provinces: Olbia, Tyras, Sarmatia; **Morale:** 100; **Replacement Rate:** 3

Set-up: Yellow (CER C)

B5209: 1 x +1-16, 1 x 0-16, 3 x 20-8, 4 x 4-12, 5 x 6-16, 1 x BT

OSTROGOTHS & HERULI

Provinces: Chersonesus, Scythia; **Morale:** 115; **Replacement Rate:** 6

Set-up: Brown (CER C)

In any cities in Chersonesus: 2 x +1-16, 3 x 20-8, 6 x 4-12, 3 x 36-30, 1 x BT

Notes:

- 1) *The barbarian player must treat each barbarian group as a separate power for morale, treasury, etc., purposes.*
- 2) *If a tribe's morale falls to 45 or less, its replacement rate falls to zero and it loses any replacement points already accumulated. If a tribe's morale rises to 150 or more, it may recruit new land combat units (only) up to a limit of twice as many of each type as it began with, subject to counter color limits (5.2).*
- 3) *Brown leaders (Ostrogoths & Heruli) may perform amphibious invasions and add 1 to all naval attrition die-rolls.*
- 4) *Units of the five tribes may neither stack with one another nor enter cities, ports or fortifications controlled by one another.*
- 5) *Although Agri Decumates is a civilized province for supply purposes, treat it as Barbarian if activated through invasion.*

MINOR POWERS

Client States of Persia: Adiabene, Albania, Armenia.

Client States of the nearest Roman Faction: Colchis, Iberia, Olbia, Tyras

Three Players: There is no barbarian player. Instead, the five tribes are each active neutral barbarian minor powers, controlled by the farthest power (5.3).

Special Rules

- 1) Rules 28.0 (Civil War), 29.0 (Militia), 30.0 (Limitanei), and 35.0 (Training) are used. Optional, 44.0 (Roman Usurpation)
- 2) Limitanei exist in all Roman provinces which border non-Roman provinces, excluding Arabia Petraea and Cappadocia; the movement penalty is 2.
- 3) The following provinces are considered to have been plundered on the turn prior to the beginning of the game: Thracia, except Byzantium (by Ostrogoths & Heruli); Osrhoene, Syria (Persians).
- 4) Roma is the Imperial Capital (morale value is 24).

Victory Conditions

Barbarians: Fulfill three out of the five barbarian powers' victory conditions.

Alamanni: Control three Roman provinces.

Quadi: Control two Roman provinces.

Each of the Others: Control four Roman provinces.

Gallic Empire: Control all starting provinces plus Agri Decumates, Alpes, Cisalpina and Rhaetia.

Gallienus: Control all starting provinces, plus Osrhoene, Syria, and all provinces of the Gallic Empire. Recapture Armenia, Chersonesus, Olbia and Tyras, returning them to client state status.

Persia: Control all starting provinces, capture all cities in Syria, retain Armenia as a client state, and gain control of three additional Roman provinces.

Note:

- 1) *If any two powers both fulfill their victory conditions, they may declare a joint victory, at which time the game is over.*
- 2) *If Gallienus (or his successor) fulfills his victory conditions, he has won, and the game is over.*

SCENARIO 21: THE IMPERIAL RESTORATION

Start: March, AD 268

End: December, AD 273

Period: 4

Players: Maximum: 5; Minimum: 3; Optimum: 4

Historical Note: Claudius II (268-270) ascended to the throne at a disastrous time. Palmyra ruled much of the east under its own claimant to the Imperium, as did Gaul in the West; barbarians had overrun much of the Balkans and Asia, and there were usurpers everywhere. But Claudius ruled well, defeating usurper and barbarian alike earning the surname "Gothicus," until the plague felled him, the first emperor to die of natural causes since Septimius Severus in 211. His successor was the equally able Aurelian (270-275). In a brilliant series of campaigns, Aurelian crushed a new wave of barbarian invasions, stamped out several usurpers, brought the Empire of the Gauls back to obedience and overthrew Palmyra under the talented Queen Zenobia, who had proclaimed her son emperor. Then, with this work accomplished, he was murdered by an officer who thought he was about to be executed.

MAJOR POWERS

IMPERIALISTS

Type: Roman Faction

Imperator: Claudius, Aurelian, Probus, then unnamed leaders by value (highest first) and identification number

Treasury: 10; **Morale:** 85; **Tax Base:** 124

Controlled Provinces: Achaea & Epirus (7), Africa Proconsularis (16), Alpes (1), Baetica (9), Baleares (1), Cisalpina (15), Corsica (1), Creta (2), Cyprus (2), Cyrenaica (2), Dacia (2), Dalmatia (1), Gallaecia (2), Illyricum (3), Italia (17), Lusitania (3), Mauretania Caesariensis (1), Mauretania Tingitana (1), Melita (1), Narbonensis (4), Noricum (0)*, Numidia (3), Pannonia Inferior (2), Pannonia Superior (2), Rhodus (4), Sardinia (1), Sicilia (8), Tarraconensis (11)

Set-up: Purple (CER A)

A2321: 1 x 4-12

A2718: 1 x +1-16, 1 x 16-10, 1 x 4-12

A2821: 1 x 18-30

A2917: 1 x 4-12

A3117: Claudius, Probus, 1 x 24-10, 2 x 20-10, 1 x 4-12, 2 x (4)-12, 1 x 30-16, 2 x 6-16, 1 x BT

A3517: 1 x 36-30

A3614: 1 x 20-10, 1 x 16-10, 1 x 4-12

A3628: 1 x 18-30

A3814: 1 x 20-10, 1 x 4-12, 2 x (4)-12

B3921: 3 x 18-30

B4012: 1 x 20-10, 1 x 4-12, 1 x 6-16

B4214: 1 x 4-12

B4314: 1 x 20-10, 1 x 4-12

B4419: 1 x +1-16, 2 x 4-12, 1 x 6-16

B4512: 1 x +1-16, 1 x 16-10, 2 x 4-12

B4918: Aurelian, 1 x 24-10, 2 x 16-10, 1 x 4-12, 1 x (4)-12, 1 x 6-16, 1 x BT

Set-up: (CER B)

A1523: 1 x 0-16, 1 x 16-10, 2 x 4-12, 1 x (4)-12

A3814: 1 x +1-16, 1 x (4)-12, 1 x 6-16

B4012: 1 x +2-16, 1 x 4-12, 1 x 6-16

B5328: 1 x +1-16, 1 x 16-10, 1 x 4-12, 1 x (4)-12, 1 x 6-16, 1 x 36-30

Note: * Place two plunder markers in this province; tax base will increase when it is removed.

GALLIC EMPIRE

Type: Roman Faction

Imperator: Tetricus

Treasury: 4; **Morale:** 45; **Tax Base:** 23

Controlled Provinces: Aquitania (3), Belgica (6), Britannia (4), Germania Inferior (1), Germania Superior (3), Lugdunensis (8)

Set-up: Blue (CER A)

A1708: 1 x 16-10, 1 x 4-12

A1710: 1 x 16-10, 1 x 4-12

A1807: 1 x 0-16, 1 x 16-10, 1 x 6-16

A2019: 1 x 4-12

A2211: 1 x 18-30

A2610: [5]-0 fort, 1 x 4-12

A2618: 1 x 16-10, 1 x 4-12

A2710: 1 x 20-10, 1 x (4)-12

A2711: [5]-0 fort, 1 x 4-12

A2712: Tetricus, 1 x 16-10, 2 x 4-12, 1 x 6-16, 1 x BT

A2812: 1 x +1-16, 2 x 20-10, 2 x (4)-12, 1 x 6-16, 1 x BT

A2813: 1 x +1-16, 2 x 20-10, 1 x 4-12, 2 x (4)-12

PALMYRENES

Type: Roman Faction

Imperatrix: Zenobia

Treasury: 20; **Morale:** 75; **Tax Base:** 48

Controlled Provinces: Arabia Petraea (1), Aegyptus (16), Cappadocia (5), Cilicia (3), Galatia (3), Iudea (3), Lycia & Pamphylia (2), Osrhoene (0)*, Syria (15)

Set-up: Green (CER B)

B6014: 1 x 16-10, 1 x (4)-12, 1 x 30-16, 1 x 6-16

B6020: 1 x 4-12, 1 x 18-30

B6116: 1 x +1-16, 2 x 16-10, 1 x (4)-12, 1 x 30-16, 1 x 6-16, 1 x 36-30, 1 x BT

B6426: 1 x 16-10, 2 x 4-12, 1 x 6-16, 1 x 18-30

C6610: [5]-0 fort, 1 x 4-12, 1 x (6)-16

C7017: Zenobia, 2 x 20-10, 2 x 4-12, 1 x (4)-12, 1 x 30-16, 1 x BT

C7022: 1 x +1-16, 2 x 16-10, 1 x 4-12, 1 x (4)-12, 1 x (6)-16

C1112: 1 x +1-16, 2 x 20-10, 2 x 4-12, 1 x (4)-12, 1 x 6-16, 1 x BT

Note: * Place two plunder markers in these provinces. Tax base will increase when marker is removed.

PERSIANS

Type: Civilized non-Roman

Rex: Baharam

Treasury: 33; **Morale:** 100; **Tax Base:** 43

Replacement Rate: 8

Controlled Provinces: Adiabene (1), Atropatene (7), Babylonia (12), Charax (1), Elymais (3), Hyrcania (7), Media (4), Persia (1), Sagartia (0)

Set-up: Orange (CER A)

C1212: Baharam, 1 x +1-16, 1 x 30-16, 5 x 4-12, 6 x (6)-16, 2 x BT

C1411: 1 x 0-16, 2 x (4)-12, 2 x (6)-16

C1513: 1 x +1-16, 1 x 30-16, 3 x (4)-12, 2 x (6)-16, 1 x BT

Anywhere in Persia: 2 x 20-9, 2 x 16-9

Notes:

1) Persia receives only half the normal income from Osrhoene if it gains control of the province, rounded down.

2) Persia recruits by the Rules Section 26.

3) Persian 6-16 units are treated as (6)-16 units.

BARBARIANS

Type: Barbarian

FRANKS

Province: Germania Magna; **Morale:** 85; **Replacement Rate:** 3

Set-up: Brown (CER C)

Anywhere in Germania Magna: 1 x 0-16, 6 x 20-8, 1 x BT

IUTHRINGI & ALAMANNI RHAETIA*

Province: Agri Decumates; **Morale:** 85; **Replacement Rate:** 3

Set-up: Grey (CER C)

Anywhere in starting areas: 1 x +1-16, 2 x 20-8, 4 x 4-12, 1 x BT

QUADI & VANDALS

Province: Iazygia; **Morale:** 55; **Replacement Rate:** 3

Set-up: Tan (CER C)

Anywhere in Iazygia: 1 x +1-6, 1 x 0-16, 3 x 20-8, 6 x 4-12, 2 x 6 16, 1 x BT

GOTHS & HERULI

Provinces: Asia*, Bithynia & Pontus*; Chersonesus, Moesia Inferior*, Moesia Superior, Olbia, Sarmatia, Scythia, Thracia*, Tyras, and Philippi (B5018).

Morale: 125; **Replacement Rate:** 6

Set-Up: Yellow (CER C)

B4616: 1 x +1-16, 2 x 20-8, 2 x 4-12

B5016: 1 x 0-16, 2 x 20-8

B5018: 1 x +1-16, 4 x 20-8, 3 x 4-12, 3 x 6-16, 1 x BT

B5415: 2 x 4-12, 2 x 36-30

B5615: 1 x 0-16, 1 x 4-12, 2 x 6-16

B5620: 2 x 4-12, 1 x 36-30

Notes:

1) * Place two plunder markers in these provinces. Tax base will increase if marker is removed by a Roman power.

2) The barbarian player must treat each barbarian group as a separate power for morale, etc. purposes.

3) Barbarians recruit using 8.0 like minor powers, they never have treasuries.

4) If a tribe's morale falls to 45 or less, its replacement rate falls to zero and it loses any replacement points already accumulated. If a tribe's morale rises to 150 or more, it may recruit new land combat units (only) up to a limit of twice as many of each type as it began with.

5) The Brown leaders (Goths & Heruli) may perform amphibious invasions and add 1 to all naval attrition die-rolls.

6) Units of the four tribes may neither stack with one another nor enter cities, ports, or fortifications controlled by one another.

MINOR POWERS

Client States of Persia: Albania, Armenia

Client States of Nearest Roman Faction: Bosporan Kingdom (Chersonesus, Olbia, Tyras), Colchis, Iberia

Four Players: The barbarian powers are each active neutral-powers controlled by the Farthest Power Rule (5.2).

Three Players: The Barbarians are treated as above, and one player controls both Persia and the Gallic Empire, and must fulfill both powers' victory conditions to win.

Special Rules

1) Rules 28.0 (Civil Wars), 29.0 (Militia), 30.0 (Limitanei), 32.0 (Overruns), and 35.0 (Training) are used. Optional, 44.0 (Roman Usurpation), unnamed leaders only.

- 2)** Germania Inferior, Germania Superior, Pannonia Inferior and Pannonia Superior contain limitanei; movement penalty is 2.
- 4)** Roma is the Imperial capital (morale value is 16).
- 5)** Although Agri Decumates is a civilized province for supply purposes, treat it as Barbarian if activated through invasion.

Victory Conditions

The game ends when any two players have fulfilled their victory conditions, or when the imperialists have fulfilled theirs. If it does not end before the historical end date, it ends at that time; if no player has fulfilled his victory conditions by then, the game is a draw.

Barbarians: Fulfill at least three of the individual tribes' victory conditions:

Franks: Control at least three Roman provinces.

Iuthringi & Alamanni: Control all provinces in which units start.

Quadi & Vandals: Control at least one Roman province.

Goths & Heruli: Control all provinces in which units start plus two additional Roman provinces.

Imperialists: Control starting provinces, plus all Gallic Empire and Palmyrene starting provinces, plus Rhaetia, Noricum, Moesia Superior, Moesia Inferior, Macedonia, Thracia and Asia. Also eliminate Tetricus and Zenobia.

Gallic Empire: Control starting provinces, plus Noricum, Gallaecia, Lusitania, Baetica, Alpes and Agri Decumates.

Palmyrenes: Control starting areas, plus Asia, Armenia and Aegyptus.

Persia: Retain all its starting provinces, and add at least two Roman provinces (remember, Palmyra is a Roman power)

SCENARIO 22: PROBUS VS. FLORIANUS

Start: January, AD 276

End: August, AD 276

Period: 4

Players: 2

Historical Note: On the death of Aurelian the entire empire (army included) turned to the Senate for guidance. The Senate elected one of their members, the elderly but able Tacitus (275-276). He did surprisingly well against the Goths and Heruli but died of fever after only nine months in power. His brother Florianus assumed the purple, and continued campaigning against the Goths and Heruli, but the armies in the East proclaimed their own candidate for the imperium, one of Aurelian's finest commanders, the governor of Aegyptus, Probus (276-282). A brief civil war ensued, from which Probus emerged victorious.

MAJOR POWERS

PROBUS

Type: Roman Faction

Imperator: Probus

Treasury: 28; **Morale:** 110; **Tax Base:** 51.

Controlled Provinces: Aegyptus (12), Arabia Petraea (1), Cappadocia (3), Cilicia (3), Cyprus (2), Iudea (3), Osroene (7), Syria (15)

Set-up: Purple (CER A)

C1112: 1 x +1-16, 2 x 20-10, 2 x (6)-16, 1 x 30-16

C1212: 1 x 20-10, 2 x (4)-12, 1 x (6)-16

C1213: [5]-0 fort

C1224: 1 x 16-10, 1 x 4-12

C6911: 1 x +1-16, 2 x 20-10, [5]-0 fort

C6913: Probus, 1 x +1-16, 2 x 20-10, 2 x (4)-12, 1 x 6-16, 1 x (6)-16, 2 x 30-16, 2 x BT

C6919: 2 x 16-10, 2 x 4-12, 2 x 6-16

C7022: 1 x 0-16, 1 x 20-10, 2 x 16-10, 2 x 4-12, 1 x 6-16

Set-up: (CER B)

B6426: 1 x 16-10, 1 x 4-12, 1 x 6-16, 1 x 18-30

B6516: 2 x 16-10, 2 x 4-12

C6616: 1 x +1-16, 2 x 16-10, 2 x 4-12, 1 x (4)-12, 1 x 30-16, 1 x 18-30, 1 x BT

FLORIANUS

Type: Roman Faction

Imperator: Florianus

Treasury: 20; **Morale:** 65; **Tax Base:** 202

Controlled Provinces: Achaea & Epirus (7), Africa Proconsularis (19), Alpes (1), Aquitania (3), Asia (13), Baetica (9), Baleares (1), Belgica (6), Bithynia & Pontus (7), Britannia (4), Cisalpina (16), Corsica (1), Creta (2), Cyrenaica (2), Dalmatia (1), Galatia (3), Gallaecia (2), Germania Inferior (1), Germania Superior (3), Illyricum (5), Italia (19), Lugdunensis (9), Lusitania (3), Lycia & Pamphylia (2), Macedonia (8), Mauretania Caesariensis (1), Mauretania Tingitana (1), Melita (1), Moesia Inferior (4), Moesia Superior (5), Narbonensis (4), Noricum (1), Numidia (3), Pannonia Inferior (2), Pannonia Superior (2), Rhaetia (2), Rhodus (4), Sardinia (1), Sicilia (8), Tarraconensis (11), Thracia (5)

Set-up: Blue (CER A)

A1708: 1 x 4-12, 1 x 6-16

A1807: 1 x 16-10, 1 x 4-12

A2610: [5]-0 fort

A2710: 1 x 20-10, 1 x 4-12

A2711: [5]-0 fort

A2812: 1 x 0-16, 2 x 16-10, 2 x 4-12, 1 x 6-16, 1 x BT

A2813: 1 x 20-10, 1 x 4-12

A3213: 1 x 20-10, 1 x 4-12

A3316: 2 x (4)-12, 2 x 30-16, 1 x 6-16, 1 x BT

A3517: 1 x 36-30

A3628: 1 x 18-30

A3711: 1 x 16-10, 1 x 4-12

B3921: 3 x 18-30

B4012: 1 x 20-10, 1 x 4-12, 1 x 6-16

B4214: 1 x 20-10, 1 x 4-12

B4314: 1 x 20-10, 1 x 4-12

B4814: 1 x 20-10, 1 x 4-12

B4913: 1 x 20-10, 1 x (4)-12

B5013: 1 x 20-10, 1 x 4-12, 1 x 6-16

B5016: 1 x +1-16, 2 x (4)-12, 1 x 30-16, 2 x 6-16, 1 x BT

B5416: Florianus, 1 x 24-10, 1 x 18-30

B6508: 1 x 16-10, 1 x 4-12, 1 x (4)-12

ACTIVE MINOR POWERS

FRANKS

Type: Barbarian, neutral

Morale: 100; **Replacement Rate:** 0

Controlled Provinces: Germania Magna

Set-up: Brown (CER C)

Anywhere in Germania Magna: 1 x +1-16, 5 x 20-8, 4 x 4-12, 1 x BT

INACTIVE MINOR POWERS WITH UNITS

PERSIA

Type: Civilized non-Roman; neutral

Rex: Baharam

Morale: 100; **Replacement Rate:** 6

Starting Areas: Adiabene, Albania, Atropatene, Babylonia, Charax, Elymais, Hyrcania, Media, Mesopotamia, Persia, Sagartia

Set-up: Orange (CER A) (upon activation)

In any Persian province except Albania: Baharam, 2 x +1-16, 1 x 0-16, 2 x 20-9, 8 x (4)-12, 4 x 30-16, 10 x (6)-16, 2 x BT

Notes:

- 1) *Persia recruits using 26.0, but does not pay talents for units, only replacement points.*
- 2) *Persian 6-16 units are treated as (6)-16 units.*
- 3) *Each Diplomacy Phase roll two dice; Persia becomes active if the die-roll is 5 or less. Add one to the die-roll for each 25 Roman land combat strength points in Armenia, Osrhoene and Syria; however, Persia always activates on an unmodified roll of 2.*

OTHER INACTIVE MINOR POWERS

Client States of Nearest Roman Faction: Bosporan Kingdom (Chersonesus, Olbia, Tyras), Colchis, Iberia

Special Rules

- 1) Rules 28.0 (Civil Wars), 29.0 (Militia), 30.0 (Limitanei), 32.0 (Overruns), and 35.0 (Training) are used. Optional, 44.0 (Roman Usurpation)
- 2) Limitanei exist in all Roman provinces bordering non-Roman provinces at the beginning of the scenario; the movement penalty is 2.
- 3) Roma is the Imperial Capital; its morale value is 20.

OPTIONAL VARIATION

This scenario has two main problems: it begins in winter, so the first few turns are rather slow, and Probus is at a disadvantage. Both are historical realities, but to make the game more interesting at some cost in historicity, we suggest:

- 1) Start the scenario in March of 276, with the set-up unchanged.
- 2) Start Probus with a treasury of 75.
- 3) Continue playing, regardless of historical end date, until one player or the other wins.
- 4) Although Agri Decumates is a civilized province for supply purposes, treat it as Barbarian if activated through invasion.

Victory Conditions

A player wins at the instant he eliminates the opposing Emperor or the opposing faction dissolves, if he has lost fewer than two provinces to non-Roman powers. Any other result is a draw.

**SCENARIO 23: PROBUS VS CARUS
(HYPOTHETICAL)**

Start: September AD 282

Historical Conclusion: None

Period: 4

Players: 2

Historical Note: Probus (AD 276-282) proven an able ruler and commander. He drove German invaders out of Gaul and established Roman outposts on the east bank of the Rhine, chased the Sarmatians and other barbarians north of the Danube, subdued the Bastarnae in Thrace, defeated an invasion of Upper Egypt by the Nubian Blemmyes, and suppressed banditry in Cilicia, while coping with several usurpers. In 282, with the Empire finally secure, Probus initiated preparations for an invasion of Persia, just then engulfed in a civil war. While at Sirmium, his birthplace, he learned that the Prefect of the Guard, Marcus Aurelius Carus, had been proclaimed Emperor by the armies in Noricum and Rhaetia. He promptly dispatched troops to suppress Carus, but they defected

instead, and then Probus was murdered by some disgruntled troops. This scenario assumes Probus was not murdered, initiating a civil war, in which he was supported by Victorinus, to whom he had recently entrusted a special command in Britain.

MAJOR POWERS

CARUS

Type: Roman Faction

Imperator: Carus

Treasury: 50; **Morale:** 75; **Tax Base:** 133

Controlled Provinces: Achaea & Epirus (7), Africa Proconsularis (19), Agri Decumates (1), Alpes (1), Aquitania (3), Baetica (9), Baleares (1), Belgica (6)*, Corsica (1), Cisalpina (16), Gallaecia (2), Germania Inferior (1), Germania Superior (3), Italia (19), Lugdunensis (9), Lusitania (3), Mauretania Caesariensis (1), Mauretania Tingitana (1), Melita (1), Narbonensis (4), Noricum (1), Numidia (3), Rhaetia (2), Sardinia (1), Sicilia (8), Tarraconensis (11)

* Except Gesoriacum (A2211)

Set-Up: Blue (CER = A)

A1523: 1 x 20-10, 1 x 4-12

A1532: 1 x 4-12, 1 x 6-16

A2630: 1 x 4-12, 1 x 6-16

A2711: 1 x 0-16, 1 x 16-10

A2710: 1 x 20-10, 1 x 4-12

A2812: 1 x 0-16, 1 x 16-10, 2 x 4-12, 1 x 6-16, 1 x BT

A2813: 1 x 20-10, 1 x 4-12, 1 x 6-16

A3213: Carus, 1 x 24-10, 1 x 4-12, 2 x (4)-12, 2 x 30-16, 1 x (6)-16, 1 x BT

A3110: 1 x 16-10, 1 x 4-12

A3515: Carinus, 1 x 16-10, 1 x 4-12, 1 x BT

A3517: 1 x 36-30

A3621: 1 x (4)-12

A3628: 1 x 18-30

A3711: 1 x 16-10, 1 x 4-12

A3814: 1 x +1-16, 1 x (4)-12, 1 x 30-16, 1 x 6-16, 1 x (6)-16, 1 x BT

B3921: 3 x 18-30

PROBUS

Type: Roman Faction

Imperator: Probus

Treasury: 100; **Morale:** 50; **Tax Base:** 121

Controlled Provinces: Aegyptus (12), Arabia Petraea (1), Asia (13), Bithynia & Pontus (7), Cappadocia (5), Cilicia (3), Creta (2), Cyprus (2), Cyrenaica (2), Dalmatia (1), Illyricum (5), Galatia (3), Iudea (3), Lycia & Pamphylia (2), Macedonia (8), Moesia Inferior (4), Moesia Superior (5), Pannonia Inferior (2), Pannonia Superior (2), Osrhoene (7), Rhodus (4), Syria (15), Thracia (5)

Set-Up: Purple (CER A)

A3711: 1 x 16-10, 1 x 4-12

B4012: 1 x 20-10, 1 x 4-12, 1 x 30-16, 1 x 6-16

B4017: 1 x (4)-12, 1 x 36-30

B4214: Probus, 1 x 24-10, 2 x 20-10, 1 x 4-12, 1 x (6)-16

B4314: 1 x 20-10, 1 x 4-12

B4814: 1 x 20-10, 1 x 4-12

B4913: 1 x 20-10, 1 x 4-12

B5013: 1 x 20-10, 1 x 4-12, 1 x 6-16

B5016: 1 x +1-16, 2 x (4)-12, 1 x 30-16, 2 x 6-16, 1 x BT

B5022: 1 x (4)-12, 1 x 36-30

B5416: 1 x 18-30

B5821: 1 x 4-12, 1 x 36-30

B6426: 1 x 16-10, 1 x 4-12, 1 x 6-16, 1 x 18-30

B6508: 1 x 16-10, 2 x 4-12
B6516: 1 x 16-10, 1 x 4-12
C6616: 1 x +1-16, 2 x 16-10, 1 x 6-16
C6911: 1 x 20-10
C6913: 1 x +1-16, 1 x (4)-12, 1 x 6-16, 1 x (6)-16, 1 x 30-16, 2 x BT

Set-Up: (CER B)

C1112: 1 x +1-16, 2 x 20-10, 2 x (6)-16, 1 x 30-16
C1212: 1 x 20-10, 2 x (4)-12, 1 x (6)-16
C1224: 1 x 16-10, 1 x 4-12, 1 x (6)-16
C6616: 1 x 4-12, 1 x (4)-12, 2 x 18-30
C6919: 2 x 16-10, 2 x 4-12, 2 x 6-16
C7022: 1 x 16-10, 1 x 4-12

VICTORINUS

Type: Roman Faction (controlled by Probus)

Imperator: Victorinus

Treasury: 10; **Morale:** 50; **Tax Base:** 4

Controlled Provinces: Britannia (4) and Gesoriacum (A2211)

Set-Up: Red (CER A)

A1708: 1 x +1-16, 1 x 20-10, 1 x 4-12, 1 x 6-16
A1710: 1 x 16-10, 1 x 4-12
A1807: 1 x 16-10, 1 x 4-12
A2010: 1 x 4-12, 1 x 6-16
A2211: 1 x +2-16 (Victorinus), 1 x 20-10, 1 x 4-12, 1 x (4)-12, 1 x 18-30

BAHRAM'S PERSIANS

Type: Civilized, non-Roman (controlled by Carus)

Rex: Bahram,

Treasury: 25; **Morale:** 50; **Tax Base:** 27;

Replacement Rate: 4

Controlled Provinces: Adiabene (1), Armenia (1), Atropatene (9), Babylonia (9), Media (4), Mesopotamia (3)

Set-Up: Orange (cavalry CER A, infantry CER B)

Any controlled province: Baharam, 1 x +1-16, 1 x 0-16, 2 x 20-9, 8 x (4)-12, 4 x 30-16, 10 x (6)-16, 2 x BT

Note: Recruits using 26.0.

HORMIZD'S PERSIANS

Type: Civilized, non-Roman (controlled by Probus)

Rex: Hormizd

Treasury: 25; **Morale:** 50; **Tax Base:** 15

Replacement Rate: 4

Controlled Provinces: Charax (1), Elymais (5), Hyrcania (7), Persia (1), Sagartia (1)

Set-Up: Yellow (cavalry CER A, infantry CER B)

Any controlled province: Hormizd, 2 x +1-16, 1 x 0-16, 3 x 16-9, 8 x (4)-12, 4 x 30-16, 10 x (6)-16, 2 x BT

Note: Recruits using 26.0.

ACTIVE MINOR POWERS

ARABS

Type: Barbarian (controlled by Carus)

Morale: 100; **Replacement Rate:** 0

Controlled Provinces: Arabia Deserta

Set-up: Brown (CER C)

Anywhere in Arabia Deserta: 5 x (6)-16

Note: Arabs treat desert hexes as clear terrain for forage purposes (only).

FRANKS

Type: Barbarian (controlled by Probus)

Morale: 100; **Replacement Rate:** 0

Controlled Provinces: Germania Magna

Set-up: Grey (CER C)

Anywhere in Germania Magna: 1 x 0-16, 5 x 20-8, 2 x 4-12, 1 x BT

INACTIVE MINOR POWERS WITH UNITS

ALAMANNI

Type: Barbarian; neutral

Morale: 100; **Replacement Rate:** 0

Controlled Provinces: Boiohaemum

Set-up: Tan (CER C) (upon activation)

Anywhere in Alamanni provinces: 1 x +1-16, 5 x 20-8, 4 x 4-12, 1 x BT

Note: If, during a Diplomacy Phase, there are fewer than 16 Roman strength points in any Roman province adjacent to Alamanni provinces, roll a die; on a 5 or 6, the Alamanni become active.

GOTHS

Type: Barbarian; neutral

Morale: 100; **Replacement Rate:** 0

Controlled Provinces: Dacia, Olbia, Sarmatia, Tyras

Set-up: White (CER C) (upon activation)

Anywhere in Gothic provinces: 1 x +1-16, 1 x 0-16, 2 x 16-9, 2 x 4-12, 2 x (4)-12, 2 x 30-16, 4 x 6-16, 1 x BT

Note: If, during a Diplomacy Phase, there are fewer than 16 Roman strength points in any province adjacent to Gothic provinces, roll a die; on a 5 or 6, the Goths become active.

Special Rules:

- 1) Although controlled by Probus or Carus, Victorinus and the two Persian factions each have their own player turns and move in the order listed.
- 2) Rules 25.0 (Inactive Powers), 28.0 (Roman Civil Wars), 29.0 (Militia), 30.0 (Limitanei), 32.0 (Overruns), 35.0 (Training) are used. Optional, 44.0 (Roman Usurpation)
- 3) Limitanei exist in all Roman provinces bordering non-Roman provinces at the beginning of the scenario; the movement penalty is 2.
- 4) If activated, inactive minor powers with units are controlled by the Farthest Power Rule (5.3).
- 5) Roma is the Imperial Capital; its morale value is 20.

**SCENARIO 24: DIOCLETIAN
VS. CARINUS**

Start: October, AD 284

End: February, AD 285

Period: 4

Players: 2

Historical Note: Carus (282-283) campaigned successfully against Germanic tribes on the Danube, and then against the Persians, taking and sacking their capital at Ctesiphon. But he died suddenly, from a lightning strike (really), and was succeeded by his sons Numerianus (283-284) and Carinus (283-285). Numerianus was murdered while campaigning against the Persians, and even though his brother still lived, one of his generals was raised up in his place, leading to a civil war which Carinus lost. The new Emperor, Diocletian (285-305), proved remarkably able, imposing domestic peace and holding power for twenty years before retiring to raise cabbages near Saloniae in Illyricum.

MAJOR POWERS

CARINUS

Type: Roman Faction

Imperator: Carinus

Treasury: 22; **Morale:** 95; **Tax Base:** 159

Controlled Provinces: Achaea & Epirus (7), Africa Proconsularis (19), Alpes (1), Aquitania (3), Baetica (9), Baleares (1), Belgica (6), Britannia (4), Cisalpina (16), Corsica (J), Creta (2), Cyrenaica (2), Dalmatia (1), Gallaecia (2), Germania Inferior (1), Germania Superior (3), Illyricum (5), Italia (19), Lugdunensis (9), Lusitania (3), Macedonia (8), Mauretania Caesariensis (I), Mauretania Tingitana (1), Melita (1), Narbonensis (4), Noricum (1), Numidia (3), Pannonia Inferior (2), Pannonia Superior (2), Rhaetia (2), Sardinia (1), Sicilia (8), Tarraconensis (11)

Set-up: Blue (CER A)

A1710: 1 x 20-10, 1 x 4-12

A1807: 1 x 20-10, 1 x 6-16

A2610: [5]-0 fort

A2710: 1 x 20-10, 1 x 4-12

A2711: [5]-0 fort

A2812: 1 x +1-16, 2 x 16-10, 2 x 4-12, 1 x (4)-12, 1 x 30-16, 1 x 6-16, 1 x (6)-16, 1 x BT

A2813: 1 x 20-10, 1 x 4-12, 1 x 6-16

A3213: 1 x 16-10, 1 x 4-12

A3316: Carinus, 1 x +1-16, 1 x 16-10, 1 x 4-12, 2 x (4)-12, 2 x 30-16, 1 x 6-16, 1 x (6)-16, 1 x BT

A3517: 1 x 36-30

A3621: 1 x (4)-12

A3628: 1 x 18-30

A3711: 1 x 16-10, 1 x 4-12

A3814: 1 x +1-16, 1 x (4)-12, 1 x 30-16, 1 x 6-16, 1 x (6)-16, 1 x BT

B3921: 3 x 18-30

B4012: 1 x 20-10, 1 x 4-12, 1 x 6-16

B4214: 1 x 0-16, 2 x 20-10, 2 x 4-12, 1 x 6-16

DIOCLETIAN

Type: Roman Faction

Imperator: Diocletian

Treasury: 125; **Morale:** 100; **Tax Base:** 107

Controlled Provinces: Adiabene (1), Aegyptus (12), Arabia Petraea (1), Asia (13), Babylonia (9), Bithynia & Pontus (7), Cappadocia (8), Cilicia (3), Cyprus (2), Galatia (3), Iudea (3), Lycia & Pamphylia (2), Mesopotamia (3), Moesia Inferior (4), Moesia Superior (5), Osrhoene (7), Rhodus (4), Syria (15), Thracia (5)

Set-up: Purple (CER A)

B4314: 1 x +1-16, 2 x 20-10, 2 x 4-12, 1 x 6-16

B4814: 1 x 20-10, 1 x 4-12

B4913: 1 x 20-10, 1 x 4-12

B5013: 1 x 20-10, 1 x 4-12

B5016: 1 x +1-16, 2 x 16-10, 1 x (4)-12, 1 x 30-16, 1 x (6)-16, 1 x BT

B5416: 1 x 18-30

B5615: Diocletian, 2 x 20-10, 2 x 4-12, 2 x (4)-12, 2 x 30-16, 1 x 6-16, 2 x (6)-16, 1 x BT

B6508: 1 x (4)-12

C1112: 1 x +1-16, 1 x 16-10, 1 x (4)-12, 1 x (6)-16

C1209: 1 x 16-10, 1 x 6-16

Set-up: (CER B)

B6426: 1 x 16-10, 1 x 18-30

B6516: 2 x 16-10

C6616: 1 x +1-16, 2 x 20-10, 2 x 4-12, 1 x 6-16, 1 x (6)-16, 1 x 18-30, 1 x BT

C6919: 1 x +1-16, 2 x 20-10, 2 x 4-12

C7022: 2 x 20-10, 2 x 4-12, 1 x 6-16, 1 x (6)-16

C1212: 1 x 16-10, 1 x 4-12, 2 x 30-16, 1 x 6-16, 1 x (6)-16, 1 x BT

C1224: 1 x 16-10

C1411: 1 x (4)-12

C1513: 2 x (4)-12

C1814: 1 x 20-10, 1 x 4-12, 1 x 30-16, 1 x 6-16, 1 x BT

C1913: 1 x +1-16, 1 x 20-10, 1 x 4-12, 2 x (4)-12, 1 x (6)-16, 1 x BT

ACTIVE MINOR POWERS

ARABS

Type: Barbarian, neutral but controlled by Carinus

Morale: 100; **Replacement Rate:** 0

Controlled Provinces: Arabia Deserta

Set-up: Brown (CER C)

Anywhere in Arabia Deserta: 5 x (6)-16

Note: *Arabs treat desert hexes as clear terrain for forage purposes (only).*

FRANKS

Type: Barbarian; neutral but controlled by Diocletian

Morale: 100; **Replacement Rate:** 0

Controlled Provinces: Germania Magna

Set-up: Grey (CER C)

Anywhere in Germania Magna: 1 x 0-16, 7 x 20-8, 2 x 4-12, 1 x BT

INACTIVE MINOR POWERS WITH UNITS

ALAMANNI

Type: Barbarian; neutral

Morale: 100; **Replacement Rate:** 0

Controlled Provinces: Agri Decumates, Boiohaemum

Set-up: Tan (CER C) (upon activation)

Anywhere in Alamanni provinces: 1 x +1-16, 6 x 20-8, 4 x 4-12, 1 x BT

Note: *If, during a Diplomacy Phase, there are fewer than 16 Roman strength points in any Roman province adjacent to Alamanni provinces, roll a die; on a 5 or 6, the Alamanni become active, under the Farthest Power Rule (5.3).*

GOTHS

Type: Barbarian; neutral

Morale: 100; **Replacement Rate:** 0

Controlled Provinces: Dacia, Olbia, Sarmatia, Tyras

Set-up: Yellow (CER C) (upon activation)

Anywhere in Gothic provinces: 1 x +1-16, 1 x 0-16, 2 x 20-8, 4 x (4)-12, 2 x 30-16, 4 x 6-16, 1 x BT

Note: *If, during a Diplomacy Phase, there are fewer than 16 Roman strength points in any province adjacent to Gothic provinces, roll a die; on a 5 or 6, the Goths become active, under the Farthest Power Rule (5.3).*

PERSIA

Type: Civilized non-Roman; neutral

Rex: Baharam

Morale: 80; **Replacement Rate:** 0

Controlled Provinces: Albania, Atropatene, Charax, Elymais, Hyrcania, Media, Persia, Sagartia

Set-up: Orange (CER A) (upon activation)

Anywhere in Persian provinces (except Albania): Baharam, 2 x 0-16, 2 x 20-9, 6 x (4)-12, 3 x 30-16, 8 x (6)-16, 1 x BT

Notes: *Roll two dice each Diplomacy Phase; on a roll of 6 or less, the Persians become active, under the Farthest Power Rule (5.3). Add one to the roll for each 25 Roman land combat strength points in Adiabene, Armenia,*

Babylonia, Mesopotamia and Osrhoene; however, Persia always activates on an unmodified roll of 2.

OTHER INACTIVE MINORS

Client States of Nearest Roman Faction: Armenia, Bosporan Kingdom (Chersonesus), Colchis, Iberia

Special Rules

1) Rules 28.0 (Roman Civil Wars), 29.0 (Militia), 30.0 (Limitanei), 32.0 (Overruns), 35.0 (Training), and 37.6 (Neutral Barbarians) are used. Optional, 44.0 (Roman Usurpation)

2) Limitanei exist in all Roman provinces which border non-Roman provinces (except for Adiabene, Babylonia and Mesopotamia). The movement penalty is 2.

3) Roma is the imperial capital (morale value is 20).

Victory Conditions

The game ends when one player's Emperor is eliminated, not on the historical date. The opposing player is the winner, unless he has lost two or more provinces to non-Roman powers, in which case the game is a draw.

SCENARIO 25: THE COLLAPSE OF THE TETRARCHY

Start: July, AD 306

End: October, AD 311

Period: 5

Players: 5

Historical Note: Diocletian (284-305) implemented major reforms in the organization and military institutions of the empire and devised a unique system for choosing the Emperor: there would be two full Emperors, called "Augusti," and two vice-Emperors, "Caesares." At the end of twenty years, the Augusti would retire and the Caesares move up, selecting replacements for themselves. This looked great on paper, but personal ambition and family connections wrecked the system. When Diocletian and his partner Maximian (286-305) stepped down, civil strife resumed almost immediately. Over the next six years six different men wore the purple collectively or independently, and both Diocletian and Maximian made brief comebacks. Finally, in 311, the two survivors, Constantine I (306-337) and Licinius (307-324) called a halt to the struggle and divided up the Empire.

MAJOR POWERS

CONSTANTINE I

Type: Roman Faction

Imperator: Constantine I

Treasury: 18; **Morale:** 55; **Tax Base:** 26

Controlled Provinces: Aquitania (3), Belgica (6), Britannia (4), Germania Inferior (1), Germania Superior (2), Lugdunensis (6), Narbonensis (4)

Set-up: Purple (CER A)

A1710: 1 x 10-10, 1 x 4-12

A1807: 1 x 8-10, 1 x 4-12, 1 x 6-16

A2019: 1 x 4-12

A2211: 1 x 18-30

A2321: 1 x 4-12

A2618: 1 x 4-12

A2710: 1 x 0-16, 3 x 10-10, 3 x 4-12, 1 x BT

A2712: Constantine, 1 x +1-16, 2 x 12-10, 2 x 4-12, 2 x (4)-12, 1 x 30-16, 2 x 6-16, 1 x (6)-16, 1 x BT

A2718: 1 x 4-12

A2812: 1 x +1-16, 2 x 10-10, 2 x 4-12, 1 x (4)-12, 1 x 6-16

A2813: 1 x +1-16, 2 x 10-10, 2 x 4-12, 1 x (4)-12, 1 x 6-16

A2821: 1 x 18-30

MAXENTIUS

Type: Roman Faction

Imperator: Maxentius

Treasury: 13; **Morale:** 65; **Tax Base:** 43

Controlled Provinces: Alpes (1), Cisalpina (15), Corsica (1), Italia (17), Melita (1), Sardinia (1), Sicilia (7)

Set-up: Yellow (CER A)

A3117: Maxentius, 3 x 8-10, 2 x 4-12, 2 x (4)-12, 1 x 30-16, 1 x 6-16, 1 x (6)-16, 1 x BT

A3316: 1 x +1-16, 2 x 8-10, 2 x 4-12, 1 x (4)-12, 1 x 6-16

A3517: 1 x 18-30

A3621: 1 x 0-16, 2 x 4-12, 1 x 6-16

B3921: 1 x 36-30

GALERIUS

Type: Roman Faction

Imperator: Galerius

Treasury: 27; **Morale:** 95; **Tax Base:** 73

Controlled Provinces: Aegyptus (12), Asia (7), Arabia Petraea (1), Bithynia & Pontus (3), Cappadocia (8), Cilicia (5), Cyprus (2), Cyrenaica (2), Galatia (3), Iudea (3), Lycia & Pamphylia (2), Osrhoene (8), Rhodus (2), Syria (15)

Set-up: Green (CER B)

B5416: 1 x 18-30

B5615: Galerius, 1 x 12-10, 1 x 4-12, 1 x (4)-12, 1 x 30-16, 2 x 6-16, 1 x (6)-16, 1 x BT

B6426: 1 x 18-30

B6508: 1 x 18-30, 1 x 4-12

B6516: 2 x 4-12

C6616: 2 x 10-10, 2 x 4-12, 1 x 18-30

C6712: 1 x +1-16, 2 x 10-10, 2 x 4-12, 1 x (6)-16

C6913: 2 x 8-10, 2 x 4-12

C6919: 2 x 10-10, 1 x 4-12, 1 x (4)-12, 1 x 6-16

C7022: 2 x 8-10, 1 x 4-12

C1110: [4]-0 fort

C1112: 1 x +1-16, 1 x 12-10, 1 x 4-12, 2 x (4)-12, 2 x 30-16, 2 x 6-16, 2 x (6)-16, 1 x BT

C1114: [4]-0 fort

C1212: 2 x 10-10, 2 x 4-12, 1 x (4)-12, 1 x 6-16, 1 x (6)-16

C1213: [4]-0 fort

LICINIUS

Type: Roman Faction

Imperator: Licinius

Treasury: 20; **Morale:** 90; **Tax Base:** 36

Controlled Provinces: Achaea & Epirus (6), Creta (2), Macedonia (9), Moesia Inferior (4), Moesia Superior (6), Thracia (9)

Set-up: Red (CER A)

B4314: 1 x +1-16, 2 x 10-10, 2 x 4-12, 1 x (4)-12, 2 x 6-16, 1 x BT

B4418: 1 x 4-12

B4616: 1 x +1-16, 2 x (4)-12, 1 x 6-16, 1 x (6)-16

B4615: 2 x 8-10, 2 x 4-12

B4913: 1 x +1-16, 2 x 10-10, 2 x 4-12

B4918: 1 x 18-30

B5013: 2 x 8-10, 2 x 4-12, 2 x 6-16

B5216: Licinius (white) 2 x 12-10, 2 x 4-12, 1 x (4)-12, 2 x 30-16, 1 x 6-16, 1 x (6)-16, 1 x BT
B5415: 1 x 4-12

SEVERUS

Type: Roman Faction

Imperator: Severus

Treasury: 12; **Morale:** 80; **Tax Base:** 58

Controlled Provinces: Africa Proconsularis (16), Baetica (8), Baleares (1), Dalmatia (1), Gallaecia (2), Illyricum (5), Lusitania (3), Mauretania Caesariensis (1), Mauretania Tingitana (1), Noricum (1), Numidia (3), Pannonia Inferior (2), Pannonia Superior (2), Rhaetia (2), Tarraconensis (10)

Set-up: Blue (CER A)

A1523: 1 x 8-10, 1 x 4-12, 1 x (4)-12

A3130: 1 x 4-12

A3213: 1 x 0-16, 1 x 8-10, 3 x 4-12

A3614: 1 x 4-12

A3628: 1 x 18-30

A3711: 2 x 8-10, 2 x 4-12

A3814: Severus (White) 2 x 10-10, 2 x 4-12, 1 x (4)-12, 1 x 30-16, 1 x 6-16, 1 x (6)-16, 1 x BT

B4012: 1 x +1-16, 2 x 10-10, 2 x 4-12, 1 x (4)-12, 1 x 6-16, 1 x (6)-16, 1 x BT

B4017: 1 x 8-10, 1 x 4-12, 1 x 18-30

B4214: 1 x +1-16, 2 x 10-10, 2 x 4-12, 2 x (4)-12, 1 x 6-16

INACTIVE MINOR POWERS WITH UNITS

PERSIA

Type: Civilized non-Roman; neutral

Morale: 100; **Replacement Rate:** 3

Controlled Provinces: Adiabene, Albania, Atropatene, Babylonia, Charax, Elymais, Hyrcania, Media, Mesopotamia, Persia, Sagartia

Set-up: Orange (CER A) (upon activation)

Anywhere in any Persian province except Albania: 2 x 0-16, 2 x 20-9, 6 x (4)-12, 3 x 30-16, 8 x (6)-16, 1 x BT

Note: Each Diplomacy Phase, roll two dice; Persia becomes active if the die-roll is 5 or less. Add 1 to the roll for each 25 Roman land combat strength points in Armenia, Osrhoene, and Syria; however, Persia always activates on an unmodified roll of 2.

OTHER INACTIVE NEUTRALS

Client States of Nearest Roman Faction: Armenia, Bosporan Kingdom (Chersonesus, Olbia, Tyras), Colchis, Iberia

Note: The owner of Nicomedia may use the wheat symbols from Chersonesus at a cost of 3 talents per symbol per turn if Heraclea has not been captured by a hostile force.

Neutral Barbarians: See 37.6.

Special Rules

1) Rules 28.0 (Roman Civil Wars), 29.0 (Militia), 30.0 (Limitanei), 31.0 (Legion Reform), 32.0 (Overruns), 35.0 (Training), and 37.6 (Neutral Barbarians) are used.

2) Limitanei exist in all Roman provinces which border non-Roman provinces; the movement penalty is 3.

3) Roma (morale value 16) and Nicomedia (morale value 6) are Imperial Capitals. Both must be supplied with grain. Chersonesus produces 4 wheat symbols; all other grain-producing provinces produce their full value.

Victory Conditions

If there are only two remaining Imperators, the players may declare a joint win, or continue fighting until only one Imperator remains, in which case he

is the winner. However, a player may never win (jointly or alone) if any of his provinces are controlled by non-Roman powers.

SCENARIO 26: CONSTANTINE VS. LICINIUS

Start: April, AD 321

End: October, AD 324

Period: 5

Players: 2

Historical Note: The peace between Constantine and Licinius was of long duration (314-323). But it was an uneasy peace at best, and in the end, it came to a fight. Constantine, with the superior manpower resources of the west behind him, and with the Christians (whom Licinius had persecuted for a long time, but Constantine tolerated and even cultivated) acting as an underground in his favor, emerged the victor.

MAJOR POWERS

LICINIUS

Type: Roman Faction

Imperator: Licinius

Treasury: 50; **Morale:** 100; **Tax Base:** 94

Controlled Provinces: Adiabene (0)*, Aegyptus (12), Asia (7), Arabia Petraea (1), Bithynia & Pontus (3), Cappadocia (8), Cilicia (5), Creta (2), Cyprus (2), Cyrenaica (2), Galatia (3), Iudea (3); Lycia & Pamphylia (2), Moesia Inferior (4), Moesia Superior (6), Osrhoene (3), Rhodus (2), Syria (15), Thracia (9)

Set-up: Blue (CER A)

B4314: 1 x +1-16, 2 x 10-10, 2 x 4-12

B4616: 1 x +1-16, 2 x (4)-12, 1 x 30-16, 1 x 6-16, 1 x (6)-16, 1 x BT

B4615: 2 x 8-10, 2 x 4-12

B4913: 2 x 10-10, 2 x 4-12

B5013: 2 x 8-10, 2 x 4-12

B5615: Licinius (White) 1 x +1-16, 2 x 12-10, 1 x 4-12, 2 x (4)-12, 2 x 30-16, 2 x 6-16, 2 x (6)-16, 1 x BT

B5620: 3 x 18-30

B6426: 1 x 18-30

B6516: 1 x (4)-12

C6616: 1 x 36-30

Set-up: (CER B)

B6426: 1 x 6-16

B6508: 1 x 8-10, 1 x 4-12

C6616: 2 x 10-10, 2 x 4-12

C6712: 2 x 10-10, 2 x 4-12, 1 x (6)-16

C6913: 2 x 8-10, 2 x 4-12

C6919: 1 x 0-16, 2 x 10-10, 2 x 4-12, 2 x (4)-12, 1 x 6-16

C7022: 1 x 8-10, 1 x 4-12, 1 x 6-16

C1110: [4]-0 fort

C1112: 1 x +1-16, 2 x 12-10, 2 x 4-12, 2 x (4)-12, 2 x 30-16, 1 x 6-16, 2 x (6)-16, 2 x BT

C1114: [4]-0 fort

C1212: 1 x +1-16, 2 x 10-10, 2 x 4-12, 1 x (4)-12, 1 x 30-16, 1 x 6-16, 1 x (6)-16

C1213: [4]-0 fort

Note: * Adiabene is shared with Persia; if no Persian unit in the province is attacked, Persia is not activated. Galerius may not tax Adiabene unless he controls Thospia, but his units may pass through it at normal movement costs.

CONSTANTINE

Type: Roman Faction

Imperator: Constantine I

Treasury: 67; **Morale:** 100; **Tax Base:** 142

Controlled Provinces: Achaea & Epirus (6), Africa Proconsularis (16), Alpes (1), Aquitania (3), Baetica (8), Baleares (1), Belgica (6), Britannia (4), Cisalpina (15), Corsica (1), Dalmatia (1), Gallaecia (2), Germania Inferior (1), Germania Superior (2), Illyricum (5), Italia (17), Lugdunensis (6), Lusitania (3), Macedonia (9), Mauretania Caesariensis (1), Mauretania Tingitana (1), Melita (1), Narbonensis (4), Noricum (1), Numidia (3), Pannonia Inferior (2), Paennonia Superior (2), Rhaetia (2), Sardinia (1), Sicilia (7), Tarraconensis (10)

Set-up: Purple (CER A)

A2710: 1 x 10-10, 1 x 4-12

A2712: 1 x +1-16, 2 x 12-10, 2 x 4-12, 2 x (4)-12, 1 x 30-16, 1 x 6-16, 1 x BT

A2124: 1 x +1-16, 2 x 10-10, 2 x 4-12, 1 x 6-16, 1 x (6)-16

A2813: 1 x 10-10, 1 x 4-12

A3117: Constantine

A3213: 2 x 8-10, 2 x 4-12

A3517: 1 x 18-30

A3621: 1 x 8-10, 1 x 4-12, 1 x 6-16

A3628: 1 x 4-12, 1 x 18-30

A3711: 2 x 8-10, 2 x 4-12

B3921: 1 x 36-30

B4012: 1 x 10-10, 1 x 4-12, 1 x 6-16, 1 x (6)-16

B4017: 1 x 10-10, 1 x 4-12

B4214: 1 x +1-16, 1 x 10-10, 1 x 4-12, 2 x (4)-12

A1710: 1 x 8-10, 1 x 4-12

A1807: 1 x 8-10, 1 x 6-16

A3117: 1 x +1-16, 2 x 12-10, 2 x 4-12, 2 x (4)-12, 3 x 30-16, 2 x 6-16, 2 x (6)-16, 2 x BT

B4918: 2 x 4-12, 3 x 18-30

INACTIVE MINOR POWERS WITH UNITS

GOTHS

Type: Barbarian; neutral

Morale: 100; **Replacement Rate:** 0

Controlled Provinces: Dacia, Iazygia, Olbia, Sarmatia, Tyras

Set-up: Yellow (CER C) (upon activation)

Anywhere in Gothic provinces: 1 x 0-16, 6 x 20-8, 4 x 6-16, 2 x 30-16, 1 x BT

Note: Goths become active if, during a Diplomacy Phase, the total Roman land combat strength of units in any one adjacent province is less than 35.

PERSIANS

Type: Civilized non-Roman; neutral

Morale: 100; **Replacement Rate:** 3

Controlled Provinces: Adiabene (see Licinius note), Albania, Atropatene, Babylonia, Charax, Elymais, Hyrcania, Media, Mesopotamia, Persia, Sagartia

Set-up: Orange (CER B) (upon activation)

Anywhere in Persian provinces (except Albania): 1 x +1-16, 2 x 0-16, 2 x 20-9, 5 x (4)-12, 4 x 30-16, 8 x (6)-16, 2 x BT

Note: Persia becomes active if Constantine invades Adiabene. In any case, each Diplomacy Phase, roll two dice; Persia activates on a roll of 4 or less. Add 1 to the roll for each 25 Roman land combat strength points in Adiabene, Osrhoene, and Syria; however, Persia always becomes active on an unmodified roll of 2.

OTHER INACTIVE MINOR POWERS

Client States of Nearest Roman Faction: Armenia, Bosporan Kingdom (Chersonesus), Colchis, Iberia, Olbia, Tyras

Note: The owner of Nicomedia may use the wheat symbols from the Chersonesus if Heraclea has not been conquered by a hostile force.

Special Rules

1) Rules 28.0 (Roman Civil Wars), 29.0 (Militia), 30.0 (Limitanei), 31.0 (Legion Reform), 32.0 (Overruns), and 35.0 (Training) are used.

2) Limitanei exist in all Roman provinces adjacent to non-Roman provinces, except Adiabene; the movement penalty is 3.

3) Roma (morale value of 16) and Nicomedia (morale value of 4) are both imperial capitals. Both must be supplied with grain. Chersonesus produces 4 wheat symbols; all other grain producing provinces produce their full value.

Victory Conditions

The game continues until only one Imperator remains alive; he is the winner unless he has lost two or more of his initial provinces to non-Roman powers, in which case the game is a draw.

SCENARIO 27: THE SONS OF CONSTANTINE

Start: July, AD 340

End: September, AD 340

Period: 5

Players: Maximum: 4; Minimum: 2; Optimum: 4

Historical Note: Constantine I left the Empire to his sons: Constantine II (337-340), Constans (337-350), and Constantius (337-361). They had a falling out almost immediately, and the ruler of the west, Constantine II, was quickly eliminated. Then, surprisingly, the survivors kept the peace, Barbarians and Persians making enough trouble to keep the remaining brothers busy.

MAJOR POWERS

CONSTANTINE II

Type: Roman Faction

Imperator: Constantine II

Treasury: 47; **Morale:** 100; **Tax Base:** 53

Controlled Provinces: Aquitania (3), Baetica (8), Baleares (1), Belgica (8), Britannia (4), Gallaecia (2), Germania Inferior (1), Germania Superior (2), Lugdunensis (7), Lusitania (3), Narbonensis (4), Tarraconensis (10)

Set-up: Purple (CER A)

A1523: 1 x 4-12

A1710: 1 x 10-10, 1 x 4-12

A1807: 1 x 8-10, 1 x 6-16

A2211: 1 x 18-30

A2710: 1 x 10-10, 1 x 4-12

A2712: Constantine, 2 x 12-10, 2 x (4)-12, 3 x 30-16, 2 x 6-16, 1 x (6)-16, 2 x BT

A2718: 1 x 0-16, 2 x 10-10, 2 x 4-12

A2812: 1 x +1-16, 2 x 8-10, 2 x 4-12, 1 x (4)-12, 1 x 30-16, 1 x 6-16, 1 x (6)-16, 1 x BT

A2813: 1 x +1-16, 2 x 10-10, 2 x 4-12, 1 x 6-16

A2821: 1 x 18-30

CONSTANTIUS II

Type: Roman Faction

Imperator: Constantius II

Treasury: 70; **Morale:** 100; **Tax Base:** 107

Controlled Provinces: Aegyptus (14), Arabia Petraea (1), Asia (11), Bithynia & Pontus (5), Cappadocia (9), Cilicia (7), Cyprus (2), Galatia (3), Iudea (3), Lycia & Pamphylia (2), Moesia Inferior (4), Moesia Superior (6), Osrhoene (8), Rhodus (4), Syria (16), Thracia (12)

Set-up: Blue (CER A)

B4314: 1 x +1-16, 2 x 10-10, 1 x 4-12, 1 x 6-16

B4514: 2 x 8-10, 1 X 4-12

B4616: 1 x +1-16, 2 x 8-10, 1 x 4-12, 1 x (4)-12, 1 x 30-16, 1 x 6-16, 1 x (6)-16, 1 x BT

B4913: 2 x 10-10, 1 x 4-12

B5013: 2 x 10-10, 1 x 4-12, 1 x 6-16

B5415: Constantius II, 1 x +1-16, 2 x 12-10, 1 x 4-12, 2 x (4)-12, 3 x 30-16, 2 x 6-16, 2 x (6)-16, 3 x 18-30, 2 x BT

Set-up: (CER B)

B6508: 1 x 8-10, 1 x 4-12

C6616: 2 x 10-10, 3 x 18-30

C6712: 2 x 10-10, 1 x 6-16

C6913: 2 x 8-10, 2 x 4-12, 1 x 6-16

C6919: 1 x 0-16, 2 x 10-10, 1 x (4)-12, 1 x 30-16, 1 x (6)-16

C7022: 2 x 8-10, 2 x 4-12

C1112: 1 x +1-16, 2 x 12-10, 2 x 4-12, 3 x (4)-12, 3 x 30-16, 2 x 6-16, 2 x (6)-16, 2 x BT

C1212: 1 x +1-16, 2 x 10-10, 1 x (4)-12, 1 x 30-16, 2 x 6-16, 2 x (6)-16, 1 x BT

CONSTANS

Type: Roman Faction

Imperator: Constans

Treasury: 33; **Morale:** 85; **Tax Base:** 106

Controlled Provinces: Achaea & Epirus (7), Africa Proconsularis (19), Alpes (1), Cisalpina (17), Corsica (1), Creta (2), Cyrenaica (2), Dalmatia (1), Illyricum (7), Italia (17), Macedonia (11), Mauretania Caesariensis (1), Mauretania Tingitana (1), Melita (1), Noricum (1), Numidia (3), Pannonia Inferior (2), Pannonia Superior (2), Rhaetia (2), Sardinia (1), Sicilia (7)

Set-up: Red (CER A)

A3117: 1 x +1-16, 1 x 12-10, 2 x 8-10, 2 x (4)-12, 2 x 30-16, 2 x 6-16, 1 x (6)-16, 2 x BT

A3213: 1 x 8-10

A3621: Constans, 1 x 8-10, 1 x (4)-12, 1 x 36-30

A3628: 1 x 4-12, 1 x 18-30

A3814: 1 x +1-16, 2 x 10-10, 2 x 4-12, 2 x (4)-12, 1 x 30-16, 1 x (6)-16, 1 x BT

B3921: 1 x 18-30

B4012: 1 x 0-16, 2 x 10-10, 2 x 4-12, 2 x 6-16

B4214: 2 x 10-10, 2 x 4-12, 1 x 6-16

B4918: 1 x 8-10, 1 x 4-12

PERSIA

Type: Civilized non-Roman

Treasury: 50; **Morale:** 100; **Tax Base:** 38

Replacement Rate: 8

Controlled Provinces: Adiabene (1), Atropatene (9), Babylonia (10), Charax (1), Elymais (6), Hyrcania (2), Media (5), Mesopotamia (3), Persia (3), Sagartia (1)

Set-up: Orange (CER A)

C6911: 1 x +1-16, 2 x 4-12, 2 x (4)-12, 1 x 30-16, 2 x (6)-16, 1 x BT

C1411: 1 x +1-16, 1 x 20-9, 2 x 4-12, 2 x (4)-12, 2 x 30-16, 4 x (6)-16, 1 x BT

C1513: 1 x 0-16, 2 x 4-12

C1913: 1 x +1-16, 3 x 16-9, 4 x 4-12, 2 x (4)-12, 2 x 30-16, 4 x (6)-16, 1 x BT

Note: Persia recruits using 26.0. They may recruit 6-16 units as (6)-16.

INACTIVE MINOR POWERS

Client States of Persia: Albania, Armenia.

Client States of Nearest Roman Faction: Bosporan Kingdom (Chersonesus, Olbia, Tyras), Colchis, Iberia

Neutral Barbarians: See 37.6.

Two Players: Constantius II and Persia are not played; if any of their provinces are invaded by the forces of Constans or Constantine, the province and any troops in it become owned by the opposing player. Play continues until there is a sole Imperator, who wins.

Three Players: Persia is an active neutral major power controlled by the farthest power.

Special Rules

1) Rules 26.0 (Civilized Recruitment), 28.0 (Roman Civil Wars), 29.0 (Militia), 30.0 (Limitanei), 31.0 (Legion Reform), 32.0 (Overruns), 35.0 (Training) and 37.6 (Neutral Barbarians) are used.

2) Limitanei exist in all Roman provinces adjacent to non-Roman provinces. The movement penalty is 3.

3) Roma and Constantinople (both morale value 16) are the capitals.

4) Ignore 22.0; Grain Rebellions cannot occur.

Victory Conditions

Do not end the game on the historical date; end it when there is a sole Imperator, or when there are only two surviving Imperators, and they agree to declare a joint victory.

Roman Faction: Wins if he controls the sole Imperator or one of two remaining Imperators, except that no player may win, alone or jointly, if two or more of his initial provinces are controlled by non-Roman powers.

Persia: Control starting provinces and conquer Osrhoene and Syria.

SCENARIO 28: CONSTANTIUS II VS. MAGNENTIUS

Start: January, AD 351

End: August, AD 353

Period: 5

Players: Maximum: 4; Minimum: 2; Optimum: 4

Historical Note: Magnentius, one of Constans' generals, murdered him in 350. Constantius immediately mobilized against Magnentius. The usurper had the initiative. Flavius Vetricianus, commander of the Danubian army, at the urging of Constantia, sister to Constans and Constantius, proclaimed himself Emperor, possibly as a ploy to prevent his troops from going over to the usurper. Although Vetricianus for a time seems to have played his own game, he ultimately came to support Constantius. This gave Constantius time to get organized. Vetricianus soon surrendered to Constantius and honorable retirement, while the Emperor marched to Italy where a series of sharp battles eventually defeated Magnentius.

MAJOR POWERS

MAGNENTIUS

Type: Roman Faction

Imperator: Magnentius

Treasury: 40; **Morale:** 120; **Tax Base:** 124

Controlled Provinces: Africa Proconsularis (19), Alpes (1), Aquitania (3), Baetica (8), Baleares (1), Belgica (3), Britannia (4), Cisalpina (17), Corsica (1), Galliaecia (2), Germania Inferior (1), Germania Superior (2), Italia (17), Lugdunensis (7), Lusitania (3), Mauretania Caesariensis (1), Mauretania

Tingitana (1), Melita (1), Narbonensis (4), Numidia (3), Rhaetia (2), Sardinia (1), Sicilia (7), Tarraconensis (10)

Set-up: Purple (CER A)

A1710: 1 x 4-12
A1807: 1 x 8-10, 1 x 6-16
A2211: 1 x 18-30
A2710: 2 x 10-10, 2 x 4-12
A2712: 1 x +1-16, 1 x 12-10, 2 x (4)-12, 3 x 30-16, 1 x (6)-16, 2 x BT
A2718: 1 x +1-16, 2 x 8-10, 2 x 4-12, 1 x 6-16
A2812: 2 x 10-10, 2 x 4-12, 1 x 6-16
A2813: 2 x 10-10, 2 x 4-12
A3117: Magnentius, 1 x +1-16, 1 x 12-10, 2 x 8-10, 2 x (4)-12, 3 x 30-16, 2 x 6-16, 2 x (6)-16, 2 x BT
A3213: 1 x 10-10, 1 x 4-12
A3517: 1 x 36-30
A3621: 1 x 8-10, 1 x (4)-12, 1 x 6-16
B3921: 1 x 18-30

CONSTANTIUS II

Type: Roman Faction

Imperator: Constantius II

Treasury: 62; **Morale:** 95; **Tax Base:** 99

Controlled Provinces: Aegyptus (14), Arabia Petraea (1), Asia (11), Bithynia & Pontus (5), Cappadocia (9), Cilicia (7), Cyprus (2), Cyrenaica (2), Galatia (3), Iudea (3), Lycia & Pamphylia (2), Osrhoene (8), Rhodus (4), Syria (16), Thracia (12)

Set-up: Blue (CER A)

B5216: 2 x 8-10, 2 x 4-12, 1 x 6-16
B5415: 1 x +1-16, 2 x 4-12, 2 x 6-16, 3 x 18-30
C1112: Constantius II, 1 x +1-16, 2 x 12-10, 2 x (4)-12, 2 x 30-16, 2 x (6)-16

Set-up: (CER B)

B6426: 1 x 18-30
B6508: 1 x 8-10, 1 x 4-12
C6616: 2 x 10-10, 2 x 4-12, 3 x 18-30
C6712: 1 x +1-16, 2 x 10-10, 2 x 4-12, 2 x 6-16
C6913: 2 x 8-10, 2 x 4-12, 2 x 6-16
C6919: 1 x +1-16, 2 x 10-10, 2 x 4-12, 2 x 6-16
C7022: 2 x 8-10, 2 x 4-12
C1112: 2 x 12-10, 3 x (4)-12, 4 x 30-16, 3 x (6)-16, 2 x BT
C1212: 1 x +1-16, 3 x 10-10, 3 x 4-12, 2 x (4)-12, 2 x 30-16, 2 x (6)-16, 1 x BT

VETRANIO

Type: Roman Faction

Imperator: Vetricio

Treasury: 13; **Morale:** 80; **Tax Base:** 43

Controlled Provinces: Achaea & Epirus (7), Creta (2), Dalmatia (1), Illyricum (7), Macedonia (11), Moesia Inferior (4), Moesia Superior (6), Noricum (1), Pannonia Inferior (2), Pannonia Superior (2)

Set-up: Red (CER A)

A3711: 1 x 8-10, 1 x 4-12
A3814: 1 x 0-16, 1 x 12-10, 2 x 8-10, 3 x 4-12, 2 x (4)-12, 1 x 30-16, 1 x 6-16, 2 x (6)-16, 1 x BT
B4012: Vetricio, 2 x 10-10, 2 x 4-12, 1 x (4)-12, 1 x 6-16
B4214: 2 x 10-10, 2 x 4-12
B4314: 2 x 10-10, 2 x 4-12, 1 x 6-16
B4616: 1 x 0-16, 1 x (4)-12, 1 x 30-16, 1 x 6-16, 1 x (6)-16, 1 x BT
B4814: 2 x 8-10, 2 x 4-12
B4913: 1 x 10-10, 1 x 4-12

B4918: 1 x 18-30

B5013: 2 x 10-10, 2 x 4-12, 1 x 6-16

PERSIA

Type: Civilized non-Roman

Treasury: 50; **Morale:** 100; **Tax Base:** 39

Replacement Rate: 6

Controlled Provinces: Adiabene (1), Atropatene (9), Babylonia (10), Charax (1), Elymais (7), Hyrcania (2), Media (5), Mesopotamia (3), Persia (1), Sagartia (0)

Set-up: Orange (CER B)

C6911: 1 x 4-12, 1 x 6-16, 1 x (6)-16

C1411: 1 x +1-16, 2 x 20-9, 3 x 4-12, 3 x (4)-12, 3 x 30-16, 1 x 6-16, 3 x (6)-16, 2 x BT

C1913: 1 x +1-16, 2 x 16-9, 3 x 4-12, 2 x (4)-12, 2 x (6)-16

Note: Persia recruits using 26.0.

INACTIVE MINOR POWERS WITH UNITS

FRANKS

Type: Barbarian; neutral

Morale: 100; **Replacement Rate:** 0

Controlled Provinces: Germania Magna

Set-up: Brown (CER C) (upon activation)

Any hex in Germania Magna that is adjacent to Germania Inferior or Superior: 1 x +1-16, 2 x 4-12, 10 x 20-8, 1 x BT

Note: During any Diplomacy Phase that Roman land combat strength in Germania Inferior and Superior totals less than 50, roll a die; on roll of 4-6, the Franks become active, and remain so for the rest of the game.

QUADI

Type: Barbarian; neutral

Morale: 100; **Replacement Rate:** 0

Controlled Provinces: lazygia

Set-up: Tan (CER C) (upon activation)

Anywhere in lazygia: 1 x 0-16, 1 x 6-16, 6 x 20-8, 1 x BT

Note: During any Diplomacy Phase that Roman land combat strength in adjacent provinces totals less than 50, roll a die; on roll of 4-6, the Quadi become active.

SARMATIANS

Type: Barbarian, non-Roman; neutral

Morale: 90; **Replacement Rate:** 0

Controlled Provinces: Olbia, Tyras, Sarmatia

Set-up: Yellow (CER C) (upon activation)

Any hex in Sarmatia adjacent to Moesia Inferior: 1 x 0-16, 7 x 6-16

Note: During any Diplomacy Phase that Roman land combat strength in Moesia Inferior totals less than 50, roll a die; on roll of 4-6, the Sarmatians become active.

OTHER INACTIVE MINOR POWERS

Client States of Persia: Albania, Armenia

Client States of Nearest Roman Faction: Bosphoran Kingdom (Chersonesus Olbia, Tyras), Colchis, Iberia

Two Players: Magnentius controls Persia; Constantius controls Vetricio. To win, a player must fulfill both powers' victory conditions.

Three Players: Persia becomes an inactive major power controlled by the Farthest Power Rule (5.3).

Special Rules

- 1) Rules 26.0 (Civilized Recruitment), 28.0 (Roman Civil Wars), 29.0 (Militia), 30.0 (Limitanei), 31.0 (Legion Reform), 32.0 (Overruns), and 35.0 (Training) are used. Optional Rule 44.0 (Roman Usurpation) may be used.
- 2) Limitanei exist in all Roman provinces adjacent to non-Roman provinces. The movement penalty is 3.
- 3) Roma and Constantinople are both Imperial Capitals; each has a morale value of 16.
- 4) Rule 22.0 is not used in this scenario.

Victory Conditions

Roman Factions: If Constantius or Magnentius is eliminated, the survivor may jointly declare a victory with Vetrico, or, if the two cannot agree to do so, the game continues until only a single Emperor remains. Thus, two Roman factions may win if one is Vetrico. No faction may win if it has lost more than one province to non-Roman powers.

Persia: Control all initial provinces plus Syria and Osroene.

SCENARIO 29: JULIAN THE APOSTATE VS. CONSTANTIUS II (HYPOTHETICAL)

Start: September, AD 361

Historical Conclusion: None

Period: 5

Players: Maximum: 3; Minimum: 2; Optimum: 3

Historical Note: In September, AD 361, the Emperor Constantius II was engaged in a serious Persian War. His cousin Julianus (later nicknamed "the Apostate" because he abandoned Christianity for paganism), governor of the west, won a victory over some barbarians, and was proclaimed Emperor by his troops. Civil war loomed, but as Julian marched eastwards and Constantius marched west, the latter died of natural causes, leaving the empire to Julian (361-363). This scenario assumes Constantius had not died.

MAJOR POWERS

JULIAN

Type: Roman Faction

Imperator: Julian

Treasury: 28; **Morale:** 120; **Tax Base:** 125

Controlled Provinces: Africa Proconsularis (19), Alpes (1), Aquitania (3), Baetica (8), Baleares (1), Belgica (8), Britannia (4), Cisalpina (17), Corsica (1), Gallaecia (2), Germania Inferior (1), Germania Superior (2), Italia (17), Lugdunensis (7), Lusitania (3), Mauretania Caesariensis (1), Mauretania Tingitana (1), Melita (1), Narbonensis (4), Noricum (1), Numidia (3), Rhaetia (2), Sardinia (1), Sicilia (7), Tarraconensis (10)

Set-up: Purple (CER A)

A1710: 1 x 4-12

A1807: 1 x 8-10, 1 x 4-12, 1 x 6-16

A2710: 1 x 10-10, 1 x 4-12

A2812: 1 x 10-10, 1 x 4-12, 1 x 6-16

A2813: Julianus, 1 x +1-16, 2 x 12-10, 1 x 10-10, 1 x 4-12, 1 x (4)-12, 3 x 30-16, 2 x 6-16, 3 x (6)-16, 2 x BT

A3117: 1 x +1-16, 1 x 10-10, 1 x 4-12, 1 x 30-16, 1 x 6-16, 1 x (6)-16, 1 x BT

A3213: 1 x 10-10, 1 x 4-12

A3517: 1 x 36-30

A3621: 1 x 8-10, 1 x 4-12

A3628: 1 x 18-30

A3711: 1 x +1-16, 1 x 8-10, 1 x 4-12, 1 x (4)-12

Note: Julian may recruit CER B units to the red counter limits (Rule 5.5).

CONSTANTIUS II

Type: Roman Faction

Imperator: Constantius II

Treasury: 40; **Morale:** 120; **Tax Base:** 141

Controlled Provinces: Achaea & Epirus (7), Aegyptus (14), Arabia Petraea (1), Asia (11), Bithynia & Pontus (5), Cappadocia (9), Cilicia (7), Creta (2), Cyprus (2), Cyrenaica (2), Dalmatia (1), Galatia (3), Illyricum (7), Iudea (3), Lycia & Pamphylia (2), Macedonia (11), Moesia Inferior (4), Moesia Superior (6), Osroene (8), Pannonia Inferior (2), Pannonia Superior (2), Rhodus (4), Syria (16), Thracia (12)

Set-up: Blue (CER A)

B4012: 1 x +1-16, 2 x 10-10

B4214: 2 x 8-10, 2 x 4-12

B4314: 1 x 10-10

B4514: 1 x 10-10

B4616: 1 x +1-16, 1 x 10-10, 2 x (4)-12, 1 x 30-16, 1 x (6)-16, 1 x BT

B4814: 1 x 8-10, 1 x 4-12

B4913: 2 x 10-10

B5013: 2 x 8-10, 2 x 4-12

B5415: 1 x (4)-12, 1 x 30-16, 1 x (6)-16, 1 x 36-30

C1112: Constantius II, 2 x 12-10, 2 x 10-10, 2 x (4)-12, 3 x 30-16, 1 x 6-16, 3 x (6)-16

Set-up: (CER B)

B6508: 1 x 8-10, 1 x 4-12

C6616: 2 x 10-10, 2 x 4-12, 2 x (6)-16, 3 x 18-30

C6913: 1 x +1-16, 2 x 8-10, 2 x 4-12, 2 x 6-16

C6919: 1 x +1-16, 2 x 10-10, 3 x 4-12, 1 x 6-16

C7022: 1 x 8-10, 1 x 4-12, 1 x 6-16

C1112: 4 x 10-10, 4 x 4-12, 5 x (4)-12, 5 x 30-16, 3 x 6-16, 3 x (6)-16, 3 x BT

PERSIA

Type: Civilized non-Roman

Rex: Shapur

Treasury: 47; **Morale:** 120; **Tax Base:** 39

Replacement Rate: 6

Controlled Provinces: Adiabene (1), Atropatene (9), Babylonia (10), Charax (1), Elymais (7), Hyrcania (2), Media (5), Mesopotamia (3), Persia (1), Sagartia (0)

Set-up: Orange (CER B)

C6911: 1 x +1-16, 1 x 20-9, 2 x 30-16, 1 x 4-12, 2 x (4)-12, 1 x 6-16, 1 x (6)-16, 1 x BT

C1212: Shapur, 1 x +1-16, 1 x 20-9, 4 x 30-16, 1 x 4-12, 3 x (4)-12, 1 x 6-16, 2 x (6)-16, 2 x BT

C1411: 1 x +1-16, 1 x 16-9, 3 x 4-12, 1 x (4)-12, 3 x (6)-16

C1513: 1 x 0-16, 1 x 16-9, 2 x (4)-12, 1 x 6-16

Notes:

1) Persia recruits using 26.0.

2) If Optional Rule 40.1 is used, treat all Persian 4-12 and 6-16 units as missile units.

INACTIVE MINOR POWERS

Client States of Persia: Albania, Armenia

Client States of Nearest Roman Faction: Bosphoran Kingdom (Chersonesus), Colchis, Iberia, Olbia, Tyras

Neutral Barbarians: See 37.6.

Note: The owner of Constantinople may use wheat symbols from the Chersonesus if Heraclea has not been conquered by a hostile power.

Two Players: One player controls Julian and the Persians. He wins by fulfilling either power's victory conditions. Julian's units may not stack with Persians, engage in combined attacks or sieges with them, or enter Persian territory.

Special Rules

1) Rules 28.0 through 32.0 (Roman Civil Wars, Militia, Limitanei, Legion Reform and Overruns), plus 35.0 (Training) and 37.6 (Neutral Barbarians) are used. Optional, 44.0 (Roman Usurpation) may also be used.

2) Limitanei exist in all Roman provinces which border non-Roman provinces (except Osrhoene). Movement penalty is 1 in Cappadocia, Syria, and Arabia Petraea; 3 elsewhere.

3) Roma and Constantinople are both Imperial Capitals; each has a morale value of 16.

Victory Conditions

The game ends when one Emperor is eliminated.

Roman faction: Control the sole Emperor; do not lose any of your initial provinces to Persians or barbarians.

Persia: Control all initial provinces plus Syria and Osrhoene.

SCENARIO 30: THE GOTHIC STORM

Start: November, AD 377

End: July, AD 383

Period: 5

Players: Maximum: 4; Minimum: 2; Optimum: 2

Historical Note: For well over a decade after the brief clash between Constantius and Julian, the Empire had relative peace. Julian died of wounds while campaigning against the Persians. He was replaced by Jovian (363-364), but he died rather suddenly, to be replaced by the able Valentinian I (364-375) and his brother Valens (364-378), and they managed to cope with occasional barbarian incursions. By 378, when Valentinian died, leaving his sons Gratian (367-383) and Valentinian II (375-392), respectively, as co-emperors with their uncle Valens, the Empire was more stable than it had been in decades. But trouble was breaking beyond the frontiers.

For some years, the Huns had been moving westwards from Central Asia, pushing other peoples before them. One of these displaced nations, the Visigoths, sought refuge in the Empire. Allowed to settle south of the Danube, they were then, abused and oppressed by Roman officials, and rose in revolt. On August 9, 378, Valens and virtually his entire army were annihilated by Gothic heavy cavalry near Adrianopolis. To salvage something from the disaster, Gratian and Valentinian II raised the competent Theodosius I (378-395) to the purple. By heroic efforts, the Gothic tide was stemmed, though the Goths were granted homelands within the Empire.

MAJOR POWERS

GOths & BARBARIANS

Type: Barbarian

Rex: Fritigern

Treasury: 0; **Morale:** 150; **Tax Base:** 0

Replacement Rate: 12

Controlled Provinces: Agri Decumates (0), Boiohaemum (0), Dacia (0), Germania Magna (0), Iazygia (0), Lugia (0), Olbia (0), Sarmatia (0), Tyras (0)

Set-up: Brown (cavalry CER A, infantry CER C)

Place the following anywhere in:

Agri Decumates: 1 x 0-16, 3 x 20-8, 3 x 4-12

Boiohaemum: 1 x 0-16, 6 x 20-8, 2 x 4-12, 1 x 6-16

Dacia: 1 x 0-16, 3 x 20-8, 2 x 4-12, 2 x 6-16

Germania Magna: 1 x +1-16, 8 x 20-8, 3 x 4-12, 1 x 6-16, 1 x BT

Iazygia: 1 x +1-16, 6 x 20-8, 4 x 4-12, 1 x 6-16, 1 x BT

Sarmatia, Olbia, or Tyras: Fritigern, 10 x 20-8, 6 x 4-12, 8 x 30-16, 2 x 6-16, 2 x BT

Note: *Goths and Barbarians replace using 8.0, even though they are a major power.*

THE EMPIRE

Type: Roman Faction

Emperors: Gratian (Western Empire); Valens (Eastern Empire), Theodosius I

Treasury: 75; **Morale:** 115; **Tax Base:** 266

Controlled Provinces: Achaea & Epirus (7), Aegyptus (14), Africa Proconsularis (19), Alpes (1), Aquitania (3), Arabia Petraea (1), Asia (11), Baetica (8), Baleares (1), Belgica (8), Bithynia & Pontus (5), Britannia (4), Cappadocia (9), Cilicia (7), Cisalpina (17), Corsica (1), Creta (2), Cyprus (2), Cyrenaica (2), Dalmatia (1), Galatia (3), Gallaecia (2), Germania Inferior (1), Germania Superior (2), Illyricum (7), Italia (17), Iudea (3), Lugdunensis (7), Lusitania (3), Lycia & Pamphylia (2), Macedonia (11), Mauretania Caesariensis (1), Mauretania Tingitana (1), Melita (1), Moesia Inferior (4), Moesia Superior (6), Narbonensis (4), Noricum (1), Numidia (3), Osrhoene (8), Pannonia Inferior (2), Pannonia Superior (2), Rhaetia (2), Rhodus (4), Sardinia (1), Sicilia (7), Syria (16), Tarraconensis (10), Thracia (12)

Set-up: Purple (CER A)

A1523: Theodosius I, 1 x 8-10, 1 x 4-12

A2710: 1 x 10-10

A2712: Gratianus, 1 x 10-10, 2 x 8-10, 2 x 4-12, 1 x 30-16, 1 x (6)-16, 1 x BT

A2812: 1 x +1-16, 2 x 10-10, 2 x 6-16

A2813: 1 x +1-16, 2 x 10-10

A3117: 1 x +1-16, 2 x 12-10, 3 x (4)-12, 3 x 30-16, 3 x (6)-16, 1 x BT

A3213: 1 x 8-10, 1 x 4-12

A3517: 1 x 36-30

A3711: 1 x 8-10, 1 x 4-12

A3814: 2 x 30-16, 2 x 6-16, 2 x (6)-16, 1 x +1-16, 1 x 10-10, 1 x BT

B4012: 1 x 10-10, 2 x 6-16, 1 x +1-16

B4214: 2 x 10-10

B4314: 1 x 6-16, 1 x 10-10

B4514: 1 x 6-16, 1 x 10-10

B5415: Valens, 2 x 12-10, 4 x (4)-12, 4 x 30-16, 3 x (6)-16, 3 x 18-30, 2 x BT

A1807: 1 x 8-10, 1 x 4-12, 1 x 6-16

A3621: 1 x 8-10, 1 x 4-12

B4814: 2 x 10-10

B4913: 2 x 10-10

B4918: 1 x 8-10, 1 x 4-12

B5013: 2 x 10-10, 2 x 6-16

B5016: 1 x +1-16, 2 x 8-10, 2 x 4-12, 2 x 30-16, 2 x 6-16

B6508: 1 x 6-16

Set-Up: Blue (CER B)

B6508: 1 x 8-10, 1 x 4-12, 1 x 6-16

C6616: 2 x 10-10, 2 x 4-12, 3 x 18-30

C6712: 2 x 10-10, 2 x 4-12, 1 x (6)-16

C6913: 2 x 8-10, 2 x 4-12

C6919: 2 x 10-10, 2 x 4-12, 2 x 6-16

C7022: 2 x 8-10, 2 x 4-12

C1112: 1 x +1-16, 2 x 12-10, 3 x (4)-12, 4 x 30-16, 2 x 6-16, 2 x (6)-16, 2 x BT

C1212: 1 x +1-16, 2 x 10-10, 2 x 4-12, 2 x (4)-12, 2 x 30-16, 2 x 6-16, 2 x (6)-16, 1 x BT

PERSIA

Type: Civilized non-Roman

Treasury: 63; **Morale:** 10; **Tax Base:** 38

Replacement Rate: 8

Controlled Provinces: Adiabene (1), Atropatene (9), Babylonia (10), Charax (1), Elymais (6), Hyrcania (2), Media (5), Mesopotamia (3), Persia (1), Sagartia (0)

Set-up: Orange (CER A)

C6911: 1 x +1-16, 1 x 20-9, 2 x 16-9, 2 x 30-16, 2 x (4)-12, 3 x 6-16, 1 x BT

C1411: 1 x +1-16, 1 x 20-9, 4 x 30-16, 6 x (4)-12, 5 x (6)-16, 2 x BT

C1513: 1 x +1-16, 2 x 16-9, 4 x 4-12, 2 x 6-16

Notes:

1) Persian 4-12 and 6-16 units are treated as missile units if using optional rule 40.1.

2) Persia recruits using 26.0.

INACTIVE MINOR POWERS

Client States of Persia: Albania, Armenia

Client States of Rome: Bosporan Kingdom (Chersonesus), Colchis, Iberia

Note: The Roman player may use wheat symbols from the Chersonesus to feed Constantinople if Heraclea has not been conquered by a hostile power.

Two Players: One player controls both the Goths/Barbarians and the Persians.

Goths and other barbarians may not stack with Persian units, and neither group's units may enter provinces controlled by the other. The player must achieve both powers' victory conditions to win.

Four Players: Because of its size, two players may play the Roman side as a team, with one taking units in the west and another, units in the east. They may draw the dividing line any way they choose. Both players share equally in Roman victory or defeat.

Special Rules

1) Rules 29.0 through 32.0 (Militia, Limitanei, Legion Reform and Overruns), plus 35.0 (Training) are used. Rule 44.0 (Roman Usurpation) may be used.

2) Limitanei are present in all Roman provinces which border non-Roman provinces; the movement penalty is 2.

3) Roma and Constantinople are both Imperial Capitals; each has a morale value of 16.

4) Any Roman mobilization in December, AD 377 is charged against mobilization limits for 378.

Victory Conditions

Goths & Barbarians: Control 15 or more Roman provinces at the end of the scenario.

Persia: Control Osrhoene and Syria at the end of the scenario plus all Persian provinces.

The Empire: Prevent the above.

The game ends at the instant that the Goths or Persians achieve their victory conditions (or when both do so in the two-player game). Or when both the Goths and Persians have dissolved.

SCENARIO 31: THEODOSIUS THE GREAT VS. MAGNUS MAXIMUS

Start: July, AD 387

End: July, AD 388

Period: 6

Players: Maximum: 4; Minimum: 2; Optimum: 2

Historical Note: Magnus Maximus, governor of Britain, revolted in 383.

The Emperor Gratian, moved to crush him, but was murdered in Gaul. His co-Emperors Theodosius the Great and Valentinian II, the first occupied by

barbarians and the second by ineptitude, were initially unable to act against the usurper, and extended recognition to him. But a "cold war" followed. The inevitable break came in 387, when Maximus invaded Italy, driving out Valentinian II. Theodosius marched west with an army that included a considerable Gothic contingent. In a swift war, the western legions were crushed by the Gothic heavy cavalry. Valentinian was restored to his domains and given some Goths under Arbogast to help assert his authority.

MAJOR POWERS

MAGNUS MAXIMUS

Type: Roman Faction

Imperator: Maximus

Treasury: 20; **Morale:** 100; **Tax Base:** 47

Controlled Provinces: Aquitania (3), Baetica (7), Belgica (6), Britannia (4), Gallaecia (2), Germania Inferior (1), Germania Superior (2), Lugdunensis (6), Lusitania (3), Narbonensis (4), Tarraconensis (9)

Set-up: Blue (CER A)

A1523: 1 x (4)-12

A1710: 1 x 8-10

A1807: 1 x 8-10

A2710: 1 x 10-10, 1 x 4-12

A2712: Maximus, 2 x 8-10, 2 x (4)-12, 2 x 30-16, 1 x 6-16, 2 x (6)-16, 2 x BT

A2812: 1 x +1-16, 2 x 10-10, 2 x 4-12, 1 x (4)-12, 1 x 6-16

A2813: 1 x +1-16, 2 x 10-10, 2 x 4-12, 1 x 6-16

THEODOSIUS THE GREAT

Type: Roman Faction

Imperator: Theodosius I

Treasury: 67; **Morale:** 100; **Tax Base:** 209

Controlled Provinces: Achaea & Epirus (8), Aegyptus (14), Africa Proconsularis (19), Alpes (1), Arabia Petraea (1), Asia (13), Balears (1), Bithynia & Pontus (7), Cappadocia (9), Cilicia (7), Cisalpina (17), Corsica (1), Creta (2), Cyprus (2), Cyrenaica (2), Dalmatia (1), Galatia (3), Illyricum (7), Italia (17), Iudea (3), Lycia & Pamphylia (2), Macedonia (5), Mauretania Caesariensis (1), Mauretania Tingitana (1), Melita (1), Moesia Inferior (3), Moesia Superior (3), Noricum (1), Numidia (3), Osrhoene (8), Pannonia Inferior (2), Pannonia Superior (2), Rhaetia (2), Rhodus (4), Sardinia (1), Sicilia (7), Syria (12), Thracia (16)

Set-up: Purple (CER A)

A3117: 1 x 0-16, 1 x 8-10, 1 x (4)-12, 1 x 30-16, 2 x 6-16, 1 x (6)-16, 1 x BT

A3213: 1 x 10-10

A3517: 1 x 36-30

A3621: 1 x 8-10

A3711: 1 x 10-10

A3814: 1 x +1-16, 1 x 8-10, 1 x (4)-12, 2 x 6-16, 1 x (6)-16, 1 x BT

B4012: 1 x 10-10, 1 x 6-16

B4214: 1 x 10-10

B4314: 1 x 10-10

B4616: 1 x +1-16, 1 x (4)-12, 1 x 30-16, 1 x 6-16, 1 x (6)-16, 1 x BT

B 4514: 1 x 8-10

B4814: 1 x 10-10, 1 x 6-16

B4913: 1 x 10-10

B5013: 1 x 10-10

B5415: Theodosius I, 1 x +1-16, 2 x 12-10, 2 x (4)-12, 3 x 30-16, 2 x (6)-16, 3 x 18-30, 1 x BT

Set-up: (CER B)

A3117: 1 x 6-16

B4616: 1 x 6-16

B6426: 1 x 4-12, 1 x 18-30

B6508: 1 x 8-10, 1 x 4-12
B6516: 1 x 8-10, 2 x 4-12
C6616: 2 x 10-10, 2 x 4-12, 1 x 18-30
C6712: 2 x 10-10, 2 x 4-12
C6919: 1 x 0-16, 2 x 10-10, 2 x 4-12, 1 x 30-16
C7022: 2 x 8-10, 1 x 4-12
C1112: 1 x +1-16, 2 x 10-10, 2 x 4-12, 3 x (4)-12, 4 x 30-16, 3 x 6-16, 3 x (6)-16, 2 x BT
C1212: 1 x +1-16, 1 x 10-10, 2 x (4)-12, 1 x 30-16, 2 x 6-16, 2 x (6)-16, 1 x BT
C1224: 1 x 4-12

GOTHS

Type: Barbarian

Rex: Arbogast

Treasury: 20; **Morale:** 100;

Replacement Rate: 8

Controlled Provinces: Dacia (0), Olbia (0), Tyras (0), Sarmatia (0)

Set-up: Green (CER B)

Anywhere in Olbia, Tyras, or Sarmatia: Arbogast

Set-up: Brown (cavalry CER B, infantry CER C)

Anywhere in Dacia: 1 x +1-16, 4 x 20-8, 2 x 4-12, 2 x 30-16, 2 x 6-16, 1 x BT

Anywhere in Olbia, Tyras or Sarmatia: 1 x 0-16, 8 x 20-8, 5 x 4-12, 3 x 30-16, 4 x 6-16, 2 x BT

Notes: *Goths replace using 8.0, even though they are a major power.*

ACTIVE MINOR POWERS

Persia: Active (use same set up as 37.5).

ARAB RAIDERS

Type: Barbarian; neutral, controlled by the Gothic player

Morale: 100; **Replacement Rate** (See note 1).

Controlled Provinces: Arabia Deserta

Set-up: Yellow (CER C).

At the beginning of the first game-turn the Gothic player rolls one die and places that number of (6)-16 units anywhere in Arabia Deserta.

Notes:

1) *At the beginning of the fourth game-turn after all these units have been eliminated, the Gothic player rolls again for new Arab raiders. This process may be repeated for the duration of the scenario.*

2) *Arabs may not move outside the provinces of Arabia Deserta, Syria, Iudea, or Arabia Petraea.*

3) *Arab raiders treat desert hexes as clear terrain for foraging purposes only.*

INACTIVE MINOR POWERS

Client States of Theodosius: Bosporan Kingdom (Chersonesus), Colchis, Iberia

Two Players: The Goths act as an active, neutral minor power.

Four Players: The fourth player takes the Persians, who are now active, and control the Arab raiders.

Special Rules

1) Rules 28.0 through 32.0 (Roman Civil Wars, Militia, Limitanei, Legion Reform and Overruns), 35.0 (Training), and 37.5 (Persia) are used. Rule 44.0 (Roman Usurpation) may be used.

2) Limitanei exist in all initially Roman provinces which border non-Roman provinces. The movement penalty is 2.

3) Roma (morale value 16) and Constantinople (morale value 20) are both imperial capitals. Rule 22.0 is not used in this scenario.

Victory Conditions

The game ends when one Emperor is eliminated.

Romans: Prevent Gothic (or Persian) victory, have the sole remaining Emperor.

Goths: Conquer five Roman provinces.

Persians (if played): Conquer Osroene and Syria.

SCENARIO 32: THEODOSIUS THE GREAT VS. EUGENIUS

Start: April, AD 394 (April is summer, do not roll for determination).

End: November, AD 394 (see victory conditions for possible ending prior to November).

Period: 6

Players: Maximum: 4; Minimum: 2; Optimum: 3

Historical Note: Arbogast, a Gothic chieftain and the principal general of Valentinian II, the real power in the Western Empire, murdered his master and raised a civil servant, Eugenius (392-394) to the purple. Theodosius the Great, with his able general Stilicho, marched into Italy and in a swift campaign defeated the usurper, only to die himself of natural causes shortly thereafter.

MAJOR POWERS

EUGENIUS

Type: Roman Faction

Imperator: Eugenius (see note 2).

Treasury: 37; **Morale:** 115; **Tax Base:** 119

Controlled Provinces: Africa Proconsularis (19), Alpes (1), Aquitania (3), Baetica (7), Baleares (1), Belgica (6), Britannia (4), Cisalpina (17), Corsica (1), Gallaecia (2), Germania Inferior (1), Germania Superior (2), Italia (17), Lugdunensis (6), Lusitania (3), Mauretania Caesariensis (1), Mauretania Tingitana (1), Melita (1), Narbonensis (4), Numidia (3), Rhaetia (2), Sardinia (1), Sicilia (7), Tarraconensis (9)

Set-up: Romans (Blue: CER B)

A1523: 1 x 4-12

A1710: 1 x 8-10, 1 x 4-12

A1807: 1 x 8-10, 1 x 4-12

A2710: 1 x 8-10, 1 x 4-12

A2712: 1 x +1-16, 2 x 10-10, 2 x 4-12, 2 x (4)-12, 2 x 30-16, 2 x 6-16, 2 x (6)-16, 1 x BT

A2812: 1 x +1-16, 2 x 10-10, 2 x 4-12, 1 x (4)-12, 1 x 6-16

A2813: 2 x 10-10, 2 x 4-12, 1 x 6-16

A3117: Eugenius, 3 x 10-10, 2 x (4)-12, 2 x 30-16, 3 x 6-16, 2 x (6)-16, 2 x BT

A3213: 1 x 8-10, 1 x 4-12

A3316: 1 x 4-12

A3517: 2 x 18-30

A3621: 1 x 4-12, 1 x (6)-16

Set-up: Gothic Allies (Green: CER B)

A3117: Arbogast, 3 x 30-16, 3 x 6-16

Notes:

1) *If Arbogast is killed, the Green units revert to the control of the Gothic player, unless stacked with a Blue (Roman) leader.*

2) *If Eugenius is killed, and Arbogast is alive, the Eugenian player may make any of his leaders Imperator, replacing him in play with an unused leader of equal or lesser rank. If that leader is killed, another becomes Imperator; this may continue indefinitely if Arbogast is alive. The faction dissolves when*

Arbogast and the most recent Emperor counter are eliminated, or when morale reaches 0.

3) Only 30-16's and 6-16's may be mobilized from the Green limits.

THEODOSIUS THE GREAT.

Type: Roman Faction

Imperator: Theodosius I; Honorius & Arcadius (see note); Stilicho

Treasury: 67; **Morale:** 95; **Tax Base:** 131

Controlled Provinces: Achaea & Epirus (8), Aegyptus (14), Arabia Petraea (0), Asia (13), Bithynia & Pontus (7), Cappadocia (9), Cilicia (7), Creta (2), Cyprus (2), Cyrenaica (2), Dalmatia (0), Galatia (3), Illyricum (7), Iudea (3), Lycia & Pamphylia (2), Macedonia (5), Noricum (1), Osrhoene (8), Pannonia Inferior (2), Pannonia Superior (2), Rhodus (4), Syria (12), Thracia (16)

Set-up: Purple (CER B)

A3711: 1 x 10-10

A3814: 1 x 0-16, 1 x 8-10, 1 x (4)-12, 1 x 6-16, 1 x (6)-16

A3614: 1 x 6-16

B4012: 1 x 10-10, 1 x 6-16

B4214: 1 x 10-10

B4314: 2 x 10-10

B4918: 1 x 4-12, 2 x 18-30

B5216: Stilicho, 2 x 10-10, 2 x (4)-12, 2 x 6-16, 2 x (6)-16

B5415: Theodosius I, Honorius, 2 x 12-10, 2 x (4)-12, 4 x 30-16, 2 x (6)-16, 3 x 18-30, 2 x BT **B6426:** 1 x 4-12

B6516: 2 x 8-10

C6616: 2 x 8-10, 1 x 18-30

C6712: 2 x 10-10

C1112: 1 x +1-16, 3 x 30-16, 2 x 6-16

Set-up: Red: (CER B)

B5418: Arcadius

B6508: 1 x 8-10

C6919: 2 x 10-10, 2 x 6-16

C7022: 2 x 8-10

C1112: 2 x 8-10, 3 x (4)-12, 1 x 30-16, 1 x 6-16, 3 x (6)-16, 2 x BT

C1212: 1 x 0-16, 1 x 10-10, 2 x (4)-12, 1 x 30-16, 2 x 6-16, 2 x (6)-16, 1 x BT

C1224: 1 x 4-12

Note: If Theodosius is eliminated, Arcadius and Honorius become joint Imperators; the power suffers morale loss for elimination of either.

GOTHS

Type: Barbarian

Rex: Alaric

Treasury: 7; **Morale:** 100;

Replacement Rate: 8

Controlled Provinces: Dacia (0), Moesia Inferior (3), Moesia Superior (3), Olbia (0), Sarmatia (0), Tyras (0)

Set-up: Brown (cavalry CER B, Infantry CER C)

B4616: Alaric, 2 x 20-8, 2 x 4-12, 5 x 30-16, 3 x 6-16, 2 x BT

B4814: 2 x 20-8, 2 x 4-12

B4913: 1 x 0-16, 3 x 20-8, 3 x 4-12

B5013: 2 x 20-8, 2 x 4-12

Anywhere in Dacia: 2 x 20-8, 2 x 4-12

In any hex of Sarmatia adjacent to Dacia or Moesia Inferior: 2 x 20-8, 2 x 4-12

Notes:

1) Goths replace using 8.0, even though they are a major power.

2) If Alaric is eliminated and Arbogast remains alive. Eugenius gains control of all Gothic units.

ACTIVE MINOR POWERS

ARAB RAIDERS

Type: Barbarian; neutral, controlled by the Gothic player

Morale: 100

Controlled Provinces: Arabia Deserta

Set-up: Yellow (CER C).

Place anywhere in Arabia Deserta, the number of (6)-16 units equal to the result of a single die roll.

Notes:

1) At the beginning of the fourth game-turn after all these units have been eliminated, the Gothic player rolls again for new Arab raiders. This process may be repeated for the duration of the scenario.

2) Arabs may not move outside the provinces of Arabia Deserta. Syria, Iudea, and Arabia Petraea.

3) Arab raiders treat desert hexes as clear terrain for foraging purposes (only).

INACTIVE MINOR POWERS

Client States of Theodosius: Bosphoran Kingdom (Chersonesus), Colchis, Iberia

Note: The owner of Constantinople may use wheat symbols from the Chersonesus if Heraclea has not been conquered by a hostile power.

Persia: Neutral; See 37.5.

Neutral Barbarians: See 37.6

Two Players: The Goths are an active neutral minor power.

Four Players: The fourth player takes the Persians, who are now active.

Special Rules

1) Rules 28.0 through 32.0 (Roman Civil Wars, Militia, Limitanei, Legion Reform and Overruns), 35.0 (Training), 37.5 (Persia) and 37.6 (Neutral Barbarians) are used. Rule 44.0 (Roman Usurpation) may be used

2) Limitanei exist in all initially Roman provinces which border non-Roman provinces. The movement penalty is 2.

3) Roma (morale value 16) and Constantinople (morale value 20) are both imperial capitals. Grain rebellions can occur in both.

Victory Conditions

The game ends when one Roman faction no longer has an Imperator.

Theodosius I: Have sole remaining Imperator and eliminate Arbogast and Alaric; may not win if more than one of his initial provinces has been lost to non-Roman powers.

Eugenius: Have sole remaining Imperator and eliminate Stilicho and Alaric; may not win if more than two of his initial provinces have been lost to non-Roman powers.

Goths: Control all initial provinces and conquer three additional Roman provinces.

Persians (if used): Control all initial provinces plus Osrhoene and Syria.

SCENARIO 33: THE FALL OF STILICHO

Start: January, AD 407

End: August, AD 408

Period: 6

Players: Maximum: 5; Minimum: 2; Optimum: 4

Historical Note: Theodosius the Great's sons Arcadius (395-408) and Honorius (395-423) were young at their accession (18 and 9 respectively) and not particularly bright. When the old man died, several usurpers cropped up and

Barbarian incursions multiplied. The half-Vandal general Stilicho managed to hold things together for a while, in part through an alliance with the Visigoths under Alaric. But on the last day of AD 406, a flood of barbarians crossed the frozen Rhine and set the stage for a desperate fight, while soon afterwards the governor of Britain set himself up as a rival emperor, Constantine III (407-411). Stilicho strove to keep things together, but his alliance with the Visigoths collapsed. Then enemies at court plotted against him, and he was murdered with the consent of the inept Honorius. With that, the Western Empire lay virtually prostrate.

MAJOR POWERS

VISIGOTHS

Type: Barbarian

Rex: Alaric

Treasury: 10; **Morale:** 120; **Tax Base:** 14

Replacement Rate: 8

Controlled Provinces: Dacia (0), Dalmatia (1), Illyricum (7), Moesia Inferior (3), Moesia Superior (3), Olbia (0), Sarmatia (0), Tyras (0)

Set-up: Brown (cavalry CER B, infantry CER C)

B4017: 1 x +1-16, 2 x 20-8, 1 x 4-12, 2 x 30-16, 2 x 6-16, 1 x BT

B4616: Alaric, 4 x 20-8, 2 x 4-12, 4 x 30-16, 4 x 6-16, 1 x BT

Anywhere in Gothic starting areas: 1 x 0-16, 6 x 20-8, 3 x 4-12, 2 x 6-16, 1 x BT

Notes: Goths recruit using 8.0, even though they are a major power.

WESTERN EMPIRE

Type: Roman Faction

Imperator: Honorius

Treasury: 33; **Morale:** 85; **Tax Base:** 119

Controlled Provinces: Africa Proconsularis (19), Alpes (1), Aquitania (3), Baetica (7), Baleares (1), Belgica (6), Cisalpina (17), Corsica (1), Gallaecia (2), Germania Inferior (1), Germania Superior (2), Italia (17), Lugdunensis (6), Lusitania (3), Mauretania Caesariensis (1), Mauretania Tingitana (1), Melita (1), Narbonensis (4), Numidia (3), Noricum (1), Pannonia Inferior (2), Pannonia Superior (1), Rhaetia (2), Sardinia (1), Sicilia (7), Tarraconensis (9)

Set-up: Purple (CER B)

A1523: 1 x 8-10

A2710: 1 x 10-10, 1 x 4-12

A2712: 1 x +1-16, 1 x 10-10, 1 x 4-12, 2 x (4)-12, 1 x 30-16, 1 x 6-16, 2 x (6)-16, 1 x BT

A2812: 2 x 10-10, 2 x 4-12, 1 x 6-16

A2813: 1 x 10-10, 1 x 4-12, 1 x 6-16

A3117: Honorius, Stilicho, 2 x 12-10, 2 x (4)-12, 2 x 30-16, 2 x 6-16, 1 x (6)-16, 1 x BT

A3213: 2 x 8-10, 2 x 4-12

A3517: 1 x 36-30

A3711: 2 x 8-10, 2 x 4-12

A3814: 1 x +1-16, 1 x 10-10, 1 x 4-12, 1 x (4)-12, 1 x 30-16, 1 x (6)-16, 1 x BT

B4012: 1 x 10-10, 1 x 4-12

B4214: 1 x 10-10, 1 x 4-12

EASTERN EMPIRE

Type: Roman Faction

Imperator: Arcadius

Treasury: 60; **Morale:** 100; **Tax Base:** 118

Controlled Provinces: Achaea & Epirus (8), Aegyptus (14), Arabia Petraea (1), Asia (13), Bithynia & Pontus (7), Cappadocia (9), Cilicia (7), Creta (2), Cyprus

(2), Cyrenaica (2), Galatia (3), Iudea (3), Lycia & Pamphylia (2), Macedonia (5), Osrhoene (8), Rhodus (4), Syria (12), Thracia (16)

Set-up: Red (CER B)

B4918: 1 x 10-10, 1 x 4-12, 1 x (6)-16, 1 x 36-30

B5016: 1 x 10-10, 1 x 4-12

B5216: 1 x +1-16, 2 x 10-10, 2 x 4-12, 1 x (6)-16

B5415: Arcadius, 1 x +1-16, 2 x 12-10, 4 x (4)-12, 4 x 30-16, 3 x (6)-16, 2 x 36-30, 2 x BT

B6508: 1 x 8-10, 1 x 4-12, 1 x 6-16

B6516: 2 x 8-10, 1 x 4-12

C6616: 1 x 36-30

C6724: 2 x 4-12

C6919: 2 x 10-10, 2 x 4-12, 2 x 6-16

C7022: 2 x 8-10, 2 x 4-12

C1112: 1 x +1-16, 2 x 10-10, 2 x 4-12, 2 x 30-16, 2 x 6-16, 2 x BT

C1212: 1 x 10-10, 1 x 4-12, 1 x 6-16

C1224: 1 x (4)-12

CONSTANTINE III

Type: Roman Faction

Imperator: Constantine III

Treasury: 7; **Morale:** 120; **Tax Base:** 4

Controlled Provinces: Britannia (4)

Set-up: Blue (CER A)

A1710: 1 x 8-10, 2 x (4)-12, 1 x (6)-16

A1807: 2 x 8-10, 1 x 4-12, 1 x (4)-12, 1 x (6)-16

A2010: Constantine III, 1 x 8-10, 2 x (4)-12, 1 x (6)-16, 1 x 18-30

OTHER BARBARIANS

Place all barbarian units anywhere in controlled provinces.

FRANKS

Type: Barbarian

Provinces: Germania Magna

Morale: 100, **Replacement Rate:** 8

Set-up: Tan: CER C: 2 x 0-16, 12 x 20-8, 2 x 6-16, 1 x BT

VANDALS ALANS & SUEVI

Type: Barbarian

Provinces: Agri Decumates, Boiohaemum

Morale: 115, **Replacement Rate:** 8

Set-up: Yellow (CER C): 1 x +1-16, 1 x 0-16, 10 x 20-8, 4 x 4-12, 5 x 6-16, 1 x BT

RUGIANS

Type: Barbarian

Provinces: Iazygia

Morale: 95, **Replacement Rate:** 1

Set-up: Grey (CER C): 1 x 0-16, 5 x 4-12

HUNS

Type: Barbarian

Provinces: Colchis

Morale: 90, **Replacement Rate:** 2

Set-up: Green (CER C): 1 x 0-16, 5 x (6)-16

ARABS

Type: Barbarian

Provinces: Arabia Deserta

Morale: 85, **Replacement Rate:** 2

Set-up: White (CER C): 1 x 0-16, 5 x 6-16

Notes:

1) *Units of the various barbarian tribes may never stack with one another, combine in attacks, etc.*

2) *On the first game turn the Franks and their allies may cross the Rhine with no movement penalty.*

INACTIVE MINOR POWERS

Client State of the Eastern Empire: Bosphoran Kingdom (Chersonesus), Colchis, Iberia

Note: *The owner of Constantinople may use wheat symbols from the Chersonesus if Heraclea has not been captured by hostile forces.*

Persia: Neutral; see 37.5.

Four Players: Treat Constantine III as an active neutral major power, controlled by the Farthest Power Rule (5.25).

Three Players: Constantine III is treated as in a four-player game. In addition, one player controls both the Goths and the Barbarians and must fulfill both powers' victory conditions to win.

Two Players: Use the four- and three-player rules above, and both Eastern and Western Empires are controlled by a single player, who must accomplish both powers' victory conditions to win.

Special Rules

1) Rules 29.0 through 32.0 (Militia, Limitanei, Legion Reform, and Overruns), 35.0 (Training), 36.0 (Roman archers), and 37.5 (Persia) are used. Rule 28.0 (Roman Civil Wars) is in effect in the Western Empire only; Constantius III and the Western Empire are in a civil war.

2) Limitanei exist in all Roman starting provinces (except Cisalpina, Macedonia and Thracia) bordering non-Roman provinces. The movement penalty is 2.

3) If a Roman player forces a barbarian or Gothic stack to retreat in combat. He may hire units from the stack. Roll a die for each unit; it is hired on a roll of 6. Hired units are controlled by the Roman power; they must end each move stacked with Roman units or they revert to the control of their original player. The controlling Roman power must spend 1 talent per stacking point of hired units during each of his player turns to retain control of the units; if he fails to pay for a unit, it reverts to the control of its original player.

4) Roma (morale value 16) and Constantinople (morale value 20) are both imperial capitals.

Victory Conditions

The game ends when any two players have achieved their victory conditions.

Goths: Control starting provinces and conquer three Roman provinces.

Western Empire: Control starting provinces and conquer Britannia, Dalmatia and Illyricum.

Eastern Empire: Control starting provinces and conquer Colchis, Moesia Inferior and Moesia Superior.

Constantine III: Control Britannia and conquer Belgica, Germania Inferior, Germania Superior, Lugdunensis, Aquitania and Narbonensis.

Barbarians: Have three out of the five tribes accomplish their victory conditions.

Franks and their Allies: Conquer four Roman provinces.

Vandals & Suevi: Conquer four Roman provinces.

Rugians: Conquer one Roman province.

Huns: Control Colchis and conquer Chersonesus.

Arabs: Plunder any two Roman provinces.

SCENARIO 34: THE BARBARIAN TSUNAMI

Start: July, AD 409

End: August, AD 410

Period: 6

Players: Maximum: 5; Minimum: 3; Optimum: 4

Historical Note: The death of Stilicho deepened the crisis which plagued the Western Empire. Under pressure, Honorius recognized the usurper Constantine III as co-Emperor, while Alaric and his Visigoths, as well as many other Barbarian tribes, roamed almost at will over the empire. Here and there a usurper or governor, such as Constantine III and Aetius, managed to ward the frontiers and preserve some semblance of Roman power. But Barbarian hordes managed to pick off choice pieces of the empire on which to settle, and on August 24, 410 Alaric captured the imperial city and stripped it of much treasure; it had been 800 years since Rome had felt the tread of a foreign enemy. By then, whole provinces had been lost in all but name, particularly in the west, though, surprisingly, many of the invaders admired Roman society and sought legitimization by the Emperor. Soon even that would be ignored.

Note: In IR II this scenario was titled "The Rising Tide."

MAJOR POWERS

VISIGOTHS

Type: Barbarian

Rex: Alaric

Treasury: 15; **Morale:** 100; **Tax Base:** 17

Replacement Rate: 10

Controlled Provinces: Dalmatia (1), Illyricum (7), Moesia Inferior (3), Moesia Superior (3), Pannonia Inferior (2), Pannonia Superior (1)

Set-Up: Brown (CER: infantry C, cavalry B)

A3319: Alaric, 4 x 20-8, 2 x 4-12, 3 x 30-16, 3 x 6-16, 2 x BT

B4012: 1 x +1-16, 2 x 20-8, 1 x 4-12, 3 x 30-16, 1 x 6-16, 1 x BT

B4017: 2 x 20-8, 1 x 4-12

B4214: 1 x 20-8

B4314: 2 x 20-8, 1 x 4-12

B4616: 1 x +1-16, 1 x 20-8, 1 x 30-16

B4814: 1 x 20-8

B4913: 1 x 20-8, 1 x 4-12

B5013: 1 x 4-12

B5016: 1 x 20-8, 2 x 4-12, 1 x 6-16

Note: Visigoths replace using 8.0, even though they are a major power.

CONSTANTINE III

Type: Roman Faction

Imperator: Constantine III

Treasury: 15; **Morale:** 100; **Tax Base:** 12

Controlled Provinces: Aquitania (3), Belgica (6), Britannia (3), Germania Inferior (1), Germania Superior (2), Lugdunensis (6), Narbonensis (4)

Set-Up: Blue (CER A)

A1710: 1 x 8-10, 1 x 4-12

A1807: 1 x 8-10, 1 x 4-12

A2019: 1 x 8-10, 1 x 4-12

A2211: 2 x 18-30

A2321: 1 x 8-10, 1 x 4-12

A2710: 1 x 10-10, 1 x 4-12

A2712: Constantine III, 2 x 10-10, 2 x 4-12, 2 x 30-16, 3 x 6-16, 1 x BT

A2718: 1 x +1-16, 1 x 8-10, 1 x 4-12, 1 x 6-16
A2812: 1 x +1-16, 2 x 10-10, 2 x 4-12, 1 x 6-16
A2813: 1 x 10-10, 1 x 4-12, 1 x 6-16

WESTERN EMPIRE

Type: Roman Faction

Imperator: Honorius

Treasury: 15; **Morale:** 60; **Tax Base:** 73

Controlled Provinces: Africa Proconsularis (19), Alpes (1), Baleares (1), Cisalpina (17), Corsica (1), Italia (17), Mauretania Caesariensis (1), Mauretania Tingitana (1), Melita (1), Noricum (1), Numidia (3), Rhaetia (2), Sardinia (1), Sicilia (7).

Set-Up: Purple (CER B)

A1532: 2 x 4-12

A3117: 1 x 4-12.

A3130: 1 x 0-16, 1 x 8-10, 1 x 4-12, 1 x (6)-16

A3517: Honorius, 1 x 8-10, 1 x 4-12, 1 x (6)-16, 1 x 36-30

A3621: 1 x 4-12

A3628: 1 x 4-12

A3711: 1 x 8-10, 1 x 4-12

A3921: 1 x 4-12

EASTERN EMPIRE

Type: Roman Faction

Imperator: Arcadius

Treasury: 30; **Morale:** 90; **Tax Base:** 128

Controlled Provinces: Achaea & Epirus (8), Aegyptus (14), Arabia Petraea (1), Asia (13), Bithynia & Pontus (7), Cappadocia (9), Cilicia (7), Creta (2), Cyprus (2), Cyrenaica (2), Galatia (3), Iudea (3), Lycia & Pamphylia (2), Macedonia (5), Osrhoene (8), Rhodus (4), Syria (12), Thracia (16).

Set-Up: Red (CER B)

B4918: 1 x 0-16, 1 x 10-10, 2 x 4-12, 1 x 6-16, 1 x 36-30

B5216: 1 x +1-16, 2 x 10-10, 2 x 4-12, 2 x 6-16

B5415: Arcadius, 1 x +1-16, 2 x 10-10, 4 x 4-12, 4 x 30-16, 2 x 6-16, 2 x 36-30, 2 x BT

B6508: 1 x 8-10, 1 x (4)-12, 1 x 6-16

B6516: 2 x 8-10, 2 x (4)-12

C6616: 1 x 36-30

C6724: 2 x 4-12

C6919: 2 x 10-10, 2 x 4-12, 2 x (6)-16

C7022: 1 x 8-10, 1 x (4)-12

C1112: 1 x +1-16, 2 x 10-10, 2 x 4-12, 2 x 30-16, 2 x (6)-16, 1 x BT

C1212: 1 x 8-10, 1 x (4)-12, 1 x (6)-16

C1224: 1 x 4-12, 1 x 6-16

BARBARIANS

Place each power's units anywhere in its starting provinces.

VANDALS & SUEVI

Type: Barbarian

Morale: 100, **Replacement Rate:** 4

Provinces: Baetica, Gallaecia, Lusitania, Tarraconensis

Set-Up: Yellow (CER C): 1 x +1-16, 1 x 0-16, 6 x 20-8, 4 x 4-12, 1 x BT

FRANKS

Type: Barbarian

Morale: 100, **Replacement Rate:** 6

Provinces: Germania Magna

Set-Up: Tan (CER C): 2 x 0-16, 12 x 20-8, 2 x 6-16, 2 x BT

ALAMANNI

Type: Barbarian

Morale: 90, **Replacement Rate:** 1

Provinces: Agri Decumates, Boiohaemum, lazygia

Set-Up: Green (CER C): 6 x 4-12

HUNS (EASTERN)

Type: Barbarian

Morale: 95, **Replacement Rate:** 2

Provinces: Colchis, Scythia

Set-Up: White (CER C): 5 x (6)-16

HUNS (WESTERN)

Type: Barbarian

Morale: 90, **Replacement Rate:** 2

Provinces: Dacia, Olbia, Sarmatia, Tyras

Set-Up: Grey (CER C): 5 x (6)-16

ARABS

Type: Barbarian

Morale: 90, **Replacement Rate:** 2

Provinces: Arabia Deserta

Set-up: Yellow (CER C): 5 x (6)-16

Notes:

- 1) Barbarians are a faction controlled by one player, who is subject to the special rules noted here. If the Persians become active, they are also controlled by the Barbarian player.
- 2) All barbarian powers recruit using 8.0, even though, collectively, they are a major power. They may never tax provinces, though they may gain talents through plunder.
- 3) The barbarian powers are all mutually hostile; each maintains a separate morale level.
- 4) Barbarians units from different tribes may never stack together or attack together, nor may they move through the territory of another tribe.
- 5) The Franks are initially inactive and may not move or initiate combat. Each Diplomacy Phase roll a die; the Franks become active when a 6 is rolled, or if Frankish territory is invaded by the Romans.
- 6) Arab units treat desert hexes as clear terrain for forage purposes (only).

INACTIVE MINOR POWERS WITH UNITS

Persia: Neutral; see 37.5.

OTHER MINOR POWERS

Client State of the Eastern Empire: Bosphoran Kingdom (Chersonesus)

Notes: The owner of Constantinople may use Chersonesus wheat symbols if Heraclea has not been conquered by a hostile power.

Four Players: The Western and Eastern Empires are controlled by the Eastern Empire player; to win, the player must fulfill both powers' victory conditions. He may transfer control of provinces among his powers at will (e.g., if the East reconquers Pannonia, it may give the province to the West).

Three Players: Treat the Eastern and Western Empires as above; in addition, treat each barbarian tribe as an active neutral minor power controlled by the farthest power (5.3).

Special Rules

- 1) The replacement rate of any barbarian power (major or minor) drops to zero when its morale is 50 or less.

2) Rules 28.0 (Roman Civil War), 29.0 (Militia), 31.0 (Legion Reform), 32.0 (Overruns), 33.0 (Grain Under Byzantium), 35.0 (Training), 36.0 (Archers) and 37.5 (Persia) are in effect. Optional, 44.0 (Roman Usurpation) may be used.

3) The civil war exists only within the Western Empire; the Eastern Empire does not dissolve if Arcadius is eliminated.

4) Constantinople is the eastern imperial capital (morale value 20); Ravenna is the western imperial capital (morale value 8); Roma is not a capital but has a morale value (8).

5) Only Constantinople must be supplied with grain.

Victory Conditions

The game is over when any two players have achieved their victory conditions.

Eastern Empire: Control all starting provinces plus Moesia Superior, Moesia Inferior, Colchis and the city of **Philippopolis**: Italia must be controlled by some Roman faction

Constantius III: Control all starting provinces plus four additional Roman provinces.

Western Empire: Control all starting provinces plus the starting provinces of Constantius III and the Vandals/Suevi, plus Pannonia Superior, Pannonia Inferior, Dalmatia, Illyricum, and Pisae.

Visigoths: Control all starting provinces plus four Roman provinces.

Barbarians: Fulfill at least four barbarian powers' victory conditions:

Vandals and Suevi: Control starting provinces plus four additional ones.

Franks: Control four Roman provinces.

Alamanni: Control one Roman province.

Huns (Western): Plunder two Roman or Visigothic provinces.

Huns (Eastern): Control all starting provinces, plus plunder two Roman provinces.

Arabs: Plunder two Roman provinces.

Note: In the five-player version of the game, the Western Empire's chances of winning are slim. Four players are optimal. If you play with five players and wish more reasonable if ahistorical chances for the Western Empire, set the west's victory condition as control of all starting provinces.

SCENARIO 35: THE FRAGMENTATION OF THE WEST

Start: May, AD 429

End: October, AD 439

Period: 6

Players: Maximum: 5; Minimum: 3; Optimum: 5

Historical Note: As the Fifth Century entered its second quarter, although barbarian hordes had wandered almost at will across the face of the Empire, often settling down in place, overall a new stability seemed to have set in. The new Barbarian states offered, with varying degrees of sincerity, their allegiance to the empire, recognition by the Emperor being one sign of royal legitimacy. In the West, some Roman commanders were able to beat off newer invaders, but much preferred intriguing and fighting each other in an unending and debilitating struggle for control over the feeble Emperor Valentinian III (425-455), which ultimately worked against the interests of the Empire, while in the East, the abler Theodosius II (408-450), with the help of his brilliant elder sister Pulcheria (d. 453), managed to stabilize the Empire and even make inroads against the Barbarians.

Important: In this scenario, the principal Roman commanders in the West, Aetius (d. 454) and Bonifacius (d. 432), are treated as Imperators, given that the actual emperor, Valentinian III, was an imbecile.

Note: In IR II, this scenario was titled "The Disintegration of the West."

MAJOR POWERS

FLAVIUS AETIUS

Type: Roman faction

Imperator: Aetius

Treasury: 30; **Morale:** 110; **Tax Base:** 13

Controlled Provinces: Belgica (2), Germania Inferior (1), Germania Superior (2), Lugdunensis (4), Narbonensis (4)

Set-Up: Blue (CER B)

A2211: 2 x 4-12, 1 x 6-16

A2313: 1 x +1-16, 1 x 8-10, 2 x 4-12, 1 x 6-16

A2521: 2 x 4-12, 1 x 6-16

A2710: 1 x 4-12

A2718: 1 x +1-16, 2 x 8-10, 4 x 4-12, 2 x 6-16

A2812: Aetius, 2 x 10-10, 2 x 4-12, 2 x (4)-12, 2 x 30-16, 2 x 6-16, 1 x BT

A2813: 1 x (4)-12

A2821: 1 x 0-16, 1 x 8-10, 2 x 4-12, 1 x 30-16, 1 x 6-16, 1 x 18-30

COUNT BONIFACIUS

Type: Roman Faction

Imperator: Bonifacius

Treasury: 15; **Morale:** 80; **Tax Base:** 57

Controlled Provinces: Africa Proconsularis (18), Alpes (1), Baleares (1), Cisalpina (11), Corsica (1), Dalmatia (0)*, Illyricum (0)*, Italia (13), Melita (1), Noricum (0)*, Numidia (3), Rhaetia (0), Sardinia (1), Sicilia (7)

Set-Up: Purple (CER B)

A1532: 1 x 4-12

A3018: 1 x 4-12

A3117: 1 x +1-16, 1 x 8-10, 1 x 4-12, 1 x 30-16, 2 x 6-16

A3130: 2 x 4-12, 2 x 6-16

A3213: 1 x 4-12, 1 x 6-16

A3316: 1 x 4-12

A3517: Valentinian III, 1 x 8-10, 1 x 4-12, 1 x 30-16, 1 x 6-16, 1 x 36-30, 1 x BT

A3614: 1 x 0-16, 1 x 4-12, 1 x 6-16

A3621: 1 x 4-12, 1 x (6)-16

A3628: Bonifacius, 1 x 8-10, 1 x 4-12, 1 x 18-30

B4017: 1 x 8-10, 1 x 4-12

*Note: * Place plunder markers in these provinces. Tax base will increase when marker is removed.*

VANDALS

Type: Barbarian

Rex: Gaiseric

Treasury: 7; **Morale:** 120; **Tax Base:** 18

Replacement Rate: 6

Controlled Provinces: Baetica (7), Lusitania (3), Tarraconensis (8)

Set-Up: Green (CER C)

A1525: 1 x +1-16, 2 x 20-8, 2 x 4-12, 2 x 6-16

A1530: 2 x 4-12

A2129: Gaiseric, 3 x 20-8, 3 x 4-12, 3 x 30-16, 3 x 6-16, 1 x BT

A2324: 1 x 4-12

A2522: 2 x 4-12

Notes:

1) Although a major power, Vandals recruit ground units using 8.0.

2) Vandals may build 18-30 fleets in any friendly port at the normal cost in talents, spending no replacement points, up to their counter mix limitations.

EASTERN EMPIRE

Type: Roman Faction

Imperator: Theodosius II

Treasury: 50; **Morale:** 95; **Tax Base:** 123

Controlled Provinces: Achaea & Epirus (8), Aegyptus (14), Arabia Petraea (1), Asia (11), Bithynia & Pontus (7), Cappadocia (9), Cilicia (7), Creta (2), Cyprus (2), Cyrenaica (2), Galatia (3), Iudea (3), Lycia & Pamphylia (2), Macedonia (3), Osrhoene (8), Rhodus (4), Syria (17), Thracia (20)

Set-Up: Red (CER B)

B4918: 1 x +1-16, 2 x 10-10, 3 x 4-12, 1 x 30-16, 2 x 6-16, 1 x BT

B5415: Theodosius II, 1 x +1-16, 3 x 10-10, 5 x 4-12, 3 x 30-16, 4 x 6-16, 3 x 36-30, 1 x BT

B6508: 1 x 8-10, 1 x (4)-12, 1 x 6-16

B6516: 1 x 8-10, 1 x 4-12

C6616: 1 x 36-30

C6724: 2 x 4-12

C6919: 1 x 0-16, 2 x 10-10, 2 x 4-12, 2 x (6)-16

C7022: 1 x 10-10, 1 x 4-12

C1112: 1 x +1-16, 2 x 10-10, 2 x (4)-12, 2 x 30-16, 3 x (6)-16, 1 x BT

C1212: 2 x 8-10, 2 x (4)-12

C1224: 1 x 4-12

Notes:

- 1) Beginning in January AD 430, roll a die at the start of each Game-Turn; on a roll of "1" the Marcian leader counter (Purple: CER A) becomes available to the Theodosian player on any controlled hex.
- 2) If Theodosius II is eliminated, Marcian becomes Emperor, even if not yet in play. If Marcian is eliminated, the player may choose any of the Eastern Empire's leader counters and declare it Imperator, adding another of equal combat value to any stack of Eastern Empire counters.

VISIGOTHS

Type: Barbarian

Rex: Theodoric

Treasury: 3; **Morale:** 120; **Tax Base:** 3

Replacement Rate: 6

Controlled Provinces: Aquitania (3)

Set-Up: Brown (CER: infantry C, cavalry B)

A2019: 1 x 20-8, 1 x 4-12, 1 x 6-16

A2117: 1 x 20-8, 1 x 4-12

A2321: Theodoric, 2 x 20-8, 3 x 4-12, 3 x 30-16, 3 x 6-16, 1 x BT

A2418: 1 x 20-8, 1 x 4-12

Note: Visigoths replace using 8.0, even though they are a major power.

ACTIVE MINOR POWERS

FRANKS

Type: Barbarian

Morale: 110; **Replacement Rate:** 8

Controlled Provinces: Germania Magna

Set-Up: Tan (CER C)

A2709: 1 x 0-16, 1 x 6-16, 12 x 20-8, 1 x BT

Berbers: See 37.1.

Saxon & Frisian Pirates: See 37.2.

Suevi: See 37.4.

INACTIVE MINOR POWERS WITH UNITS

HUNS

Type: Barbarian

Morale: 100; **Replacement Rate:** 8

Controlled Provinces: Dacia, Iazygia, Moesia Inferior, Moesia Superior, Olbia, Pannonia Inferior, Pannonia Superior, Sarmatia, Scythia, Tyras.

Set-Up: Yellow (CER: infantry C, cavalry B)

Anywhere in Hunnish controlled provinces: 2 x 1 x +1-16, 1 x 0-16, 7 x 20-8, 5 x (4)-12, 8 x 30-16, 8 x 6-16, 7 x (6)-16, 3 x BT

Notes:

The Roman powers were bribing the Huns to keep quiet. During each Taxation and Mobilization Phase, if the Huns have not been activated, the three Roman powers (negotiating among themselves) may spend talents to keep the Huns quiet or hire Hun units.

- The three Roman factions must expend 40 talents each game turn to keep them quiet.
- If all three factions agree to bribe the Huns to stay quiet this cost can be paid by any combination of the individual factions agreed upon.
- If all three factions agree to not pay the bribe to keep quiet, each Roman faction may hire Hun units if they meet the requirements. (see 2) below).
- If at least one Roman faction does not agree to keep them quiet, the three factions must bid to hire or keep them quiet. The minimum bid is 40 talents. Two factions may combine to create one bid.
- If the high bidder(s) chose to keep the Huns quiet, they expend the talents bid.
- If they chose to hire the Huns and are eligible to do so (see below) they expend the talents bid and may each hire one unit (paying the additional talents) that game turn. The loosing faction(s) cannot hire any Huns this first game turn.
- On subsequent game turns, all Roman factions may hire Huns if otherwise eligible to do so.
- Once the Huns have been hired out, they may never be bribed by any faction to stay quiet.

2) If the Huns have not been activated, eligible (as per 1) above) Roman factions that own a province adjacent to a Hunnish province may hire Hunnish units. Hun units are hired during the Taxation and Mobilization Phase.

- If more than one Roman faction is eligible to hire Hun units, each eligible faction rolls one die. The faction with the high die, may hire one unit, then the next highest die, could hire one unit, etc. This continues until all factions have hired the desired number of units.
 - Each eligible faction indicates the Hunnish units the player wishes to hire, and then pays the number of talents equal to the LE of the unit. The player must continue to spend this sum each Taxation and Mobilization Phase, or the hired units are immediately placed back in Hunnish territory.
 - When a unit is hired, the hiring player may place it in any hex in one of his provinces which is adjacent to a Hunnish province, and thereafter they may be used as if they were the player's own units.
- 3) If Hunnish territory is entered by a hostile power, they immediately become active against that power.
- If any Hunnish units have been hired and the Huns become activated against that hiring player, those hired Hunnish units are immediately removed from play.
 - Huns in the employ of other factions remain in the hiring player's employ.
 - Additional Hun units may not be hired by any Roman faction.
- 4) Treat Hunnish 6-16's as (6)-16's.

PERSIA

Type: Civilized, non-Roman

Morale: 100; **Replacement Rate:** 8

Controlled Provinces: Adiabene, Albania, Armenia, Atropatene, Babylonia, Charax, Elymais, Hyrcania, Iberia, Media, Mesopotamia, Persia, Sagartia

Set-Up: Orange (CER: infantry B, cavalry A)

C6911: 1 x 0-16, 1 x 16-9, 6 x (4)-12, 3 x 30-16, 4 x (6)-16, 1 x BT

C1411: 1 x +1-16, 1 x 16-9, 4 x (4)-12, 2 x 30-16, 3 x (6)-16, 1 x BT

C1513: 1 x 16-9, 2 x 4-12, 1 x (6)-16

C1708: 1 x +1-16, 1 x 16-9, 4 x 4-12, 1 x 30-16, 3 x 6-16, 1 x BT

C1913: 1 x 0-16, 2 x 20-8, 3 x 4-12, 1 x 30-16, 5 x 6-16, 2 x (6)-16, 1 x BT

Notes:

- 1) All Persian 6-16's are treated as (6)-16's.
- 2) During each Diplomacy Phase, roll two dice: Persia becomes active on a roll of 9 or less. Add one to the die-roll for every 25 strength points of Roman units in any of Cappadocia, Osrhoene and Syria; however, the Persians will always activate on an unmodified roll of 2.
- 3) Persians recruit using 8.0.

OTHER MINOR POWERS

Client States of the Eastern Empire: Bosphoran Kingdom (Chersonesus), Colchis

Notes:

- 1) The owner of Constantinople may use Chersonesus' wheat symbols as long as Heraclea has not been captured by a hostile power.
- 2) The capture of Valentinian III by a rival faction is worth 20 morale points. If he is killed (i.e., eliminated in combat), both western Roman factions automatically lose.

Four Players: Treat the Visigoths as an active neutral major power, controlled by the Farthest Power Rule (5.25); they may not be controlled by the same player as the Franks; in circumstances where Rule 5.25 would give one Player control of both, that player must choose which tribe to control, and the other tribe is controlled by the next farthest player.

Three Players: In addition to the provisions for four players, treat the Eastern Empire and Persia as out of play. No units may enter their provinces or Moesia Inferior or Superior. The Eastern Empire contributes 20 talents to the Western Player to help bribe the Huns every Taxation and Mobilization Phase.

Special Rules

- 1) The replacement rate of any barbarian power (major or minor) drops to zero when its morale is 50 or less.
- 2) Rules 28.0 through 33.0 (Roman Civil Wars, Militia, Limitanei, Legion Reform, Overruns, and Grain Under Byzantium), 35.0 (Training), 36.0 (Roman Archers), 37.2, and 37.4 (minor powers) are in effect.
- 3) Civil War only exists in the Western Empire.
- 4) Limitanei exist in Cappadocia, Osrhoene, Syria, Arabia Petraea, Germania Inferior, and Germania Superior (movement penalty is 1).
- 5) Constantinople is the eastern imperial capital (morale value 24); Ravenna is the western imperial capital (morale value 6); Roma is not a capital, but Morale value is 8.
- 6) Only Constantinople must be supplied with grain.
- 7) Both Aetius and Bonifacius claim Valentinian III as their Emperor. The Valentinian counter must remain in Ravenna. Neither Aetius nor Bonifacius may kill or move him. If the counter is present at the end of the game, the Roman faction that controls Ravenna may congratulate itself.

Victory Conditions

The game ends when any two players have met their victory conditions.

Eastern Empire: Control all starting provinces plus Moesia Superior and Moesia Inferior, provided Italia is also controlled by a Roman faction.

Aetius: Control all starting areas plus those of Bonifacius plus Pannonia Superior and Inferior.

Bonifacius: Control all starting areas plus those of Aetius plus Pannonia Superior and Inferior.

Vandals: Control six provinces.

Visigoths: Control five provinces.

SCENARIO 36: ATTLA, THE SCOURGE OF GOD

Start: April, AD 451

End: June, AD 455

Period: 6

Players: Maximum: 6; Minimum: 1; Optimum: 5

Historical Note: The Huns had lived on the fringes of Europe for decades before the able Attila (441-453) became king and began assembling a coalition of virtually all the barbarians outside the Empire. Meanwhile, the Vandals had established a powerful kingdom in North Africa under the leadership of Gaiseric (428-477) and the Visigoths under Theodoric I had done so in Aquitania. In AD 451, with the Western Empire hanging on the verge of dissolution under the incompetent Valentinian III (423-455), while the Eastern Empire, under the abler Theodosius II, and later Marcian (450-459) (who married Theodosius' able sister Pulcheria), was barely able to defend itself, Attila's coalition burst upon the Empire with great violence. In a long and difficult war, the Huns were turned back by a coalition of Romans, Visigoths, and Franks, led by the Roman general Aetius. The death of Attila in 453 settled the Huns forever, but the trials of the Empire were just beginning. In 455 the Vandals, using their considerable navy, took and sacked Rome itself. Aetius had been murdered the year before by his inept master and was unfortunately not available to prevent the sack.

MAJOR POWERS

HUNS

Type: Barbarian

Rex: Attila

Treasury: 0; **Morale:** 120; **Tax Base:** 0

Replacement Rate: 18

Controlled Provinces: Agri Decumates (0), Boiohaemum (0), Dacia (0), Germania Magna (0), Iazygia (0), Lugia (0), Moesia Inferior (0)*, Moesia Superior (0)*, Olbia (0), Pannonia Inferior (0), Pannonia Superior (0)*, Sarmatia (0), Scythia (0), Tyras (0).

Set-up: Brown (CER: infantry C, cavalry A)

Anywhere in starting provinces: Attila, 2 x +1-16, 15 x 20-8, 14 x 4-12, 7 x 30-16, 2 x 6-16, 8 x (6)-16, 3 x BT.

Notes:

- 1) * Place two plunder markers in these provinces; tax base will increase when markers are removed.
- 2) Rebuilt units may be placed anywhere in initial provinces (if controlled).
- 3) Faction dissolves on Attila's death.

WESTERN EMPIRE

Type: Roman Faction

Imperator: Valentinian III, Aetius

Treasury: 18; **Morale:** 85; **Tax Base:** 64.

Controlled Provinces: Alpes (1), Baetica (7), Baleares (1), Cisalpina (11), Corsica (1), Dalmatia (0)*, Germania Inferior (1), Germania Superior (2), Illyricum

(0)*, Italia (13), Lugdunensis (4), Lusitania (2), Melita (1), Narbonensis (4), Noricum (0)*, Rhaetia (0)*, Sardinia (1), Sicilia (7), Tarraconensis (8)

Set-Up: Blue (CER B)

A1530: 1 x 4-12
A2129: 1 x 4-12
A2211: 1 x 4-12, (1) x 6-16
A2313: 1 x 8-10, 1 x (4)-12, 1 x 6-16
A2521: 1 x 4-12
A2710: 1 x 4-12
A2718: 1 x 10-10, 1 x 4-12
A2812: 1 x 0-16, 1 x 10-10, 1 x 4-12, (1) x 4-12, 2 x 30-16, 1 x 6-16, 1 x BT
A2813: 1 x 4-12
A2821: 1 x 4-12
A2917: 1 x 4-12
A3117: Aetius, 1 x 10-10, 1 x 4-12, 1 x 4-12, 2 x 30-16, 4 x 6-16, 1 x BT
A3213: 1 x 8-10, 1 x (4)-12
A3517: Valentinian, 1 x 8-10, 1 x (4)-12, 1 x (6)-16, 2 x 18-30
A3621: 1 x +1-16, 2 x 10-10, 2 x 4-12, 1 x (6)-16
B4017: 1 x 8-10, 1 x (4)-12, 1 x (6)-16
B4226: 1 x 4-12, 2 x 18-30

Note: * Place two plunder markers in these provinces, Tax base will increase when markers are removed.

VANDALS

Type: Barbarian

Rex: Gaiseric (back of Crassus)

Treasury: 15; **Morale:** 110; **Tax Base:** 20

Replacement Rate: 6

Controlled Provinces: Africa Proconsularis (18), Numidia (2)

Set-Up: Green (CER C)

A3130: 1 x 6-16
A3328: 1 x 20-8, 1 x 6-16
A3527: 1 x +1-16, 1 x 20-8, 4 x 4-12, 2 x 30-16, 2 x 18-30, 1 x BT
A3628: Gaiseric, 3 x 20-8, 4 x 4-12, 2 x 30-16, 2 x 6-16, 3 x 18-30, 1 x BT
B4132: 1 x 4-12, 1 x 6-16

Note: Although a major power, Vandals recruit using 8.0.

EASTERN EMPIRE

Type: Roman Faction

Imperator: Marcian, Purple, Red,

Treasury: 60; **Morale:** 95; **Tax Base:** 116

Controlled Provinces: Achaëa & Epirus (8), Aegyptus (14), Arabia Petraea (1), Asia (11), Bithynia & Pontus (0)*, Cappadocia (9), Cilicia (7), Creta (2), Cyprus (2), Cyrenaica (2), Galatia (3), Iudea (3), Lycia & Pamphylia (2), Macedonia (3), Osrhoene (8), Rhodus (4), Syria (17), Thracia (20)

Set-Up: Purple (CER B)

B4419: 2 x 4-12
B4918: 1 x +1-16, 1 x 8-10, 2 x 4-12, 1 x 30-16, 2 x 6-16, 1 x 36-30, 1 x BT
B5216: 1 x +1-16, 1 x 8-10, 2 x 4-12, 1 x 30-16, 2 x 6-16, 1 x BT
B5608: 1 x 8-10.
B5807: 1 x 8-10
B5415: Marcian, 1 x +1-16, 3 x 10-10, 3 x 4-12, 4 x 30-16, 3 x 6-16, 3 x 36-30, 1 x BT
B6508: 1 x 8-10, 1 x 4-12, 1 x (6)-16
C6919: 1 x 0-16, 2 x 10-10, 2 x 4-12, 1 x (6)-16
B6516: 1 x 8-10, 1 x 4-12
C6616: 1 x 4-12, 1 x 36-30
C6724: 2 x 4-12, 1 x (6)-16

C7022: 1 x 0-16, 2 x 8-10, 2 x 4-12, 1 x (6)-16

1112E: 1 x +1-16, 2 x 10-10, 2 x 4-12, 3 x 30-16, 3 x 6-16, 1 x BT

C1212: 1 x +1-16, 2 x 8-10, 2 x 4-12, 2 x (6)-16

C1224: 1 x 4-12, 1 x (6)-16

Note: * Place two plunder markers in Bithynia & Pontus. Tax base will increase when marker is removed.

VISIGOTHS

Type: Barbarian

Rex: Theodoric (back of Maxent)

Treasury: 8; **Morale:** 100; **Tax Base:** 3

Replacement Rate: 6

Controlled Provinces: Aquitania (3)

Set-Up: Yellow (CER: infantry C, cavalry B)

A2019: 1 x +1-16, 1 x 20-8, 2 x 4-12

A2117: 1 x 4-12

A2124: 1 x +1-16, 2 x 20-8, 3 x 4-12, 2 x 30-16, 2 x 6-16, 1 x BT

A2321: Theodoric, 2 x 20-8, 3 x 4-12, 2 x 30-16, 3 x 6-16, 1 x BT

A2418: 2 x 20-8, 1 x 4-12, 1 x 6-16

Note: Visigoths replace using 8.0, even though they are a major power.

FRANKS

Type: Barbarian

Treasury: 0; **Morale:** 110; **Tax Base:** 2

Replacement Rate: 8

Controlled Provinces: Belgica (2)

Set-Up: Tan (CER C)

Anywhere in Belgica (except A2211): 1 x +1-16, 12 x 20-8, 1 x 6-16, 1 x BT

Note: Franks replace using 8.0, even though they are a major power.

ACTIVE MINOR POWERS

Berbers: See 37.1.

Saxon & Frisian Pirates: See 37.2.

Suevi: See 37.4.

INACTIVE MINOR POWERS

Persia: Neutral; see 37.5; receives only 1 baggage train.

Client States of the Eastern Empire: Bosporan Kingdom (Chersonesus), Colchis

Notes: The owner of Constantinople may use Chersonesus wheat symbols if Heraclea remains unconquered by a hostile power.

Five Players: The Franks are an active neutral major power, controlled by the Farthest Power Rule (5.3).

Four Players: The Franks are neutral, as above; the Huns and Vandals are controlled by the same player, who must achieve both powers' victory conditions to win.

Three Players: The rules for the four-player version are used and the Visigoths and Eastern Empire are controlled by the same player, who must achieve both powers' victory conditions to win.

Two Players: One player controls both Empires, the Franks, and the Visigoths; the other controls the Huns and Vandals. A player must achieve all his major powers' victory conditions to win.

Special Rules

1) The replacement rate of any barbarian power (major or minor) drops to zero when its morale is 50 or less.

2) Rules 29.0 through 33.0 (Militia, Limitanei, Legion Reform, Overruns, and Grain Under Byzantium), 35.0 (Training), 36.0 (Roman Archers), 37.1, 37.2, 37.4

and 37.5 (Minor Powers) are in effect, and 44.0 (Roman Usurpation) may be used.

3) Limitanei exist in Cappadocia, Osrhoene, Syria and Arabia Petraea (movement penalty is 2), and in Germania Inferior and Superior (movement penalty is 1).

4) Constantinople is the eastern imperial capital (morale value 24); Ravenna is the western imperial capital (morale value 6), Roma is not a capital, but has a morale value of

5) Only Constantinople must be supplied with grain.

Victory Conditions

Eastern Empire: Control all starting provinces plus Moesia Superior and Moesia Inferior.

Western Empire: Control Alpes, Cisalpina, and Italia plus ten other provinces.

Vandals: Control nine provinces.

Visigoths: Control five provinces.

Franks: Control four provinces.

Huns: Control all starting provinces plus eight additional ones.

SCENARIO 37: RESURGENCE UNDER MAJORIAN

Start: April, AD 457

End: AD 461

Period: 6

Players: Maximum: 4; Minimum: 3; Optimum: 4

Historical Note: In the East, the capable Marcian (450-457) was succeeded by the equally qualified Leo I (457-474). But in the West, the inept Valentinian III (425-455) murdered his able general Aetius, who was soon after himself assassinated. There followed in quick succession two puppet emperors of the Barbarian chieftain Ricimer, the magister militum (general-in-chief) of the west. In 457 Ricimer ousted his current favorite, and installed Majorian (457-461) as Emperor. Able and ambitious, Majorian took the field against the barbarian kings, intent on the restoration of the Empire. In a series of quick wars, he asserted at least nominal Roman rule over the Franks, Visigoths, Burgundians, and others. But Ricimer came to fear Majorian's success as a threat to his own authority, and had the Emperor murdered. Within fifteen years even the pretense of an Empire in the West would end when the last Emperor, Romulus Augustulus (475-476) was deposed by the barbarian Odoacer, who proclaimed himself King of Italy.

MAJOR POWERS

WESTERN EMPIRE

Type: Roman Faction

Imperator: Majorian;

Rex: Ricimer

Treasury: 44; **Morale:** 120; **Tax Base:** 442

Replacement Rate: 4 (See Notes)

Controlled Provinces: Baetica (5), Cisalpina (12), Dalmatia (1), Illyricum (3), Italia (11), Lusitania (2), Narbonensis (4), Noricum (0)*, Tarraconensis (6).

Set-Up: Green (CER B)

A1530: 1 x (4)-12

A2129: 1 x 4-12

A3018: 1 x +1-16, 2 x 20-8, 1 x 4-12

A3117: 1 x +1-16, 2 x 20-8, 1 x 8-10, 1 x 4-12, 1 x (4)-12, 2 x 30-16, 2 x (6)-16, 1 x BT

A3118: 1 x 4-12

A3316: 2 x 4-12

A3517: Majorian, Ricimer, 1 x 8-10, 1 x 4-12, 1 x (6)-16, 2 x 18-30

A3614: 1 x (4)-12

A3621: 1 x +1-16, 1 x 4-12, 1 x (4)-12, 1 x (6)-16

B3921: 1 x 4-12

B4017: 1 x 8-10, 1 x 4-12, 1 x (6)-16

B4124: 1 x (4)-12

B4225: 1 x 4-12

B4418: 1 x 4-12

Notes:

1) *The Western Empire mobilizes using 7.0; however, the 20-8 barbarian heavy infantry units are replaced by 8.0. The replacement points accumulated by the Empire can only be used to rebuild the 20-8's.*

2) ** Place two plunder markers in Noricum. Tax base will increase when marker is removed.*

3) *If Majorian is eliminated, Ricimer may promote any available green leader (other than himself) to Imperator. If Ricimer is eliminated, the faction dissolves upon the death of the Imperator.*

VANDALS

Type: Barbarian

Rex: Gaiseric

Treasury: 10; **Morale:** 110; **Tax Base:** 25

Replacement Rate: 6

Controlled Provinces: Africa Proconsularis (14), Baleares (1), Corsica (1), Mauretania Caesariensis (1), Melita (1), Numidia (2), Sardinia (1), Sicilia (5)

Set-Up: Brown (CER: infantry C, cavalry B)

A2626: 1 x 4-12

A3130: 1 x +1-16, 2 x 20-8, 1 x 4-12, 1 x 30-16, 1 x 6-16

A3321: 1 x 4-12

A3325: 1 x 4-12

A3527: 1 x 4-12, 1 x 30-16, 1 x 6-16

A3628: Gaiseric, 3 x 20-8, 2 x 30-16, 2 x 6-16, 3 x 18-30, 1 x BT

A3826: 1 x 4-12

B4226: 1 x +1-16, 1 x 20-8, 2 x 4-12, 1 x 6-16, 1 x 18-30

Note: *Although a major power, Vandals recruit using 8.0.*

FRANKS

Type: Barbarian

Rex: Merovech

Treasury: 10; **Morale:** 110; **Tax Base:** 2

Replacement Rate: 8

Controlled Provinces: Belgica (2), Germania Inferior (0), Germania Superior (0)

Set-Up: Tan (CER C)

A2211: 1 x 20-8, 1 x 4-12

A2313: 1 x 20-8, 1 x 4-12

A2413: 1 x 0-16, 1 x 20-8, 1 x 4-12

A2710: 1 x 20-8, 1 x 4-12

A2712: Merovech, 2 x 20-8, 2 x 4-12, 1 x 6-16, 1 x BT

A2812: 1 x 20-8, 1 x 4-12

A2813: 1 x 20-8, 1 x 4-12

Note: *Franks replace using 8.0, even though they are a major power.*

VISIGOTHS

Type: Barbarian

Rex: Theodoric

Treasury: 15; **Morale:** 100; **Tax Base:** 3

Replacement Rate: 6

Controlled Provinces: Aquitania (3)

Set-Up: Yellow (CER: infantry C, cavalry B)

A2019: 1 x 20-8, 1 x 4-12, 1 x 6-16
A2117: 1 x 4-12
A2124: 1 x +1-16, 2 x 20-8, 2 x 4-12, 1 x 30-16, 1 x BT
A2321: Theodoric, 1 x 20-8, 1 x 4-12, 2 x 30-16, 2 x 6-16, 1 x BT
A2418: 1 x 4-12, 1 x 6-16
A2618: 1 x +1-16, 1 x 20-8, 1 x 4-12, 1 x 30-16, 1 x 6-16
Note: *Visigoths replace using 8.0, even though they are a major power.*

ACTIVE MINOR POWERS

BURGUNDIANS

Type: Barbarian

Morale: 100; **Replacement Rate:** 4

Controlled Provinces: Alpes, Rhaetia

Set-Up: Grey (CER C)

A2917: 1 x +1-16, 2 x 20-8, 2 x 4-12, 2 x 6-16, 1 x BT

A3114: 1 x 0-16, 2 x 20-8, 2 x 4-12, 1 x 6-16

A3213: 1 x 20-8, 1 x 4-12

Berbers: See 37.1 (Mauretania Tingitana only)

Saxon & Frisian Pirates: See 37.2.

Suevi: See 37.4.

POWERS OUT OF PLAY

EASTERN EMPIRE

Controlled Provinces: Achaea & Epirus, Aegyptus, Arabia Petraea, Asia, Bithynia & Pontus, Cappadocia, Chersonesus, Cilicia, Creta, Cyprus, Cyrenaica, Galatia, Iudea, Lycia & Pamphylia, Macedonia, Moesia Inferior, Osrhoene, Rhodus, Syria, Thracia

Notes:

- 1) *No unit may enter any Eastern Empire province.*
- 2) *If, at any time, the Western Empire player loses control of Cisalpina or Italia, 24 LE of purple units (CER B) of the Western player's choice, plus 1 baggage train and 1 x +1-16 appear in Brundisium (B4320) and 50 talents, in assistance and subsidies from the Eastern Empire. He may use these as he wishes but may not rebuild them if they are eliminated. This rule can only be triggered once.*

OSTROGOTHS

Controlled Provinces: Moesia Superior, Pannonia Inferior, Pannonia Superior

Note: *No units may enter Ostrogothic provinces.*

PERSIA

Controlled Provinces: Adiabene, Albania, Armenia, Atropatene, Babylonia, Charax, Elymais, Hyrcania, Iberia, Media, Mesopotamia, Persia, Sagartia

Note: No units may enter Persian provinces.

Special Rules

- 1) The replacement rate of any barbarian power (major or minor) drops to zero when its morale is 50 or less.
 - 2) Rules 29.0 (Militia), 31.0 (Legion Reform), 32.0 (Overruns), 33.0 (Grain Under Byzantium), 35.0 (Training), 36.0 (Archers), and 37.1, 37.2, and 37.4 (various minors) are in effect, Rule 44.0 (Roman Usurpation), may be used.
 - 3) Ravenna is the imperial capital (morale value 8). Rule 22.0 (Grain Rebellions) is not used.
- Three Players:** Treat the Franks as an active neutral major power, controlled by the Farthest Power Rule (5.3). The same player may not control both the Franks and the Burgundians; if a player would normally do so, he decides which one he wishes to control; the other is controlled by the next farthest power.

Victory Conditions

The game ends on the historical date or when any two players have achieved their victory conditions.

Western Empire: Control Alpes, Cisalpina, and Italia plus six other provinces.

Vandals: Control ten provinces.

Visigoths: Control six provinces

Franks: Control six provinces

SCENARIO 38: THEODORIC THE GREAT & THE OSTROGOTHS

Start: May, AD 486

End: March, AD 493

Period: 6

Players: Maximum: 6; Minimum: 3; Optimum: 5

Historical Note: Earlier subject to the Huns under Attila, after his death, the Ostrogoths carved out a kingdom for themselves along the Danube. When Theodoric (486-526) acceded to the Ostrogothic throne, the future of the Eastern Empire looked nearly as bleak as that of the late Western Empire. Despite an able series of Emperors, the East was too weak to deal with the Ostrogoths. Nevertheless, in 488, the Emperor Zeno (474-491) pulled off a brilliant political stroke. The Barbarian chieftain Odoacer, who had dealt the final blow to the Western Empire, was ruling Italy as it's king; and using liberal bribes and considerable diplomacy, Zeno convinced Theodoric to "liberate" Italy in the name of the Empire. A friend of Roman civilization, Theodoric found the offer too good to miss, and in 489, he marched westwards with his entire people. The war lasted four years. At its end the Ostrogoths ruled Italy and ruled it better than anyone had for nearly two centuries, while the Eastern Empire was free of the greatest threat to its survival in generations.

MAJOR POWERS

OSTROGOTHS

Type: Barbarian

Rex: Theodoric

Treasury: 95; **Morale:** 110; **Tax Base:** 4

Replacement Rate: 8

Controlled Provinces: Moesia Superior (3), Pannonia Inferior (1), Pannonia Superior (0)*

Set-Up: Brown (CER B)

Anywhere in starting provinces: Theodoric, 2 x +1-16, 8 x 20-8, 5 x 30-16, 5 x 4-12, 5 x 6-16, 5 x (6)-16, 2 x BT

Note: *Although a major power, the Ostrogoths replace using 8.0.*

ODOACER

Type: Barbarian

Rex: Odoacer

Treasury: 10; **Morale:** 90; **Tax Base:** 28.

Replacement Rate: 8

Controlled Provinces: Cisalpina (12), Italia (11), Noricum (0)*

Set-Up: Yellow (CER C)

A3018: 1 x 20-8, 1 x 4-12

A3117: 1 x 20-8, 1 x 4-12, 1 x 6-16

A3515: 1 x 4-12

A3517: Odoacer, 2 x 20-8, 2 x 4-12, 1 x 30-16, 1 x 6-16, 1 x 18-30, 1 x BT

A3614: 1 x 20-8, 1 x 4-12

A3621: 1 x 0-16, 1 x 20-8, 1 x 4-12, 1 x 6-16

B3921: 1 x 4-12, 1 x 18-30

B4124: 1 x 4-12

B4226: 1 x 4-12

Note: *Although a major power, Odoacer replaces using 8.0.*

** See Special Rules, below*

THE EMPIRE

Type: Roman Faction

Imperator: Zeno

Treasury: 75; **Morale:** 100; **Tax Base:** 134

Controlled Provinces: Achaea & Epirus (8), Aegyptus (14), Arabia Petraea (1), Asia (11), Bithynia & Pontus (5), Cappadocia (10), Cilicia (7), Creta (2), Cyprus (2), Cyrenaica (2), Dalmatia (0), Galatia (3), Illyricum (3), Iudea (3), Lycia & Pamphylia (2), Macedonia (5), Moesia Inferior (3), Osrhoene (8), Rhodus (6), Syria (17), Thracia (22)

Set-Up: Purple (CER A)

B5415: Zeno, 1 x +1-16, 3 x 8-10, 3 x (4)-12, 2 x 30-16, 4 x (6)-16, 2 x 36-30, 2 x BT

B6516: 1 x +1-16, 2 x 8-10, 2 x (4)-12, 1 x 30-16, 2 x 6-16

C6616: 1 x 36-30

Set-Up: (CER B)

B4017: 1 x 0-16, 1 x 8-10, 2 x 4-12, 1 x 6-16, 1 x 36-30

B4418: 1 x 4-12

B4419: 1 x 4-12

B4918: 1 x 0-16, 1 x 10-10, 1 x 4-12, 1 x 30-16, 1 x (6)-16, 1 x 36-30

B5016: 1 x 10-10, 1 x (4)-12, 1 x 30-16, 1 x (6)-16

B5216: 1 x +1-16, 2 x 10-10, 2 x 4-12, 1 x 30-16, 2 x (6)-16, 1 x BT

B6508: 1 x 8-10, 1 x (6)-16

C6712: 2 x 4-12

C6724: 2 x 4-12

C6919: 2 x 10-10, 2 x (4)-12, 1 x 6-16

C7022: 2 x 8-10

C1112E: 1 x +2-16, 2 x 12-10, 3 x 4-12, 3 x 30-16, 3 x 6-16, 2 x BT

C1212: 1 x +1-16, 2 x 10-10, 2 x (4)-12, 2 x 6-16

C1224: 1 x 4-12

VANDALS

Type: Barbarian

Rex: Gunthamund

Treasury: 35; **Morale:** 100; **Tax Base:** 20

Replacement Rate: 6

Controlled Provinces: Africa Proconsularis (14), Baleares (1), Corsica (1), Mauretania Caesarea, Melita (1), Numidia (2), Sardinia (1), Sicilia (5)

Set-Up: Blue (CER: infantry C, cavalry B)

A3130: 1 x 20-8, 1 x 30-16, 2 x (6)-16

A3321: 1 x 4-12, 1 x 18-30

A3325: 1 x 4-12, 1 x 18-30

A3527: 1 x 0-16, 2 x 20-8, 2 x 30-16, 2 x 6-16, 1 x 36-30

A3628: Gunthamund, 1 x +1-16, 2 x 20-8, 2 x 30-16, 3 x 6-16, 3 x 18-30, 1 x BT

A3729: 1 x 30-16, 1 x 6-16

A3826: 1 x 4-12

Note: *Although a major power, Vandals recruit using 8.0.*

VISIGOTHS

Type: Barbarian

Rex: Alaric

Treasury: 20; **Morale:** 100; **Tax Base:** 20

Replacement Rate: 6

Controlled Provinces: Aquitania (3), Baetica (5), Lusitania (2), Narbonensis (4), Tarraconensis (6)

Set-Up: Orange (CER: infantry C, cavalry B)

A1530: 1 x +1-16, 1 x 16-9, 2 x 4-12, 2 x 30-16, 1 x 6-16, 1 x BT

A1827: 1 x 16-9

A2019: 1 x 4-12, 1 x 6-16

A2124: 1 x 16-9, 1 x 4-12

A2129: 1 x 30-16, 1 x 6-16

A2321: Alaric, 1 x +1-16, 2 x 20-9, 2 x 4-12, 4 x 30-16, 2 x 6-16, 2 x BT

A2324: 1 x 16-9

A2618: 1 x 16-9, 1 x 4-12, 1 x 6-16

A2821: 2 x 4-12

A2117: 1 x 16-9, 1 x 4-12

A2418: 1 x 16-9, 1 x 4-12, 1 x 6-16

A2522: 1 x 16-9, 1 x 4-12

A2718: 1 x 6-16

Note:

1) *Visigoths replace using 8.0, even though they are a major power.*

2) *Treat Visigoth 20-9 and 16-9 units as having 8 movement points.*

FRANKS

Type: Barbarian

Rex: Clovis

Treasury: 13; **Morale:** 100; **Tax Base:** 2

Replacement Rate: 8

Controlled Provinces: Agri Decumates (0)*, Belgica (2), Germania Inferior (0)*, Germania Superior (0)*

Set-Up: Tan (CER C)

A2211: 1 x 0-16, 2 x 20-8, 1 x 4-12

A2313: 2 x 20-8, 1 x 4-12

A2413: 1 x +1-16, 2 x 20-8, 1 x 4-12

A2712: Clovis, 2 x 20-8, 1 x 4-12, 1 x BT

A2812: 1 x 20-8, 1 x 4-12

Note: *Franks replace using 8.0, even though they are a major power.*

ACTIVE MINOR POWERS

BURGUNDIANS

Type: Barbarian

Morale: 110; **Replacement Rate:** 4

Controlled Provinces: Alpes (0)*, Rhaetia (0)*

Set-Up: Grey (CER C)

A2917: 1 x +1-16, 2 x 20-8, 2 x 4-12, 1 baggage train

A3114: 1 x 0-16, 2 x 20-8, 2 x 4-12, 1 x 6-16

A3213: 1 x 20-8, 1 x 4-12

Berbers: See 37.1 (Mauretania Tingitana only).

Saxon & Frisian Pirates: See 37.2.

Suevi: See 37.4.

INACTIVE MINOR POWERS

Persia: Neutral. See 37.5; receives only 1 baggage train.

Client States of the Empire: Bosphoran Kingdom (Chersonesus), Colchis

Notes: The owner of Constantinople may use Chersonesus' wheat symbols as long as Heraclea has not been captured by a hostile power.

Five Players: Treat the Franks as an active neutral major power, controlled by the Farthest Power Rule (5.3). No player may control both the Franks and the Burgundians; if a player normally would, he chooses one and the next farthest power controls the other.

Four Players: Treat the Franks as in a five-player game, and the Visigoths as an active neutral major power, and no player can control more than one of the Franks, Visigoths, or Burgundians.

Three Players: The four-player rules above are used, and in addition the Ostrogoths and the Empire are controlled by the same player, who must achieve both powers' victory conditions to win. (Note: This version, while historical, is strongly unbalanced.)

Special Rules

1) The replacement rate of any barbarian power (major or minor) drops to zero when its morale is 50 or less.

2) Rules 29.0 through 33.0 (Militia, Limitanei, Legion Reform, Overruns, and Grain Under Byzantium), 35.0 (Training), 36.0 (Roman Archers) and 37.1, 37.2, 37.4, and 37.5 (Minor Powers) are in effect.

3) Limitanei exist in Cappadocia, Osrhoene, Syria and Arabia Petraea (movement penalty is 2).

4) Constantinople is the imperial capital (morale value 28).

5) Place two plunder markers in all provinces denoted with an asterisk (*); tax value will increase when it is removed.

Victory Conditions

The Empire: Control all starting provinces plus Moesia Superior; ensure that Italia is either controlled by the Ostrogoths or the Empire.

Ostrogoths: Control eight provinces.

Odoacer: Control six provinces.

Vandals: Control eight provinces.

Visigoths: Control seven provinces.

Franks: Control six provinces.

SCENARIO 39: JUSTINIAN AND THE RECONQUEST

Start: June, AD 533

End: March, AD 540

Period: 6

Players: Maximum: 5; Minimum: 3; Optimum: 4

Historical Note: When Justinian I (527-565) inherited the purple from his uncle, the truncated Roman Empire in the East had enjoyed relative peace and prosperity for nearly 75 years. The imperial treasury was adequate, the economy sound, and aside from Persia there were few enemies, as the "Barbarians" who had settled on the lands of the Western Empire had become virtually civilized. Justinian was ambitious to restore the entire Empire. His tool was the brilliant, talented, and very successful Belisarius, who, although a young man, had already won remarkable victories. Belisarius was first commissioned to destroy the Vandal kingdom in North Africa. This he did with surprising ease. Justinian then sent him to tackle the Ostrogoths in Italy. Belisarius did well, taking Sicily, sweeping up the Peninsula to capture Naples, and then Rome. But Justinian was not merely ambitious, he was suspicious of treachery and a tightwad. Belisarius was forced to wage his war on a shoestring. And despite (or perhaps because of) his remarkable victories, he was eventually relieved, with the conquest yet unfinished. His successor, the eunuch Narses, finished the job nearly 20 years later, but the wars, and the ineptitude of Justinian's administration, laid Italy open to the Lombard invasion of 568, during which the empire effectively lost most of Italy.

MAJOR POWERS

THE EMPIRE

Type: Roman Faction

Imperator: Justinian

Treasury: 75; **Morale:** 110; **Tax Base:** 134

Controlled Provinces: Achaea & Epirus (9), Aegyptus (14), Arabia Petraea (1), Asia (11), Bithynia & Pontus (5), Cappadocia (10), Cilicia (7), Creta (2), Cyprus (2), Cyrenaica (2), Galatia (3), Iudea (3), Lycia & Pamphylia (2), Macedonia (7), Moesia Inferior (3), Moesia Superior (4), Osrhoene (6), Rhodus (6), Syria (13), Thracia (24)

Set-Up: Purple (CER A)

A3729: Belisarius (white), 1 x +1-16, 5 x 4-12, 3 x 30-16, 3 x 6-16, 3 x 36-30, 2 x BT

B5016: 1 x +1-16, 2 x 8-10, 2 x 4-12, 2 x (6)-16

B5415: Justinian, Narses, 2 x 10-10, 2 x 4-12, 2 x 30-16, 1 x 6-16, 1 x 36-30, 1 x BT

B6516: 1 x 8-10, 2 x 4-12

C1112: 1 x +2-16, 2 x 8-10, 3 x 4-12, 3 x 6-16, 1 x 36-30

Set-Up: (CER B)

B4314: 1 x 10-10, 1 x 4-12, 1 x (6)-16

B4419: 2 x 4-12, 1 x 6-16

B4814: 1 x 10-10, 1 x 4-12

B4918: 1 x 0-16, 2 x 8-10, 1 x 30-16, 1 x (6)-16, 3 x 36-30

B6508: 1 x 8-10, 1 x (4)-12, 1 x 6-16

C6616: 1 x 10-10, 3 x 36-30

C6712: 2 x 4-12

C6724: 2 x (4)-12, 1 x (6)-16

C6913: 1 x 10-10, 2 x 4-12, 2 x 6-16

C6919: 1 x 0-16, 2 x 10-10, 2 x 4-12, 1 x (6)-16

C6921: 1 x 4-12, 1 x 18-30

C7022: 1 x 10-10, 1 x (4)-12

1112E: 1 x +1-16, 2 x 12-10, 4 x 4-12, 3 x 30-16, 3 x 6-16, 2 x BT

C1224: 1 x (4)-12, 1 x (6)-16

VANDALS

Type: Civilized, non-Roman

Rex: Gelimer

Treasury: 40; **Morale:** 85; **Tax Base:** 21

Replacement Rate: 6

Controlled Provinces: Africa Proconsularis (14), Baleares (1), Corsica (1), Mauretania Caesariensis (1), Melita (1) Numidia (2), Sardinia (1)

Set-Up: Blue (CER: infantry C, cavalry B)

A3325: 1 x +1-16, 1 x 20-8, 2 x 4-12, 2 x 6-16, 1 x 36-30

A3527: 1 x +1-16, 2 x 20-8, 4 x 4-12, 3 x 30-16, 4 x 6-16, 2 x BT

A3628: Gelimer, 1 x 20-8, 3 x 4-12, 1 x 30-16, 1 x 6-16, 1 x 36-30, 1 x 18-30, 1 x BT

A3826: 1 x 0-16, 1 x 20-8, 2 x 4-12, 1 x 30-16, 1 x 36-30

Note: Vandals recruit using 8.0.

INACTIVE MAJOR POWERS

OSTROGOTHS

Type: Civilized, non-Roman

Rex: Theodahad, Vitiges, Totila, Urias

Treasury: 35; **Morale:** 90; **Tax Base:** 39

Replacement Rate: 12

Controlled Provinces: Cisalpina (14), Dalmatia (0), Illyricum (5), Italia (11), Narbonensis (4), Noricum (0)*, Pannonia Inferior (1), Pannonia Superior (0), Sicilia (3)

Set-Up: Green (CER: infantry C, cavalry B)

A2821: 1 x 16-9

A3018: Vitiges, 2 x 16-9, 1 x 30-16, 1 x 6-16

A3117: 1 x +1-16, 1 x 16-9, 2 x 30-16, 1 x BT

A3517: Theodahad, 2 x 16-9, 1 x 30-16, 1 x 6-16, 1 x BT

A3614: 1 x 16-9, 1 x 6-16

A3621: 1 x 16-9, 1 x 30-16, 1 x 6-16

B3921: 1 x 16-9, 1 x 16-9

B4017: 1 x +1-16, 1 x 16-9, 1 x 30-16, 2 x 6-16

B4124: 1 x 0-16, 1 x 16-9, 1 x 30-16, 16

B4214: 2 x 16-9, 1 x (4)-12

Notes:

1) *Ostrogoths automatically become active if invaded by the Roman player*

2) *Each Diplomacy Phase roll two dice; if the die-roll is 7 or less, Ostrogoths activate. Add one to the roll for every 25 strength points of Imperial units in Moesia Inferior & Superior, Macedonia, Achaea & Epirus and Thracia.*

3) *No unit may enter any Ostrogothic province except Roman or Frankish units.*

4) *Ostrogoths replace using 8.0.*

5) *If, during any Diplomacy Phase, the Ostrogothic tax base falls below 35, the current Rex is eliminated and the next in line becomes Rex. If Vitiges is eliminated, Urias and Totila (from the Blue counter mix) enter play in any hex containing Ostrogothic units. If all Reges are eliminated, the Ostrogoths dissolve.*

6) *Ostrogoth 6-16 units are treated as (6)-16.*

7) *The Ostrogothic leader Totila (who is not in play at the beginning of the scenario but may enter by Ostrogothic special rule 3) is printed on the back of the Vandal Rex, Gelimer. Should Totila enter play and Gelimer still be in use, substitute any other +1 leader's counter for Totila's.*

8) *Place one plunder marker in Noricum; when it is removed, taxation at normal rate may resume.*

FRANKS

Type: Barbarian, non-Roman

Treasury: 20; **Morale:** 90; **Tax Base:** 5

Replacement Rate: 0

Controlled Provinces: Agri Decumates (0)*, Aquitania (3), Belgica (2),

Germania Inferior (0)*, Germania Superior (0)*

Set-Up: Yellow (CER C)

A2019: 1 x 20-8, 1 x 4-12

A2117: 1 x 20-8, 1 x 4-12

A2211: 1 x 20-8

A2413: 1 x 20-8, 1 x 4-12

A2418: 1 x +1-16, 1 x 20-8, 1 x 4-12, 1 x 6-16

A2618: 1 x +1-16, 4 x 20-8, 3 x 4-12, 1 x 6-16, 1 x BT

A2812: 1 x 20-8

Notes:

1) *Any unit entering a Frankish province causes the Franks to activate under the Farthest Faction Rule (5.3).*

2) *If Ostrogoths are active, once each Diplomacy Phase, roll two dice; the Franks activate on a roll of 5, and are controlled by the Farthest Faction Rule (5.25).*

3) *Place two plunder markers in provinces indicated by an asterisk (*); when it is removed, taxation may resume*

VISIGOTHS

Type: Semi-civilized, non-Roman

Treasury: 25; **Morale:** 90; **Tax Base:** 13

Replacement Rate: 0

Controlled Provinces: Baetica (5), Lusitania (2), Tarraconensis (6), Tingis

(A1532)*

* Treat Tingis as a separate province under Visigothic control.

Set-Up: Brown (CER C)

A1525: 1 x 20-8, 3 x 4-12, 2 x 30-16, 3 x 6-16, 1 x BT

A1531: 1 x 20-8, 2 x 18-30,

A1532: 1 x 20-8, 1 x 6-16, 1 x 18-30

A1827: 1 x 0-16, 2 x 20-8, 1 x 4-12, 1 x BT

A2124: 1 x 20-8

A2129: 1 x 20-8, 1 x 30-16, 1 x 6-16

A2321: 1 x +1-16, 2 x 20-8, 3 x 4-12, 2 x 30-16, 3 x 6-16, 1 x BT

A2324: 1 x 4-12

A2521: 1 x 20-8, 1 x 4-12

A2522: 1 x 4-12

Notes:

1) *Any unit entering a Visigoth province causes the Visigoths to activate under the Farthest Faction Rule (5.3).*

2) *If the Vandals go into dissolution, during the next Diplomacy Phase, roll two dice; the Visigoths activate on a roll of 5, and are controlled by the Farthest Faction Rule (5.3).*

3) *If Ostrogoths are active, once each Diplomacy Phase, roll two dice; the Visigoths activate on a roll of 5, and are controlled by the Farthest Faction Rule (5.3).*

PERSIA

Type: Civilized non-Roman

Rex: Khousrou

Replacement Rate: 8

Controlled Provinces: Adiabene, Albania, Armenia, Atropatene, Babylonia, Charax, Elymais, Hyrcania, Iberia, Media, Mesopotamia, Persia, Sagartia

Set-Up: Orange (CER A)

C6911: 1 x +1-16, 1 x 16-9, 3 x (4)-12, 2 x 30-16, 2 x (6)-16

C1212: 1 x +1-16, 1 x 16-9, 4 x (4)-12, 3 x 30-16, 3 x (6)-16, 2 x BT

C1411: Khousrou, 2 x 20-9, 1 x 4-12, 1 x (4)-12, 1 x 6-16

C1513: 1 x 0-16, 2 x 4-12, 1 x 30-16, 2 x 6-16

C1708: 1 x 16-9, 2 x (4)-12

Notes:

1) *All Persian 4-12 and 6-16 units are treated as missile units.*

2) *Each Diplomacy Phase roll two dice; if the die-roll is 10 or less, Persia activates. Add one to the roll for every 25 strength points of Roman units in Cappadocia, Osrhoene, and Syria; however, the Persians always activate on an unmodified roll of 2, under the Farthest Faction Rule (5.3).*

MINOR POWERS

BURGUNDIANS

Type: Barbarian, non-Roman

Morale: 100; **Replacement Rate:** 3

Controlled Provinces: Alpes, Lugdunensis, Rhaetia

Set-Up: grey (CER C)

A2618: 1 x 20-8, 1 x 4-12

A2718: 1 x 0-16, 1 x 20-8, 1 x 4-12

A2917: 1 x 20-8, 1 x 4-12

A3114: 1 x +1-16, 1 x 20-8, 1 x 4-12, 1 x 6-16

A3213: 1 x 20-8, 1 x 4-12

Note: *Burgundians become active under the Farthest Faction Rule (5.3) on a roll of 5 or less on two dice, on the Diplomacy phase following a game turn on which the Ostrogoths are activated.*

SAXONS

Type: Barbarian

Morale: 100; **Replacement Rate:** 4

Controlled Provinces: Germania Magna

Set-Up: Red (CER C)

Anywhere in Germania Magna (Imperial player sets up): 3 x 16-9, 3 x 4-12, 2 x (4)-12, 5 x 6-16

Note: Saxons become active under the Farthest Faction Rule (5.3) on a roll of 5 or less on two dice, on the Diplomacy phase following a game turn on which the Franks are activated

Berbers: See 37.1.

1) Berbers are active at the start under the Farthest Faction Rule (5.3).
2) They control only Mauretania Tingitana, and Tingis is under Visigoth control. They may also control Mauretania Caesariensis or Numidia if the Vandals go into dissolution and the Romans do not occupy the cities in these provinces.

Saxon & Frisian Pirates: See 37.2

They become active under the Farthest Faction Rule (5.3) on the game turn following that on which the Franks are activated.

Lombards: See 37.3

They become active under the Farthest Faction Rule (5.3) on the game turn following that on which the Ostrogoths are activated

Suevi: See 37.4

They become active under the Farthest Faction Rule (5.3) on the game turn following that the Visigoths are activated.

OTHER MINOR POWERS

Client States of the Empire: Bosporan Kingdom (Chersonesus), Colchis

Note: The owner of Constantinople may use Chersonesus wheat symbols if Heraclea has not been captured by hostile forces.

Four Players: Treat the Franks as an active neutral major power, controlled by the Farthest Power Rule (5.3). If, by that rule, one player would control both the Franks and the Burgundians, he chooses one; the other is controlled by the next farthest power.

Three Players: The four-player rule for the Franks is used. In addition, one player controls both the Ostrogoths and Vandals; he only needs to fulfill one power's victory conditions to win.

Special Rules

1) The replacement rate of any barbarian power (major or minor) drops to zero when its morale is 50 or less.

2) Rules 29.0 through 33.0 (Militia, Limitanei, Legion Reform, Overruns, and Grain Under Byzantium), 35.0 (Training), 36.0 (Roman Archers) and 37.1, 37.2, 37.3 and 37.4 (minor powers) are in effect. Vandals and Ostrogoths recruit using 26.0.

3) Limitanei exist in Moesia Superior and Moesia Inferior (movement penalty is 1) and in Cappadocia, Osrhoene and Syria (movement penalty is 2).

4) Constantinople is the imperial capital (morale value 32).

Victory Conditions

The Empire: Control all starting provinces plus fifteen Vandal, Visigothic, Ostrogothic, Frankish, Burgundian, Berber or Suevic starting provinces.

Ostrogoths: Control all starting provinces plus five additional ones.

Franks: Control all starting provinces plus two additional ones.

Other Players: Control all starting provinces plus three additional provinces.

SCENARIO 40: BELISARIUS VS. JUSTINIAN (HYPOTHETICAL)

Start: March, AD 540

Historical Conclusion: None

Period: 6

Players: Maximum: 5; Minimum: 3; Optimum: 4

Historical Note: In March of AD 540, Belisarius, having virtually completed the subjugation of the Ostrogoths, was apparently offered the Imperial purple by the Goths and Italians alike, who wished to avoid being ruled by Justinian. Belisarius refused, although his treatment by Justinian had been, and would continue to be, anything but honorable. What if he had not refused?

MAJOR POWERS

BELISARIUS

Type: Roman faction, Ostrogothic allies

Imperator: Belisarius

Treasury: 30; **Morale:** 120; **Tax Base:** 34

Replacement Rate: 6

Controlled Provinces: Alpes (1), Cisalpina (14), Corsica (1), Italia (12), Melita (1), Noricum (0), Pannonia Inferior (1), Pannonia Superior (0), Rhaetia (0), Sardinia (1), Sicilia (4)

Set-Up: Blue Roman Troops (CER A)

A2917: 1 x 4-12, 1 x (6)-16

A3018: 1 x 0-16, 2 x 8-10, 1 x 6-16,

A3117: 1 x 14-12, 1 x (6)-16

A3517: Belisarius (white), Urias, Totila, Vitiges, 1 x +1-16, 2 x 10-10, 3 x (4)-12, 4 x 30-16, 2 x 6-16, 1 x (6)-16, 3 x 36-30

A3621: 1 x +1-16, 2 x 8-10, 2 x (4)-12, 2 x 30-16, 1 x 6-16, 2 x (6)-16, 1 x BT
Set-Up: Green Gothic Troops (CER B)

A3018: 1 x 16-9, 2 x 30-16

A3213: 1 x 16-9

A3517: 1 x 16-9, 3 x 4-12, 3 x 30-16, 4 x 6-16, 2 x BT

A3614: 1 x 16-9

A3621: 3 x 4-12, 1 x 6-16

A3814: 1 x +1-16, 1 x 16-9, 1 x 30-16, 1 x BT

B3921: 1 x +1-16, 1 x 16-9, 4 x 4-12, 1 x 6-16

B4124: 4 x 4-12

B4214: 1 x 16-9

Note: Belisarius mobilizes Roman (Blue) units using 7.0 but raises Gothic units using 8.0 and using replacement points.

JUSTINIAN

Type: Roman Faction

Imperator: Justinian

Treasury: 50; **Morale:** 85; **Tax Base:** 155

Controlled Provinces: Achaea & Epirus (9), Aegyptus (14), Africa Proconsularis (14), Arabia Petraea, (1), Asia (11), Bithynia & Pontus (5), Cappadocia (10), Cilicia (7), Creta (2), Cyprus (2), Cyrenaica (2), Dalmatia (0), Galatia (3), Illyricum (5), Iudea (3), Lycia & Pamphylia (2), Macedonia (7), Moesia Inferior (3), Moesia Superior (4), Numidia (2), Osrhoene (6), Rhodus (6), Syria (13), Thracia (24)

Set-Up: Purple (CER A)

A3628: 1 x +1-16, 2 x 4-12, 2 x 6-16, 2 x 36-30

B4918: 1 x 36-30

B5016: 1 x 0-16, 2 x 8-10, 2 x 4-12, 2 x 6-16, 1 x (6)-16

B5415: Justinian, Narses, 1 x +1-16, 2 x 10-10, 2 x 4-12, 2 x 30-16, 3 x 36-30, 1 x BT

B6516: 1 x 8-10, 2 x 4-12

C1112: 1 x +2-16, 2 x 8-10, 3 x 4-12, 3 x 6-16, 1 x (6)-16

Set-Up: (CER B)

A3130: 1 x (4)-12, 1 x (6)-16

A3527: 2 x 4-12, 1 x (6)-16

A3628: 1 x 8-10

B4017: 1 x +1-16, 1 x 8-10, 2 x 4-12, 1 x 30-16, 2 x 6-16, 1 x BT

B4214: 1 x 8-10, 1 x (4)-12, 1 x 6-16
B4314: 1 x 10-10, 1 x 4-12, 1 x (6)-16
B4814: 1 x 10-10, 1 x (4)-12, 1 x (6)-16
B6508: 1 x 8-10, 1 x 4-12, 1 x 6-16
C6616: 1 x 10-10, 2 x 36-30
C6712: 1 x 4-12
C6724: 1 x 4-12, 1 x (6)-16
C6913: 1 x 10-10, 1 x 4-12, 1 x 6-16
C6919: 1 x 0-16, 2 x 10-10, 2 x 4-12
C7022: 1 x 10-10
C1112: 1 x 0-16, 2 x 12-10, 3 x 4-12, 3 x 30-16, 1 x 6-16, 2 x BT
C1224: 1 x 4-12, 1 x 6-16

FRANKS

Type: Barbarian

Treasury: 20; **Morale:** 100; **Tax Base:** 7

Replacement Rate: 12

Controlled Provinces: Agri Decumates (0), Aquitania (3), Belgica (2), Germania Inferior (0), Germania Superior (0), Lugdunensis (2), Rhaetia (0)

Set-Up: Blue (CER C)

A2313: 1 x 20-8
A2712: 1 x +1-16, 2 x 20-8
A2718: 1 x 0-16, 2 x 20-8

Set-Up: (CER C)

A2019: 1 x 20-8, 1 x 4-12, 1 x 6-16
A2117: 1 x 20-8, 1 x 4-12,
A2211: 1 x 20-8, 1 x 4-12, 1 x 6-16
A2413: 1 x 20-8, 1 x 4-12, 1 x BT
A2813: 1 x +1-16, 1 x 20-8, 1 x 4-12, 1 x 6-16

Note: Franks replace using 8.0, even though they are a major power.

VISIGOTHS

Type: Barbarian

Treasury: 20; **Morale:** 100; **Tax Base:** 14

Replacement Rate: 6

Controlled Provinces: Baetica (5), Baleares (1), Lusitania (2), Tarraconensis (6)

Set-Up: Brown (CER C)

A1525: 1 x +1-16, 1 x 20-8, 4 x 4-12, 2 x 30-16, 3 x 6-16, 1 x BT
A1530: 1 x 20-8, 1 x 6-16
A1827: 2 x 20-8
A2124: 1 x 20-8
A2129: 1 x 0-16, 1 x 20-8, 1 x 30-16, 1 x 6-16
A2321: 1 x +1-16, 2 x 20-8, 3 x 4-12, 2 x 30-16, 3 x 6-16, 1 x BT
A2324: 1 x 4-12
A2521: 1 x 20-8, 1 x 4-12
A2522: 1 x 4-12

Note: Visigoths replace using 8.0, even though they are a major power.

INACTIVE MAJOR POWERS

PERSIA

Type: Civilized, non-Roman

Rex: Khousrou

Treasury: 45; **Morale:** 110; **Tax Base:** 57

Replacement Rate: 8

Controlled Provinces: Adiabene (1), Albania (0), Armenia (2), Atropatene (11), Babylonia (11), Charax (1), Elymais (10), Hyrcania (10), Media (5), Mesopotamia (5), Persia (1), Sagartia (0)

Set-Up: Orange (CER A)

C6911: 1 x +1-16, 2 x 20-9, 4 x 4-12, 2 x 30-16, 4 x (6)-16, 1 x BT
C1212: 1 x +1-16, 1 x 16-9, 4 x (4)-12, 3 x 30-16, 5 x (6)-16, 1 x BT
C1411: 1 x 0-16, 2 x (4)-12, 2 x 6-16
C1513: 1 x 0-16, 1 x 16-9, 2 x (4)-12, 1 x 30-16, 2 x 6-16, 1 x BT
C1913: Khousrou, 1 x 16-9, 2 x (4)-12, 1 x (6)-16

Notes:

- 1) All Persian 4-12 and 6-16 units are treated as missile units.
- 2) Persians replace using 26.0.
- 3) Each Diplomacy Phase roll two dice; if the die-roll is 10 or less, Persia activates. Add one to the roll for every 25 strength points of Imperial units in Cappadocia, Osrhoene, or Syria; however, the Persians always activate on an unmodified roll of 2.

ACTIVE MINOR POWERS

SAXONS

Type: Barbarian

Morale: 100; **Replacement Rate:** 4

Controlled Provinces: Germania Magna

Set-Up: Yellow (CER C)

A2709: 1 x 0-16, 9 x 20-8, 1 x BT

Berbers: See 37.1 (control the Mauretians and Numidia).

Saxon & Frisian Pirates: See 37.2.

Lombards: See 37.3

Suevi: See 37.4.

INACTIVE MINOR POWERS WITH UNITS

BULGARS

Type: Barbarian

Morale: 100; **Replacement Rate:** 2

Controlled Provinces: Dacia, Olbia, Sarmatia, Tyras

Set-Up: White (CER C)

B4614: 5 x 6-16, 3 x 4-12
B5012: 5 x (6)-16, 2 x (4)-12

Note: All Bulgar units are treated as missile units. During each Diplomacy Phase, roll one die; on a roll of 6, the Bulgars become active.

OTHER MINOR POWERS

Client States of Justinian: Bosporan Kingdom (Chersonesus), Colchis

Client State of Persia: Iberia

Note: The owner of Constantinople may use Chersonesus' wheat symbols as long as Heraclea has not been captured by a hostile power.

Five Players: The Fifth player controls the Active Minor Powers, and if activated the Bulgars and Persians.

Four Players: Belisarius, Justinian, Visigoths, and Franks, with Active Minor Powers.

Three Players: The Visigoths, Active Minor Powers, Bulgars, and Persians are all controlled under the Farthest Power Rule (5.3).

Special Rules

- 1) The replacement rate of any barbarian power (major or minor) drops to zero when its morale is 50 or less.
- 2) Rules 28.0 through 33.0 (Roman Civil Wars, Militia, Limitanei, Legion Reform, Overruns, and Grain Under Byzantium), 35.0 (Training), 36.0 (Roman Archers), and 37.1, 37.2, 37.3 and 37.4 (minor powers) are in effect. Persians recruit using 26.0.
- 3) Limitanei exist in Moesia Superior and Inferior, bordering Sarmatia, Dacia, Pannonia inferior, and Dalmatia; the movement penalty is 1. They also exist in Cappadocia, Osrhoene and Syria; the movement penalty is 2.

4) Constantinople is the imperial capital (morale value 32).

Victory Conditions

The game ends when Belisarius or Justinian fulfills his victory conditions.

Belisarius: Be sole Emperor, and control all provinces controlled by Belisarius and Justinian at start.

Justinian: Be sole Emperor, and control all provinces controlled by Belisarius and Justinian at start.

Each Other Player: Control all starting provinces plus three additional provinces.

SCENARIO 4I: HERACLIUS AND THE LAST PERSIAN WAR

Start: April, AD 622

End: July, AD 629

Period: 6

Players: 2

Historical Note: The end of Justinian's long wars (AD 527-554) saw the Empire controlling Italia, Africa Proconsularis, Numidia, Sicilia, Cisalpina, Sardinia, Corsica, Illyricum, Dalmatia, and the Pannonias, the Baleares, and even portions of Baetica, with its northern borders resting on the Danube and the line against the Persians firmly held. The following years were not so favorable. In 569 the Lombards wrested large parts of Italy from the Empire, Baetica was lost to the Visigoths again, and the Avars and Slavs overran parts of the Balkans, while trouble erupted with the Persians. Inheriting a bankrupt empire, the Emperor Maurice (582-602) managed to restore the finances, defeat the Persians, recover the line of the Danube, and contain the Lombards, but was overthrown in a bloody coup by disaffected troops. His successor, Phocas (602-610), both inept and tyrannical, lost wars to the Persians in the East and the barbarians in the Balkans before he was ousted by the able Heraclius (610-641). Initially unable to restore the empire's strength, Heraclius made an unfavorable peace with the Persians, and then spent a decade restoring the imperial finances and the army. By 622 he was ready and undertook a series of wars that by 628 had restored the empire, despite occasional setbacks (and even a protracted Avar-Persian siege of Constantinople itself), throwing the Barbarians across the Danube, while recovering Aegyptus, Asia, and Syria, and, with a little help from the Turks, overrunning much of the westernmost provinces of Persia and Persia's client states, to dictate peace to the Persians at their capital, Ctesiphon.

Heraclius's great victory was the Empire's last. Little more than a year later, Moslem hosts began erupting from Arabia, who within a dozen years drove the Romans completely out of Syria and Egypt, while obliterating the Persian Empire.

MAJOR POWERS

BYZANTINE EMPIRE

Type: Roman Faction

Imperator: Heraclius, Theodorus

Treasury: 75, **Morale:** 50, **Tax Base:** 121

Replacement rate: 6

Controlled Provinces: Achaea & Epirus (7), Africa Proconsularis (14), Asia (11), Bithynia & Pontus (5), Lycia & Pamphylia (2) Chersonesus (3), Cisalpina (6, see Lombard note 2), Corsica (1), Creta (2), Cyprus (2), Cyrenaica (2), Dalmatia (1), Illyricum (5), Italia (9, see Lombard note 2), Macedonia (7), Melita (1), Moesia Inferior (3), Moesia Superior (4), Numidia (2), Rhodus (6), Thracia (24), Sardinia (1), Sicilia (4)

Set-Up: Purple (CER B)

A3020: Control marker

A3118: Control marker

A3517: 1 x +1-16, 2 x 10-10, 3 x 4-12, 2 x 30-16, 2 x 6-16, 1 x 18-30

A3621: 1 x 8-10, 3 x 4-12

A3628: 1 x +1-16, 3 x 8-10, 3 x 4-12, 1 x 30-16, 2 x 6-16, 1 x 18-30

A3718: Control marker

B3921: Control marker

B4221: Control marker

B4225: Control marker

B4320: Control marker

B5415: 1 x +1-16, 2 x 10-10, 2 x 8-10, 3 x 4-12, 2 x 18-30, 2 x BT

B5615: Heraclius, Theodosius I, 2 x 12-10, 5 x 10-10, 3 x 4-12, 5 x (4)-12, 4 x 30-16, 3 x 6-16, 3 x (6)-16, 2 x BT

Notes:

1) *The Byzantine Empire recruits using 26.0. Treat the Byzantine Empire as "civilized" power.*

2) *All Byzantine Empire 4-12 and 6-16 units are missile units.*

3) *Although Byzantine and Lombard forces are both present in Italia and Cisalpina, they are not allied, and not at war, unless Lombard activation takes place (see below)*

4) *"Theodosius I" is used for the Emperor's brother Theodorus.*

PERSIANS

Type: Civilized Non-Roman

Rex: Khosrou II

Treasury: 100, **Tax Base:** 101

Replacement rate: 8

Controlled Provinces: Armenia (2), Atropatene (11), Adiabene (1), Osrhoene (6), Mesopotamia (5), Babylonia (11), Charax (1), Media (5), Hyrcania (10), Sagartia (1), Persia (1), Elymais (10), Cilicia (7), Aegyptus (14), Iudea (3), Syria (13), Galatia (0, see note 1), Cappadocia (0, see note 1), Arabia Petraea (1)

Set-Up: Orange (CER B)

B6426: 1 x +1-16, 2 x 4-12, 3 x (4)-12, 2 x 30-16, 3 x 6-16, 2 x (6)-16, 1 x BT

C6712: 1 x 16-9, 1 x 4-12, 1 x (6)-16

C6616: 1 x +1-16, 3 x 4-12, 3 x (4)-12, 2 x 30-16, 4 x 6-16, 3 x (6)-16, 1 x BT

C6911: 2 x 16-9, 1 x (4)-12, 1 x 6-16

C1913: Khosrou, 2 x 20-9, 4 x 4-12, 3 x (4)-12, 3 x 30-16, 3 x 6-16, 3 x (6)-16, 1 x BT

Notes:

1) *Place two plunder markers in cities of these provinces. Persia has plundered them and may not raise units there and gains only half the tax value after the plunder markers are removed. Increase tax base when the markers are removed.*

2) *Persians recruit using 26.0.*

3) *All Persian light units are treated as missile units.*

ACTIVE MINOR POWERS

Berbers: See 37.1

INACTIVE MINOR POWERS

KHAZARS

Type: Barbarian; Byzantine Empire's allies

Replacement rate: 4

Controlled Provinces: Chersonesus

Set-Up: Green (CER C)

C1402: 1 x +1-16, 5 x (6)-16, 2 x 30-16, 1 x BT

Notes:

- 1) The Khazars become active if Heraclius enters either Armenia or Colchis and will not break their alliance with the Byzantines.
- 2) Once activated, the Khazars are moved by the Byzantine player during their movement phase.
- 3) The Khazars may not move south of Syria.

LOMBARDS**Type:** Barbarian; neutral**Replacement rate:** 4**Controlled Provinces:** Cisalpina, Italia (Note 2).**Set-Up: Yellow (CER B)****A3018:** Control marker**A3117:** 1 x +1-16, 2 x 20-8, 2 x 4-12, 3 x 30-16, 2 x 6-16, 1 x BT**A3218:** Control marker**A3319:** Control marker**A3820:** 1 x 20-8, 2 x 4-12**Notes:**

- 1) Each Diplomacy Phase roll two dice; if the die-roll is 4 or less, the Lombards activate. Add one to the roll for every 20 strength points of Byzantine units in Italia and Cisalpina. If activated in this manner Lombards are controlled by the Persian player.
- 2) The Lombards and Byzantines jointly control Cisalpina and Italia. They are not at war unless the Lombards have been activated under Persian control. If the Bavarians, the Avars and Slavs, or the Persians enter Cisalpina or Italia, including attacks by fleets, the Lombards are activated as Byzantine allies or, if already active against the Byzantines, switch sides to them.
- 3) The Lombards may only move in Italia and Cisalpina.
- 4) Lombard replacements appear in any controlled city.

AVARS AND SLAVS**Type:** Barbarian; Persian allies**Replacement rate:** 6**Controlled Provinces:** Dacia, Iazygia, Pannonia Inferior, Pannonia Superior**Set-Up: Brown (CER C)**

Anywhere in Avar and Slav provinces: 1 x +1-16, 8 x 20-8, 4 x 4-12, 6 x 6-16, 4 x 30-16, 1 x BT

Notes:

- 1) Each Diplomacy Phase roll two dice; if the die-roll is 4 or less, Avars and Slavs activate (or re-activate, see item 3, below). They are Persian allies and moved by the Persian player on his game turn.
- 2) Avar and Slav replacements appear in Dacia.
- 3) Activated Avars and Slavs will never break their alliance with the Persians, but they may be bribed. The first time they are activated, the Byzantine player may pay 5 talents to return them to inactive status. Starting from the following turn, roll again for activation but they can be bribed no more.

BAVARIANS**Type:** Barbarian**Replacement Rate:** 4**Controlled Provinces:** Noricum, Rhaetia**Set-Up: Tan (CER C)** (upon activation)**Anywhere in Bavarian provinces:** 1 x +1-16, 4 x 20-8, 2 x 4-12, 3 x 6-16**Notes:**

- 1) The Bavarians automatically become active if invaded, as allies of the non-invading player.

2) On any Diplomacy Phase that Lombard units in Cisalpina are below 40 land combat strength points, roll a die, and on a 5 or 6 the Bavarians become active. If the Lombards are at war with the Romans, the Bavarians become allies of the Romans. If the Lombards are not at war with the Romans, the Bavarians become allies of the Persians.

3) On any Diplomacy Phase, the Romans may request an alliance with the Bavarians, by paying them 5 talents; roll one die, on a roll of 1 or 2, the Bavarians become Roman allies. Reduce the die roll by 1 for each addition 3 talents the Romans give the Bavarians.

ONOQ TURKS**Type:** Barbarian**Replacement Rate:** 4**Controlled Provinces:** Scythia**Set-Up: Red (CER C)** (upon activation)**Anywhere in Scythia:** 2 x +1-16, 4 x 6-16, 4 x (6)-16, 2 x 30-16**Notes:**

- 1) Treat Onoq 6-16 units as if they were (6)-16. The Onoqs may recruit 6-16, (6)-16, and 30-16 units to the Red and White Mobilization limit.
- 2) If an Onoq leader is killed, roll for a replacement: on a 1, 2, or 3 place a 0-16 with any Onoq unit, on a 4 or 5, place a +1-16 unit, on a 6, place a +2-16 unit.
- 3) The Onoqs are friendly to the Romans, but will automatically become active if invaded, as allies of the non-invading player.
- 4) Beginning in January of 623, on any Diplomacy Phase, the Romans may request an alliance with the Onoqs, by paying them 5 talents; roll one die, on a roll of 1 or 2, the Onoqs become Roman allies. Reduce the die roll by 1 for each addition 3 talents the Romans give the Bavarians.
- 5) Once allied with the Romans, the Onoqs are moved by the Roman player during the Roman movement phase. Onoq units may stack with and engage in combat in cooperation with Roman units.
- 6) During the first Diplomacy phase of each year the Onoqs are allied with the Romans, the Roman player must pay them 5 talents, unless they have been used to help Plunder a city or province during the preceding year. If neither condition applies, the Onoqs revert to inactivity. Onoq units with Roman units must be placed in Scythia, or in any province wholly occupied by other Onoq units.

Client states of the Byzantine Empire: Colchis,**Client states of the Persian Empire:** Albania, Iberia**Special Rules**

- 1) Play is limited to the provinces listed. No unit may enter an unlisted province (e.g., no one may enter Narbonensis because it is not listed under any power.
- 2) The Optional City-Centric Game (41.0) must be used. Use the scenario 40 column.
- 3) Rules 26.0 (Civilized Recruitment), 31.0 (Legion Reform), 32.0 (Overruns), 35.0 (Training) are in effect. Rule 22.0 (Grain & Imperial Capital) is not used.
- 4) If the Romans capture Jerusalem, their morale doubles.

Dissolution:**Byzantine Empire:** The Byzantine Empire dissolves if Constantinople is captured by enemy forces.**Persians:** The Persians dissolve if two of Ctesiphon, Susa, and Ecbatana are captured by enemy forces.**Victory Conditions**

The game ends immediately when one player achieves his victory conditions; if none do by the historical end date, the game is a draw.

Byzantine Empire: Persian dissolution.**Persians:** Eliminate Heraclius or cause Byzantine dissolution.