

# Extension for Ultimus Romanorum

By Frédéric Bey and Jean-Philippe Gury

## A. Extension

### 6.1 Stratagems for the ROMAN player

*Sancta Genovefa (E)* : The Barbarian player does not gain victory points for the occupation of any area containing a town in the Dioceses of Galliae and Viennensis.

*Design note* : like Saint Genevieve of Lutetia facing Attila, the men and women of the church could on occasion avoid the pillaging of their towns by the barbarians.

*Statua Victoriae (E)* : If the area of Italia 5 is not occupied by the Barbarian player, the Roman player may play this stratagem before rolling a die to resolve a battle in which at least one unit of western CO, BU or PA participates, that is not a barbarian unit (no B on the counter), commanded by a Roman leader. The battle has a result of 9 or more (if the Roman is attacking) or -2 or lower (if the Roman is defending) in the relevant column of the **Table de Bataille**. If the Barbarian player plays either the stratagem *Fléau de Dieu* or *Furor Germanicus* in the same battle, the two stratagems cancel each other, and the battle is resolved normally by rolling a die.

*Design note* : Raised in 378 by the Emperor Gratian, the golden statue of Victory was returned to its place in the Senate of Rome in the middle of the fifth century under the influence of the Italian aristocracy. This gave courage to the Roman generals and troops who saw it as a return to the traditional strengths of eternal Rome.

### 6.2 Stratagems for the BARBARIAN player

*Latrones Isaurici (E)* : This stratagem may be placed by the Barbarian player on one area of the Dioceses Asia or Pontica, free of combat units. The Barbarian player may now place, in an area empty of any other unit, the combat unit *Latrones Isaurici*. It has all the abilities and restrictions of a minor barbarian Tribe but may never become *Foederati*. At any time if Léon or Zenon is *Augustus Orientalis* and the *Latrones Isaurici* are on the map, they immediately become *Foederati*. If Léon or Zenon is *Augustus Orientalis*, the Barbarian player may not play this stratagem.

*Design note* : the Isaurians, a warlike mountain tribe of the Taurus in the south of Asia Minor, were stronger subjects of the Empire who would not hesitate to plunder neighbouring provinces of the Empire. The Isaurian emperors Leon I and Zeno recruited many of them to their armies.

## Tableau complémentaire d'entrée et de mort des chefs pour la période 485-490

(\*: nouveaux chefs)

		Roll 1d10 per leader during phase D of the game turn in each year listed below.									
Leader	Enters	<1	<2	<3	<4	<5	<6	<7	<8	<9	Death
<i>Persae</i>											
Peroz	455	483	484	485	486	487	488	489	490		
Valkash*	484	488	489	490							
<i>Visigothi</i>											
Euric	460	483	484	485	486	487	488	489	490		
<i>Vandali</i>											
Genseric	420	476	477	478	479	480	481	482	483	484	485
Huneric*	479	480	480	482	483	484	485	486	487	488	489
Ghuntarmund*	485	489	490								
<i>Ostrogothi</i>											
Théodoric*	485										PdT
<i>Romains</i>											
Sidoine Ap.	A/450	481	482	483	484	485	486	487	488	489	490
Oreste	R/460	485	486	488	489	490					
Basilicus	C/460	485	486	488	489	490					
Zenon	C/460	485	486	488	489	490					
Syagrius	Lu/460	485	486	488	489	490					
Illus	C/465	488	489	490							
Julius Nepos	C/465	488	489	490							

Odoacre	R/473										PdT
Glycerius	R/473										PdT
Romulus Aug.	R/475										PdT
Anastase*	C/485										PdT

**Design note :** *Some historical Roman leaders, especially towards the end of this period, had very little chance of becoming Augustus. This is the case for leaders such as Olybrius, Libius Severus or Glycerius. But, in reality, there was a slight chance that they would be raised to the purple. We have tried to show this within the game..*

### **New counters**

5 leader counters, 1 combat unit (Latrones Isaurici) and 3 strategems “Latrones Isaurici” “Sancta Genovefa” “Statua Victoriae”.

## **B. Scenarios**

**See separate translation of all eight scenarios.**