

Semper Victor

Imperator II

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« He preached to all the salutary Sign of The Cross. And this sign, granting the Emperor the reward of his piety, magnified his House and his Empire, and confirmed his reign in the cycles of the years.»

Eusebius of Caesarea, Tricennialia of the Emperor Constantine (22 July 336)

A game by Frédéric Bey

Translated by Charles Vasey

Translator's note: I have tried to retain the name of leaders and stratagems found on the French counters.

Semper Victor is a historical strategy game for two players. It covers the campaigns that occurred in the Roman Empire, from the abdication of Dioclétien and Maximien (AD 305) to the death of Julian the Apostate (historically in AD 363 après J.-C. or a dozen years later in some of the scenarios). One of the players represents the interests of the *Primus Augustus*, the other those of his rivals. The roles of the two players may reverse during the course of the game.

The rules of *Semper Victor* constitute an evolution, for another epoch, of the game system developed for *Imperator* (Vae Victis #42). The two games, although quite close, cannot be played one with the rules of another. The particularity of *Semper Victor* is that the two players control at times both Roman and non-Roman forces.

The present version of the rules integrates the errata and the modifications appearing since the publication of the game in Vae Victis #56. **All these corrections or clarifications are noted in red.** The add-on from Vae Victis #57 extension module are in blue (translated by Roger Deal).

0. General Rule

0.1 Dice

The game requires one six-sided dice (noted as 1d6) and one ten-sided dice (noted as 1d10), on which the 0 is a 0, not a 10.

0.2 Map

The map represents the Roman Empire and its neighbouring regions. It is divided into zones, to regulate the set-up and movement of counters.

0.3 Game scale

A game turn represents one year of real time. The passing of game turns is recorded, by moving the *Turn* marker on the calendar printed on the map.

A strength point (SP) represents about 1 000 men.

0.4 Stacking

There are no stacking limits in the map zones in *Semper Victor*.

0.5 Players and sides

One player defends the interests of the *Primus Augustus*, and his Roman or non Roman allies. He is referred to as PRIMUS. The other player defends the interests of the rivals of the

Primus Augustus (other emperors), and their Roman or non Roman allies. He is referred to as SECONDUS.

The players may have to change sides during the course of the game.

1. Leaders and Combat Units

1.1 Nationality

The Nationality of Leaders and combat units are shown by the base colour of the counter. Within the same Nationality, there may be several Peoples (*Example*: The Nationality Iranian is represented by the following Peoples: Persians, Alani, and Iberians). The nationalities in the game are as follows:

- Roman;
- Iranians (Persians, Alani and Iberians);
- Germans (Alamanni, Burgondi, Frisii, Franci, Marcomanni, Gepides, Ostrogothi, Quades, Vandales, and Visigothi);
- Celts (Picts);
- Thracio-Phrygians (Armenia);
- Hamitic Semites (Austuriani, Mauri and Saraceni).

1.2 Leaders

Each player has a number of counters representing Leaders. On the front of the counter is a portrait and the following ratings:

- Command Capacity (CC)
- Strategic Rating(SR) – VS in French
- Tactical Bonus (TB) – BT in French

For Roman Leaders only:

- Political Capacity (PC) – CP in French
- Religious Loyalty (RL) – AR in French, « *Sun* » for the partisans of the Ancient Gods, « *Cross* » for the Christians

Note: All counters do not have an RL. Only those who played a notable historical role have them.

1.2.1 Identification

For Roman Leaders, the front of the counter is used when the leader belongs to the PRIMUS faction, the back of the counter is used when the leader belongs to the SECONDUS faction.

For the Non-Roman Leaders, the colour bar on the front of the counter shows in which Diocese they may enter the Empire. The back of the Non-Roman Leaders counters has the legend Pax Romana: the counter is set-up on this side, when the People of the leader in question are at peace with Rome (see 4.2.1).

1.2.2 Movement allowance

Leaders all have a movement allowance of 4 movement points (MP). This is not shown on the counters.

1.3 Combat units

The combat units are represented by counters, on which is an illustration of a soldier (either infantryman or cavalryman, without any effect in the game) and a number of ratings. The front of the counters shows the values of the combat unit in its **normal** state, on the back, the reduced values when the unit is **weakened**:

- Strength Points (SP) – PF in French
- Quality (QU)
- Tactical Bonus (TB) – BT in French

1.3.1 Identification

The Roman units also have a category identification code:

- Comitatuses (CO)
- Pseudo-Comitatuses (PC)
- Ripenses (RI)

The colour band shows for the *limitanei* (PC or RI), their Diocese of origin (see 3.1. and 3.2.1) and for the non-Roman units the Diocese through which they may enter the Roman Empire (see 4.3). The units of *comitatuses* (CO) do not have a colour band (see 3.2.2). The name of the unit (Roman) or of the relevant People of the unit is shown on the band.

1.3.2 Movement Allowance

Combat units have a movement allowance of 3 movement points (MP), except for Roman *comitatuses* (CO), which have a movement allowance of 4 MP. This is not noted on the counters.

2. Game sequence

A game consists of a certain number of game turns, stated in each scenario. A game turn consists of the following phases:

A – Stratagems

- All the available *Stratagems* counters are placed in a container;
- Each of the players draws one without revealing them.

B – Initiative

The PRIMUS player throws 1d6. If the score is less than the PC of the leader who is *Primus Augustus*, he gains the initiative and goes first in phases C. and E. Otherwise, the SECONDUS player has the initiative.

Exception: The player with the *Initiative* stratagem may overrule this result, in his favour, by playing the stratagem at this time (see 6.3).

C – Geostrategy

The players now complete in the order determined in A. (the player with the initiative going first) their geostrategic operations. The possible operations are as follows:

- **Leaders:** Set-up the Roman Leaders entering the game, subject to the limits in 3.3.1. and set-up the Non-Roman Leaders entering or returning to the game, with any friendly combat unit;
- **Going to war.** The players place in a container the markers of each of the 5 Major non-Roman Peoples. They also place the 5 *Leurres* (dummy) counters. One of the players tire then randomly draws a counter. If it is a dummy or of the maker of a People already at war (the Leaders are already face-up on the map), then no new Peoples go to war. If it is the marker of a People who are not already at war (the leader is on its Pax Romana side on the map), the People in question go to war (see 4.2.2) and are controlled by one of the two players, as in rule 4.4.1;
- **Constantinopolis:** Check for the construction of Constantinople (see 3.1.2);
- **Uprising Stratagems of soulèvement.** The PRIMUS or the SECONDUS may play one (or more) Uprising *Stratagems*, to cause Minor or Major Peoples to go to war, in addition to those already activated above (see 6.3);
- **Usurpation Stratagems.** The PRIMUS or the SECONDUS may play one (or more) Usurpation *Stratagems* (see 6.1 and 6.2).

Pax Romana: If at this point, no Non-Roman People is at war with Rome, if there is not a *Secundus Augustus* in play and no usurpation is in progress, go directly to phase F., having tested for the death of Leaders, as in D.

Special Case: The death of the *Primus Augustus* (if there is only one Augustus), immediately breaks the Pax Romana (return to the start of phase D, but do not rest for the deaths of Leaders a second time).

Design Note: The Pax Romana covers the (rare) situation where the Empire is reunified under one Augustus, and where no usurpation and no exterior war is in progress...

D – Administration

- **Determining the number of Movement/Combat Sequences(M/CS) in the game turn:**
The players add the SR of the *Primus Augustus* and the highest SR of the Leaders, Roman or non Roman, of the SECONDUS (*Note:* a leader on its Pax Romana side is treated as if it is not in the game). The sum gives the total number of M/CS (Phase E.) available for the turn. *Example:* In 335, the *Primus Augustus* is Constantin (SR = 4). There is not another *Augustus* and the strongest leader of SECONDUS in play, is the Picts leader (SR = 1). Thus there will be $4+1 = 5$ M/CS
- **Recording M/CS:** The number of M/CS for each player is shown, using their M/CS marker, on the track provided for this. If the total number of M/CS for the turn is even, each player gets M/CS equal to this total, divided by two. If the total number of M/CS is odd, the player with the initiative gets one more M/CS than his opponent. *Example (continued):* In the Example above, if PRIMUS wins the initiative, he will get 3 M/CS and SECONDUS only 2 M/CS.
- **Events:** One of the players throws a d6 and a d10 and adds the scores. He checks the **Events Table** to discover which event will occur;
- **Designation of co-emperors:** The PRIMUS may, if he wishes designate a co-emperor (*Augustus*) and/or a potential successor (*Caesar*) and place the appropriate markers on the chosen Leaders (see number limits at **3.5.1**). If the SECONDUS controls a *Secondus Augustus* he may also designate a co-emperor (*Augustus*) and/or a potential successor (*Caesar*) and place the appropriate markers on the chosen Leaders;
- **Death of Leaders:** the death of Leaders in play and on the map is checked, individually for each of them, using the **Leader Arrival and Death Table**;
- **Reinforcements:** The reinforcements if any are placed on the map.

E – Movement and combats

The two players, starting with the player with the initiative from A., alternate the movements and combats, up to the limit of the maximum number of sequences (M/CS) determined in D.

Each M/CS is performed as follows:

E.1 Movement: The player makes all his movements, within the limits in **3.4** and **4.3** and in **7**;

E.2 Combats: The player performs all his combats, within the limits in **8**.

E.3 Recording the M/CS: The player moves his M/CS marker down one box on the track.

The opposing player then performs his M/CS (E1, E2 and E3) in the same manner and the operation is repeated as many times as there are M/CS authorised for the turn. *Example (completed):* Using the Example of 335 AD given above, for which the number of M/CS is 5 for the turn. If the PRIMUS has got the initiative, he makes 3 M/CS, his opponent 2. The players perform their M/CS separately, in alternation, starting with the player with the initiative (here the PRIMUS with Constantin).

Stratagems: At any moment in phase E., one or other player may play one of his Stratagem counters unless their use is limited to other phases (see **6.**).

F – Administration

These operations are performed in the following order:

- **Change sides:** The 2 players change sides, if the conditions have been met during the turn (see **5.**);

- **Dioceses and capitals:** The control of Dioceses is checked and the control markers placed as a result (see 3.7.3). Control of Imperial Capitals is checked and the number of *Augustus* and *Caesar* counters is adjusted (see 3.5.3). The control of Non-Roman Peoples and fleets is decided (see 4.4.1);
- **Victory points:** The conditions of Victory are checked and the Victory points (VP) obtained are recorded on the track, using the markers of each side. *Note:* certain VP are checked at the end of the game, not in phase F. (see 10.);
- **Adjustments:** Les adjustments (set-up of units, status of Non-Roman Peoples) are not performed (see 9.);
- **Markers and Stratagems:** The *Stratagems* which are not playable by one side are returned to the container. The *Protectores Domestici* markers may be reattached (see 3.5.3). The *Turn* marker is moved forward one box.

Play now returns to Phase A. unless the date for the end of the game is reached.

3. The Roman Empire

This section covers the entire rules specific to the Roman Empire.

3.1 The Empire

3.1.1 Dioceses

The Roman Empire is divided into 12 **Dioceses** represented by the frontier zones in different colours (see the legend on the map): Hispaniae, Britanniae, Viennensis, Galliae, Italia, Africa, Pannoniae, Moesiae, Thracia, Asia, Pontica, and Oriens.

The zones of each Diocese have a number for easy identification.

3.1.2 Cities and Imperial Capitals

The Cities and the Imperial Capitals are shown on the map. They play a rôle in the rules concerning Emperors (see 3.5) and for Adjustments (See 9.). At the start of the game there are six imperial capitals: Treveri, Arelate, Mediolanum, Sirmium, Nicomedia and Antiochia.

Constantinople: If the PRIMUS player controls the Thracia Diocese and if Constantin is *Primus Augustus* (see 3.5), the PRIMUS may attempt the building of Constantinople in Phase C. of the game turn. To do this he places the *Constantinopolis* marker on the turn track, 6 boxes after the current *Turn* marker.

Example: if the *Turn* marker is on 321, the *Constantinopolis* marker is placed in 327).

If either the *Secundus Augustus* leader or a *Usurper* (an *Augustus* or a *Caesar* or a simple leader is not sufficient), accompanied by at least one combat unit, occupies zone n°3 of Thracia before Phase F. and during the latter the *Game turn* marker reaches the box where the *Constantinopolis* marker is placed, the construction is interrupted and must start from zero again. If they do not get there, the city is treated as built. During this phase F. the PRIMUS scores 10 VP and the *Constantinopolis* marker is placed in zone n°3 of Thracia. Constantinopolis becomes a new imperial capital (the seventh) and Byzantium does not exist for the rest of the game.

3.2. Roman combat units

3.2.1 Limitanei

The *limitanei* are frontier guard units.

They come in two categories:

- The *ripenses* (RI) who never leave their Diocese of origin;
- The units of *pseudo-comitatenses* (PC) may leave their Diocese of origin and move within or without the empire if accompanied by an *Augustus*, a *Caesar* or a *Usurper* (a plain leader is not sufficient).

3.2.2 Comitatus

The units of *comitatenses* (CO) constitute the mobile forces (*comitatus*) of the emperors (*Caesar* or *Augustus*). They may freely move within the empire, and outside the Empire if accompanied by a leader.

3.3 Entering the game and set-up

3.3.1 Entering the game

The Roman Leaders all represent actual historical persons. *Example: Martinianus was a Caesar of Licinius, Florentius was the praetorian prefect of Constance II etc.*

The Roman Leaders enter play and can die from natural causes based on the **Leader Arrival and Death Table**. The scenarios list the dates for entry into play.

Special Case: Each Dux (of which there are four) is automatically placed, at the start of each scenario, in the imperial capital that carries his name. A Dux is not subject to the **Leader Arrival and Death Table**. If they are to be removed, they are replaced in the imperial capital during Phase D. of the following game turn.

Note: Take care, if following his elimination a Dux must be deployed into a zone of a Diocese controlled by the other player and will therefore be controlled by him!

A Dux may not be *Caesar*, or an *Augustus* or a *Usurper*.

A Dux can only change sides if he joins a Usurper (see 3.6.3 D/) or following a post-elimination redeployment.

3.3.2 Set-up

At the beginning of each scenario, the units of *limitanei* are placed in one or more zones of their Diocese (Those with the same colour as the band on the units see **1.2.1**), at the choice of the controlling player and within the limits noted below.

Limit: The *ripenses* must deploy in a zone adjacent to a zone which is outside the Roman Empire, if there are any for the Diocese in question.

The units of *comitatenses* are deployed as in the **Comitatenses Deployment Table**, unless otherwise directed in the scenarios.

3.4 Roman Movement

3.4.1 Land Movement

During each phase E.1 per M/CS (see **2.**), the Leaders and combat units move subject to the following constraints:

- The Leaders can only move in the zones of the map up to the limit of their MP;
- A leader, in the same zone as combat units of his side, may move, accompanied by a number of combat units less than or equal to his CC, within the MP limits of these. Leaders and combat units must make all their move together (same departure zone, same arrival zone): it is nevertheless possible to drop off units en route, but the leader may only keep moving as long as he has one unit with him;
- An unaccompanied combat unit (without a leader) can only move one zone per phase E.1 (even if the cost of movement exceeds 1 MP);
- The *ripenses* (RI), *pseudo-comitatenses* (PC) and *comitatenses* (CO) combat units must respect the movement limits in **3.2**;
- The PC and CO Roman combat units may only enter the zones of origin of Non-Roman Peoples, if they are at war with Rome and if accompanied by a leader (by an *Augustus* or a *Caesar* for the PC). The *ripenses* may never enter a zone outside the Roman Empire.

3.4.2 Naval Movement

The Roman player has two fleets, one for the Occident (*classis occidentalis*, port of Misenum) and one for the Orient (*classis orientalis*, port of Cyzicus), symbolised by markers. Their control is determined during Phase F. and is applicable for the entire following game turn: Place the counter on the side corresponding to its loyalty (colour band).

These fleets may be used to move the Leaders and Roman combat units only. Each fleet may transport two combat units and any number of Leaders. The fleets may not leave the Mare

Internum and the Pontus Euxinus, thus the Oceanus Atlanticus, the Fretum Gallicum and the Mare Germanicum are off limits to them. The fleets may only move in the naval zones and in the zones containing a port.

See also 9.2 for end of turn adjustments.

Procedure: A fleet may transport Leaders and combat units which are in the land zone of its box at the beginning of the current M/CS. A Fleet may move one naval zone per M/CS and land the units and Leaders that it transported in any land zone adjacent to the naval zone it occupies. *Example:* Maxence is with SECONDUS. During the first SECONDUS M/CS of the year 310, Maxence and the two PC Italia units are in zone Italia 4. He moves to zone Italia 6, where the Misenium port box is located (cost of 2 MP). During the second SECONDUS M/CS, they make a naval movement of one zone of the Mare Internum Occidentalis (the movement from the Misenium box to the open sea counts as one), and Maxence and the two PC Italia units land in the Carthago zone (Africa 4). They cannot move before the next M/CS. During the third SECONDUS M/CS, Maxence and the two units may make their land moves and the fleet return to Misenium (movement of one zone of open sea to the Misenium box).

3.5 The Emperor

3.5.1 Augustus and Caesar

Limits on nominations of Caesar and Augustus

- There can only be one *Primus Augustus* and one *Secundus Augustus* at any moment in the game;
- There cannot be more than 2 *Augustuses* (*Primus* and *Secundus Augustus* included) and more than 2 *Caesars* per side. It is prohibited to exceed these numbers;
- One cannot have, aggregating both sides, more *Augustus* (*Primus* and *Secundus Augustus* together) and *Caesars* than there are imperial capitals, that is 6 (or 7 if Constantinople is built). It is prohibited to name any more;
- A player cannot have a total number of *Augustus* (*Primus* and *Secundus Augustus* included) and *Caesars* higher than the number of Diocese containing an imperial capital that he controls. See 3.5.4 for management of excess numbers.

Example: PRIMUS controls 5 Dioceses including an imperial capital and SECONDUS 1 only. PRIMUS may have a *Primus Augustus*, another *Augustus* and two *Caesar*. He cannot have a 5th Emperor, the limit is 4 per side. SECONDUS can only have a single *Augustus* (thus the *Secundus Augustus*) because he controls only one capital.

Primus Augustus

The *Primus Augustus*, is the senior legitimate Emperor. His name is listed in the instructions of each scenario. To show this, place the *Primus Augustus* marker on him. He is controlled by the PRIMUS player. His counter, and those of all the Leaders of his side, is set-up front side up, marked with a white band.

Example: Galère is the *Primus Augustus* in scenarios n°2 and n°6.

There must always be a *Primus Augustus* in play.

Secundus Augustus

The *Secundus Augustus*, is the legitimate Emperor of the second rank. His name is listed in the instructions of each scenario. To show this, place the *Secundus Augustus* marker on him. He is controlled by the SECONDUS player. His counter, and those of all the Leaders of his side, is set-up back face forward, marked by a black band.

Example: Constance Chlore is the *Secundus Augustus* in scenario n°6.

It is not necessary to have a *Secundus Augustus* in play. The SECONDUS side may be temporarily represented by one (or more) *Usurpers*, by Roman Leaders or by Non-Roman Leaders.

Augustus

PRIMUS and SECONDUS may choose during phase D of each turn, if they already have one *Augustus*, to name a second *Augustus* from amongst the Leaders of their side. It is not necessary for the leader to have been *Caesar* to be named *Augustus*. In this case, the leader receives an *Augustus* marker in his side's colour. There can never be more than one extra *Augustus* per side, in addition to the *Primus* and *Secundus Augustus*.

Special Case: If the SECONDUS decides on nomination, he must announce the name of the leader who he wishes to promote. The PRIMUS has the right to refuse the promotion of the leader proposed. This veto is only available once a turn, the candidature of a second different candidate, during the same Phase D., cannot be vetoed. The PRIMUS cannot refuse the promotion of a leader who is already *Caesar*. The candidature of a leader cannot be presented more than once per turn; but a refused leader, in any year, may be re-proposed in the year following, with the same risk of refusal.

Caesar

PRIMUS and SECONDUS may choose, during phase D of each turn, to name one or more *Caesar* from the Leaders of their respective sides. To do this, the SECONDUS must already control a *Secundus Augustus*. In these cases, the Leaders named receive a *Caesar* marker.

Special Case: If the SECONDUS decides on nomination, he must announce the name of the leader who he wishes to promote. The PRIMUS has the right to refuse the promotion of the leader proposed. This veto is only available once a turn, the candidature of a second different candidate, during the same Phase D., cannot be vetoed. Repeat the process for the two nominations if there are two. The candidature of a leader cannot be presented more than once per turn; but a refused leader, in any year, may be re-proposed in the year following, with the same risk of refusal.

Special Cases

- Whilst Constantin is *Primus* or *Secundus Augustus*, the player who controls him can only name supplementary *Caesar* or *Augustus* from amongst the children then living of Constantin and in the following order: Crispus, Constantin II, Constance II and Constant. *Example:* Constant cannot be named *Caesar* before Constance II has been named *Caesar*. Constantin II cannot be named *Augustus* before Crispus has been.
- Licinianus can only be named *Caesar* or *Augustus* by the player who controls his father Licinius and only if the latter is *Primus* or *Secundus Augustus*;
- Delmatius, Hannibalianus, Gallus and Julien (nephews of Constantin) can only be named *Caesar* or *Augustus* if one of the four sons of Constantin (Crispus, Constantin II, Constance II and Constant) is *Primus* or *Secundus Augustus*. They must be controlled by a player who controls at least one son of Constantin.

3.5.2 Succession

Succession of the Primus Augustus in the case of a successful Usurpation

When the *Primus Augustus* dies following a successful usurpation (see 3.6.4), the *Usurper* becomes *Primus Augustus* and the two players change sides (see 5.).

Succession of the Primus Augustus in the case of « a natural death »

When the *Primus Augustus* other than in combat against a *Usurper* (on a die roll on the **Leader Arrival and Death Table**, assassinated or in battle other than against a *Usurper*), his successor is designated in the following manner:

- 1/ If the PRIMUS player has another *Augustus*, he automatically becomes *Primus Augustus*. His *Caesars* remain *Caesars*;
- 2/ If the PRIMUS player does not have another *Augustus* but has a single *Caesar*, he is immediately promoted to *Primus Augustus*
- 3/ If the PRIMUS player does not have another *Augustus* but has two *Caesars*, the two *Caesar* are promoted to *Augustus* and the *Caesar* with the highest CC becomes *Primus Augustus* (highest SR in the case of equality, then highest BC if another equality);

4/ If the PRIMUS player does not have another *Augustus* nor a *Caesar*, but the SECONDUS player has a *Secondus Augustus*, then he becomes *Primus Augustus* and the two players change sides (see 5.);

5/ If there is no *Secondus Augustus* on the SECONDUS side, nor any *Augustus* or *Caesar* on the PRIMUS side, the two players each choose a general of their side on the map. The PRIMUS player makes his choice first. The general chosen by the PRIMUS player gets the *Primus Augustus* marker, The general chosen by the SECONDUS receives a *Usurper* marker (see **3.6 Usurpation** for the procedure of the usurpation).

Succession of the Secondus Augustus

When the *Secondus Augustus* dies, in whatever circumstances, his successor is designated in the following manner:

1/ If the SECONDUS player has another *Augustus*, he automatically becomes *Secondus Augustus*. His *Caesar* remains *Caesar*;

2/ If the SECONDUS player does not have another *Augustus* but has a sole *Caesar*, then he is promoted to *Secondus Augustus*

3/ If the SECONDUS player has not got an *Augustus* but has two *Caesars*, the two *Caesars* are promoted to *Augustus* and the *Caesar* with the highest CC becomes *Secondus Augustus* (highest SR in the case of equality, then highest BC if another equality);

4/ If the SECONDUS player does not have a *Augustus* nor any *Caesar*, he chooses a general of his side in play on the map who receives a *Usurper* marker (see **3.6**). All the other Leaders of SECONDUS immediately make a loyalty check if in the zone with him: the player rolls a 1d6 per leader, if the score is higher than or equal to the PC of that leader, then he goes over to the side of the PRIMUS with all his combat units in the zone (turn the Leader counters on their fronts). If the score is less than the PC they remain with their units on the side SECONDUS.

Note: One can see the advantage of preparing ones succession. But nominating *Augustus* and *Caesar* can have dangerous consequences, because they may lead to usurpation (See **3.6**)!

3.5.3 Protectores Domestici

The PRIMUS player and the SECONDUS player each have a *Protectores Domestici* marker representing the bodyguards of the *Augustus*. These markers are placed with an *Augustus* (*Primus* and *Secondus* included) or a *Caesar*, only one for each side (place the *Protectores Domestici* marker with the leader counter and the *Augustus* or *Caesar* marker). They give this leader, and only him, an advantage against assassination attempts (see **6.3**). They may be reassigned to another *Augustus* or *Caesar*, wherever on the map, during each phase F. of the game turn (move the marker). If the possessor of the *Protectores Domestici* marker dies, the marker is replaced in the following phase F.

3.5.4 Imperial War

The PRIMUS and SECONDUS players may engage in military operations between their respective Roman forces, to gain control of new Dioceses and imperial capitals, or to attempt to eliminate the units and Roman Leaders of the other side.

These imperial wars are different from civil wars (see **3.6.3**) because they are « limited » - the battles are not aimed at the death of an *Augustus* (see **8.5.2**) – and they can be conducted by any leader (without being *Caesar* or *Augustus*).

The conquest of Dioceses containing Imperial Capitals is very important in the game. If a player loses control of an imperial capital (checked in phase F.) and finds himself with more *Augustus* and *Caesar* than imperial capitals, he must adjust this number by removing one or more of his *Caesar* (as a priority) or one of his *Augustus*. The removed leaders are then removed from play

Design Note: this simulates historically disgrace, exile, rather than execution, as was often the case (Licinius for example sacrificed his Caesars Bassianus and Martinianus)

Example: the PRIMUS has one *Augustus* and two *Caesar*. During phase F. he controls no more than two Dioceses containing imperial capitals. The PRIMUS is must remove one of his two *Caesars* who is permanently removed from play.

Exception: the *Primus Augustus* and the *Secundus Augustus* must never be subject to a « sacrifice », even if the PRIMUS or SECONDUS players do not control a single imperial capital.

3.6 Usurpation and Civil War

3.6.1 Usurper

A *Usurper* is a leader of either side, chosen by the other side to attempt a usurpation and start a Civil War. He receives a *Usurper* marker of the colour of his side as a means of identification. One cannot have more than for usurpers at any time (two of each side).

3.6.2 Validation of a usurpation

The usurpation attempt must be validated. The attempt is validated against two different cases, during phases D or E of the game turn:

- Succession of *Primus Augustus* (case 5/) or *Secundus Augustus* (case 4/). In these two cases, the usurpation is automatically validated by the set-up of the marker of the chosen leader;
- Use of a *Usurpation Stratagem*. The player who uses the stratagem chooses an enemy Roman leader. This leader cannot be in the same zone as a leader of higher status: if he is a simple leader he cannot be in the same zone as a *Caesar* or an *Augustus*, if he is a *Caesar* in that of an *Augustus* and if he is an *Augustus*, in the same zone as *Primus* or of *Secundus Augustus*. In this case, the validation of the usurpation is covered by a die-roll see the description of the *stratagem* used (see 6.1 and 6.2).

Once the usurpation is validated, the counter of the leader in question is turned to its back and received a *Usurper* marker (remove the *Augustus* or *Caesar* marker, if the leader carried that title, the leader counter is turned over if there is a change of side on validation of the usurpation). If the usurpation attempt is not validated, the leader who attempted it « goes back to the ranks » and stays under the control of the player to whom he belonged. *Design Note:* validation corresponds to the public proclamation of the usurpation. Before this is made the leader does not risk his life. However, once the validation is complete, his back is to the wall and it is « conquer or die ».

3.6.3 Civil War

Once the usurpation is validated, the player in charge of the *Usurper* may launch a Civil War, attempting to bring Leaders and their combat units to his side.

Procedure:

A/ All the combat units and the Leaders in the same zone as the Usurper immediately change side. The Leader counters are turned to the other side (change of side) and get a *Civil War* marker, the combat units are placed under one of the controlling leaders;

B/ the *Usurper* throws a 1d6 for each other leader in the same Diocese as him to check their loyalty. If the score is higher than or equal to the PC of the leader in question, he moves to the side of the Usurper with all the combat units present in that zone, is turned to his other side face and receives a *Civil War* marker. If not, he remains loyal to his owner. Do not test the loyalty of a *Caesar* or an *Augustus*. They are automatically loyal to their own side, with all the combat units in their zone;

C/ the *Usurper* chooses a Diocese with at least one zone adjacent to the Diocese in which he is located. *Note:* A Diocese can be adjacent to another via a strait. Britanniae is for example adjacent to Gallia.

He then throws a 1d10. If the score is less than the PC of the *Usurper*, he may then proceed as in B/, with all the Leaders in that Diocese. If an *Augustus* is in the chosen Diocese, the dice

score receives a +2 modifier. If there is a *Caesar*, the modifier is +1 (the two modifiers cannot be accumulated);

D/ The *Usurper* moving into a zone where there are one or more enemy Roman combat units without a leader, he may attempt to rally them to his cause. During his movement phase (E1.), he throws 1d6. If the result is less than or equal to his PC, or the best PC of Leaders with a *Civil War* marker, in the zone (if he is not there in person), the unit (or the stack) changes side and is placed under a counter of one of the usurpation Leaders in the zone. Movement may be continued, up to the limit of available MP, with the possibility of taking along the rallied units. If not, movement stops and the *Usurper* or the *Civil War* leader must fight the unit (or the stack), during phase E.2, because they remain faithful to their owner.

If the *Usurper* or one of the Leaders with a *Civil War* marker where there Roman combat units of their side without a leader, they do not fight and they can possibly take them along with them later

Note 1: The B and C phases are only performed once, at the beginning of the usurpation. For phases B and C of the procedure, if there are several Leaders in the same zone, whose fidelity must be tested, only test for the one with the highest PC (or one of those with the highest PC, choose at random if there are several). If they join the usurpation, all the other Leaders and combat units of the zone do so as well.

Note 2: The *Usurpers*, the Leaders with a *Civil War* marker and their units cannot stack in the same zone as Roman Leaders of same side, nor add their forces with them in the same battle. They can however enter the same zone without stopping.

Example: Galère is *Primus Augustus*, Constantin the *Secundus Augustus*. The SECONDUS player launches usurpation against PRIMUS, using a stratagem with the *Caesar* Maximin Daïa. Constantin can never be stacked in a zone with Maximin Daïa nor join his forces with his or with Leaders supporting usurpation (*Civil War* marker), although they are controlled by the same player.

3.6.4 Success or failure of usurpation

A Usurpation succeeds if:

A/ An *Augustus* of the other side is defeated in a battle in which he participates directly (see 8.5.2);

B/ An *Augustus* of the other side is assassinated during a Civil War.

Note: If there are two *Augustus* (either the *Primus* or *Secundus Augustus*) on the other side to the *Usurper*, conditions A/ and B/ only suffice if the two *Augustuses* are defeated, or if the two *Augustuses* are assassinated.

Results:

- If the usurpation succeeds against the PRIMUS player, the *Usurper* leader becomes *Primus Augustus* (swap markers) and the two players change their sides during phase F. of the turn (see 5.);
- If the usurpation succeeds against the SECONDUS player, the *Usurper* leader becomes *Augustus* of the PRIMUS side (*Caesar*, if the PRIMUS already had two *Augustuses*, a normal leader if there are already two *Caesar*). A usurpation against the SECONDUS only has an effect of generating a succession of the *Secundus Augustus* (see 3.5.2).

Failure of the usurpation :

- When the *Usurper* is killed (battle, assassination ...), all the other Leaders rallied to the usurpation and the combat units under the control « fall in » and return to fidelity to their original player.

3.6.5 Double usurpation

If a player in charge of the enemies of Rome is able to simultaneously validate two usurpation attempts (this is the maximum number permitted per side), each of the two *Usurpers* may try to rally Leaders and Combat units, as noted in 3.6.3 **Civil War**.

It is not possible to simultaneously validate two usurpations in the same Diocese. A player must choose the Leaders who will attempt these in two non-adjacent Dioceses. The two *Usurpers* cannot choose the same Diocese, as the adjacent Diocese for the extension of the usurpation. *Example:* The PRIMUS attempts to validate the usurpation of Alexander in the Hispaniae Diocese and of Maxence in the Italia Diocese. Alexander attempts to extend the usurpation to Viennensis under C/ of the Procedure of Civil War. Maxence may not do so, for a second time. The two *Usurpers* can fight together, exchange combat units or stack in the same zone, if they belong to the same player.

Upon the eventual success of a double usurpation:

- If it is directed against the PRIMUS, it is the *Usurper* with the largest PC who becomes *Primus Augustus*. In the case of equality, the player chooses. The Usurper who does not become *Augustus* « falls in » and becomes a leader like the others, loyal to the new *Primus Augustus* (remove his *Usurper* marker), with all his units;
- If it is directed against the SECONDUS it is the *Usurper* with the largest PC who becomes *Augustus of PRIMUS*. In the case of equality, the player chooses. The Usurper who does not become « falls in » and becomes a leader like the others, loyal to the PRIMUS (remove his *Usurper* marker) with all his units. Apply all the consequences and limits noted for a successful usurpation against the SECONDUS (see 3.6.4);
- A double usurpation only fails when the two *Usurpers* are killed.

3.7 Control

3.7.1 Control of Leaders

The side controlling each leader is stated in the set-up instructions of the scenarios and is shown by the side of the counter that is set-up on the map. The Leaders may change sides on the succession of a *Primus Augustus* (see 3.5.2) or a Usurpation (see 3.6.4). Turn over their counters.

The other effects of a change of side are listed in 5.

3.7.2 Control of Combat units

Roman combat units stacked with a leader are controlled by that leader's side.

Roman combat units without Leaders belong to the side which controls the Diocese in which they are placed (see set-up instructions for each scenario).

3.7.3 Control of Dioceses

The initial control of Dioceses is listed in the set-up instructions of each scenario. This can change in the course of a game. This is shown by placing a PRIMUS or SECONDUS marker in its zone n°1. This is checked during each phase F of the game turn and remains unchanged for the next complete game turn.

To gain control of a Diocese belonging to the other side, it must be occupied at the end of the turn with at least one leader and one unit in:

- The zone containing the imperial capital, for the six Dioceses containing one;
- The zone containing the city, for those Dioceses with only one city;
- The two zones containing the city for the Dioceses containing two (if only one of the two zones is occupied, the Diocese remains under the control of the side with which it began the turn).

Note: Non-Roman units are not taken into account in judging the control of Dioceses.

4. Non-Roman Peoples

This rule covers the entire rules specific to Non-Roman Peoples.

4.1 Peoples and zones of origin

Non-Roman Peoples are divided into **Minor Peoples**, who do not have Leader counters (*Example*: Burgondi), and **Major Peoples**, who have at least one leader (*Example*: Franci).

Each People has one or more zones of origin (zones of the map in which are their name), outside the empire.

Exception: The Ostrogothi are a Minor People, but if at any stage of the game they are at war with Rome and the Visigothi are also at war with Rome, they are added together to be a single People Gothi for the purposes of the rules (they divide their Leaders, and may only be pacified together, as if they were one People).

4.2 Going to war and set-up

4.2.1 Non-Roman Leaders

The Non-Roman Leaders are not subject to the **Leader Arrival and Death Table**. They all have the name of a leader who really existed in this period. For simplicity (and to prevent the increase in number of counters, they remain in play throughout the game. *Design Note*: Providing a counter for each historical Frank or Gothic leader would have been both laborious and complicated (the problem of sources). These are the names of the most important Leaders of the period which have been retained as generic leaders.

If they are eliminated, during a battle or an assassination, they return to the game during phase C. of the following game, stacked with any combat units of their People.

Exception: Hormoz II, Sapor II and Ardashir II, Persian kings, enter and are removed from the game at a fixed date:

- Hormoz II: Enter the game 305, is removed in phase F. of 309;
- Sapor II: Enter the game 320 and is not removed from the game;
- Ardashir II: Enter the game in 355 and is not removed from the game.

If they are eliminated for whatever reason before the fixed date, they return to play during the following phase C., until they reach the normal date of their elimination. Between 310 and 319, there is no Persian leader in play. Starting 355 there will be two.

Historical note: *Hormoz II ruled from 302 to 309, Sapor II 309 to 379 and Ardashir II 379 to 383. The list of sovereigns is much simpler than amongst the German Peoples ...*

4.2.2 Going to war

Going to war by Non-Roman Peoples can occur in two different ways:

- During phase C. of the game turn, a random draw results in a marker with the name of a Non-Roman Major People (see 2.C). When the marker of a People is drawn, its Leaders are turned from their Pax Romana to their normal face. Units and Leaders may henceforth leave their zone of origin and enter the Roman Empire. This process does not apply to Minor Peoples.
- During phase C. of the game turn, playing a *stratagem* of soulèvement (“uprising”) (see 6.2). The units of Minor Peoples which go to war are immediately set-up in their zone of origin. The Leaders des Major Peoples go to war in this manner are turned to their normal face. The combat units of Minor and Major Peoples and at war may enter the Roman Empire only at a Diocese carrying the same colour as their banding.

4.2.3 Set-up

The combat units of Minor Peoples are only placed on the map when they go to war with Rome, the combat units and the Leaders of Major Peoples are placed permanently on the map but may only leave their zones of origin when at war against Rome.

4.2.4 Stacking

A player may only stack in the same zone combat units and Leaders belonging to one of the three following categories:

1/ Roman and Thraco-Phrygians

2/ Western Peoples (Celts, Germans)

3/ Eastern and Middle-Eastern Peoples (Iranians, Hamites-Sémites)

Example: It is possible to stack Franci and Alemanni counters in the same zone. It is not possible to stack Persians and Visigothi.

Limit: Even if the limits of stacking permit it, it not possible to stack in the same zone units of Non-Roman Peoples who are not controlled by the same player (see 4.4)

4.3 Movement

- The Leaders may move only up to in the limit of their MP;
- A leader in the same zone as combat units of his People may move, accompanied by a number of combat units less than or equal to his CC, up to the limit of their MP. Leaders and combat units must usually movement together (same starting zone, same zone of arrival): it is possible to leave units en route, but the leader cannot continue his movement further without a least one unit that remaining with him;
Example: A Persian leader may only move with Persian combat units, it cannot move with Iberians combat units. One must not confuse a People, identified by its name, with a Nationality, identified by a colour.
- A sole combat unit (without leader) can only move one zone per phase E.1 of a M/CS (same even if the movement cost exceeds 1 MP);
- The combat units and Non-Roman Leaders may only leave their zones of origin (zones carrying the name of their People), if their People are at war against Rome (see 4.2.2);
- The combat units and Non-Roman Leaders may not enter the zone of origin of another People, unless it is also at war with Rome. *Example:* The Quades may not enter the Marcomanni zone, unless the Marcomanni are at war against Rome.
They may enter any zones which have no People name.
Example: The Mauri unit may enter the zone immediately to the west of its zone of origin.
- The combat units of Minor and Major Peoples and at war may enter the Roman Empire only at a Diocese carrying the same colour as their banding (see 1.2.1).
Example: The Alemanni may only enter the Roman Empire by a zone of Galliae.
Once inside the Roman Empire, the same units and Leaders may move into other zones of other Dioceses with the same banding;
- The combat units and Non-Roman Leaders may not enter a zone more than 5 zones from their zone of origin. If forced to retreat beyond this limit, they are eliminated;
- The Non-Roman Leaders may not move by themselves, that is, without at least one combat unit accompanying them, inside the Roman Empire.

4.4 Control

4.4.1 Control of Non-Roman Peoples

This applies for an entire turn and is checked in phase F. of each turn for the following turn.

The PRIMUS player controls the combat units of all the Non-Roman Peoples, with their Leaders, whose stripe is in the colour of the Dioceses controlled by the *Secundus*.

The SECONDUS player controls the combat units of all the Non-Roman Peoples, with their Leaders, whose stripe is in the colour of the Dioceses controlled by the PRIMUS.

The control of the Non-Roman Peoples is determined by the control marker in zone 1 of each Diocese.

The units of a Non-Roman People can only be used for combat with Roman units of the other side. They cannot fight non-Roman units of the other side (see exception of Armenia en 4.4.2).

Example: The PRIMUS controls Galliae. If the Franci go to war they will be controlled by the SECONDUS. The Franci can only fight the Roman units of PRIMUS.

4.4.2 Armenia

Armenia is the only Non-Roman People allied to Rome. The units may be used to fight the Roman or units or Non-Roman of the other side.

Armenia cannot go to war with Rome as a result of Rule **4.2.2**.

The Armenian combat units are deployed (permanently) on the map. They are controlled by the side which controls the Oriens Diocese and can be commanded by its Leaders. They can be deployed in the same zone as Roman units (without limits). The Roman units may enter Armenia without limits other than those at **3.2**.

The Armenian units may not leave the Armenia zone, unless the Iberian or Persian Peoples are at war with Rome. In this case they may move into a zone adjacent to Armenia.

If the Armenian units must retreat as the result of a combat, into a zone which is prohibited (not adjacent to Armenia), they are automatically eliminated. Eliminated Armenian units, for whatever reason, return to the game during Adjustments (see **9**.), unless Persian units occupy the Armenia zone.

5. Changing role

This occurs in phase **F**. in in the case of the succession of *Primus Augustus* moving to the side SECONDUS (see **3.5.2**) or in a successful usurpation against the *Primus Augustus* (see **3.6.4**):

Procedure

- The PRIMUS player becomes SECONDUS and vice-versa;
- The designated successor or the *Usurper* has succeeded in his usurpation becomes *Primus Augustus* (and gets the *Primus Augustus* marker) and is turned to his front;
- All the Roman Leaders of the previous SECONDUS are turned to their front, to indicate that they are now on side of the new PRIMUS;
- The *Caesar* and the Leaders of the previous PRIMUS player, are turned over to their back, to show that they are on the side of the new SECONDUS. Then the *Caesar* with the highest CC (higher SR in case of a tie, then highest BC if another tie) becomes *Secundus Augustus* (and gets the *Secundus Augustus* marker);
- In the case of a usurpation succeeding against the PRIMUS, all the Leaders with a *Civil War* marker are turned back to their front, to show they are now on the side of the new PRIMUS;
- All the Diocese control markers are also turned over, to complete the change of roles;
- The control of Roman combat units not stacked with Leaders and non-Roman combat units and their Leaders is decided by the new Diocese control markers;
- The VPs of the two sides are exchanged on the track. (*Example*: PRIMUS has 32 VP and SECONDUS 24 VP when the change in role occurs. After the exchange, PRIMUS has 24 VP and SECONDUS 32 VP).

6. Stratagems

All the available Stratagem counters are placed in a container and each player draws one during Phase A. of each game turn. The PRIMUS *Stratagems* (see **6.1**) can only be used by the PRIMUS player and the SECONDUS *Stratagems* (see **6.2**) only by the SECONDUS player. The mixed Stratagems (see **6.3**) can be used by both the two players.

The *Stratagems* are placed in the container as soon as they are played or during phase F if they are not playable: The PRIMUS returns to play the Stratagems only playable by SECONDUS and vice-versa).

A playable stratagem can be played in the current turn or kept to be played in a later turn. There is no limit to the number of Stratagems that a player may use in the same game turn, but one may not keep more than 5 Stratagems in reserve. It is necessary to discard in Phase F. to meet this limit.

The *Stratagems* are listed exhaustively below. The letter between the brackets shows the phase during which it is possible to play the stratagem. If the stratagems are used in phase E., they can be played at any moment during this phase of the game (including during an enemy M/CS) with immediate effect.

6.1 - PRIMUS Stratagems

Usurpation d'un Augustus SECONDUS (C): Playable if the SECONDUS has two *Augustuses*. The PRIMUS player may attempt a usurpation using the opposing *Augustus* who is not the *Secundus Augustus*. He throws 1d6 and the usurpation is validated if the result is less than or equal to the PC of the *Augustus* designated to attempt the usurpation. Then proceed immediately as noted in **3.6.3**, but with a bonus of 2 the test for all the tests performed in phases B/, C/ and D/ of the procedure described there.

Usurpation d'un Caesar SECONDUS (C): Playable if the SECONDUS has two *Caesars*. The PRIMUS player may attempt a usurpation using the *Caesar* of his choice. He throws 1d6 and the usurpation is validated if the result is less than or equal to the PC of the *Caesar* designated to attempt the usurpation. Then proceed immediately as noted in **3.6.3**, but with a bonus of 1 the test for all the tests performed in phases B/, C/ and D/ of the procedure described there.

Usurpation SECONDUS (C): The PRIMUS player may attempt a usurpation using the Roman leader of SECONDUS of his choice, but who is neither *Augustus* nor *Caesar*. He throws 1d6 and the usurpation is validated if the result is less than or equal to the PC of the leader chosen to attempt the usurpation. Then proceed immediately as noted in **3.6.3**.

6.2 - SECONDUS Stratagems

Usurpation d'un Augustus PRIMUS (C): Playable if the PRIMUS has two *Augustuses*. The SECONDUS player may attempt a usurpation using the opposing *Augustus* who is not the *Primus Augustus*. He throws 1d6 and the usurpation is validated if the result is less than or equal to the PC of the *Augustus* designated to attempt the usurpation. Then proceed immediately as noted in **3.6.3**, but with a bonus of 2 the test for all the tests performed in phases B/, C/ and D/ of the procedure described there.

Usurpation of a Caesar PRIMUS (C): Playable if PRIMUS has two *Caesars*. The SECONDUS player may attempt a usurpation using the *Caesar* of his choice. He throws d6 and the usurpation is only successful if the score is less than or equal to the PC of the *Caesar* designated to attempt the usurpation. Then proceed immediately as noted in **3.6.3**, but with a bonus of 1 the test for all the tests performed in phases B/, C/ and D/ of the procedure described there.

Usurpation PRIMUS (C): The SECONDUS player may attempt a usurpation using the Roman leader of PRIMUS of his choice, but who is neither *Augustus* nor *Caesar*. He throws 1d6 and the usurpation is validated if the result is less than or equal to the PC of the leader chosen to attempt the usurpation. Then proceed immediately as noted in **3.6.3**.

6.3 – Mixed stratagems

Initiative (B): Reverse to dice result for initiative in your favour.

Fuite opportune (E): This stratagem can be played before any combat and permits its evasion by moving his force into a zone free of enemy combat units with the limits of stacking and of movement. This « flight » is made after opposing movements are completed, just before the resolution of combat. The attacking player may not pursue this movement.

Assassinat (E): This stratagem permits an attempted assassination against any enemy Roman leader (except a Dux). Throw 1d10. If the result is of 8 or 9, the enemy leader is killed and removed from the game. A leader stacked with the *Corporis Custodes* marker benefits from a -1 to the dice score.

Foyer de peste (E): This stratagem is placed by its holder on any zone of the map. All the combat units in this zone are immediately weakened (those already weakened are eliminated). All leaders must test for their survival by throwing 1d10. If the result is 9, then the leader dies

and is removed of game. The zone is infested by the plague for the entire game turn. All combat units or leaders entering the zone suffer in the same way as those already there. The Plague stratagem is removed from the map at the end of phase E., before phase F.

Épidémie de peste (E): Ditto. But all the neighbouring zones to the zone where the marker is placed are also infested. In the zones adjacent to the source of the plague (where the marker is placed), the combat units already weakened remain, they are not eliminated. However, the Leaders must test for survival as if they are in the zone of source of the plague.

Désertion (E): This stratagem can only be used against Roman units or Persian combat units. The marker is placed in a zone which has Persian or Roman units, all the combat units of the enemy player in the zone are immediately weakened, those already weakened are eliminated.

Abandon (E): The stratagem is used against an entire Diocese. The marker is placed in any zone of the Diocese. The *ripenses* unit and any units of *pseudo-comitatenses* of the Diocese (same colour band) are immediately eliminated (but only if they are in one of the zones of the Diocese). All the units *pseudo-comitatenses* originating in another Diocese (different colour band), but present in the Diocese are weakened (those already weakened are eliminated). The units of *comitatenses* are not affected by this stratagem.

In hoc signo vinces (E): This stratagem is used during the resolution of combats between opposing Romans or between Roman and non Roman. The player who uses it must have in the battle in question a leader either *Caesar*, *Augustus* or *Usurper* and this leader must be Christian (cross on the counter). The enemy force cannot have a *Caesar*, *Augustus* or *Usurper* who is Christian. The stratagem permits a player to choose the result of any die roll that he makes or annul the result of an enemy die roll and replace it with the result that he wishes. The Modifiers to the eventual score are not changed and must apply to the final result. *Design Note:* This rule does argue that only Christians benefited from divine support, although.... It is simply that: the Christian emperors systematically won the battles against the pagan emperors during the IVth century!

Sol invictus (E): This stratagem is identical to *In hoc signo vinces* except that it is used for a battle with a leader who is either *Caesar*, *Augustus* or *Usurper* and at least one leader who is a worshipper of the Sun (sun on the counter). The opposing force must not have a *Caesar*, *Augustus* or *Usurper* who is Christian (cross on the counter). They can equally have a *Caesar*, *Augustus* or *Usurper* with a Sun sign.

Roma Victor (E): Playable before the die roll to resolve a battle (it replaces this), giving a score of 9 and + (if the stratagem owner is the attacker) or -2 and less (if the stratagem owner is the defender) in the relevant column of the **Battle Table** (taking into account column modifiers). If the player in charge of the non-Roman units in the same battle plays the stratagem *Furor Germanicus*, the two Stratagems cancel each other out, and one throws the dice as usual. This stratagem cannot be played in a battle where there are only Roman units on both sides.

Furor Germanicus (E): Playable before the die roll to resolve a battle (it replaces this), where at least one unit of a People with German Nationality is participating giving a score of 9 and + (if the stratagem owner is the attacker) or -2 and less (if the stratagem owner is the defender), in the relevant column of the **Battle Table**. If the player in charge of the Roman units plays the stratagem *Roma Victor*, the two Stratagems cancel each other out, and one throws the dice as usual.

La flèche de Parthe (E): Playable in any battle in which a Persian combat unit is involved. It allows the player, whatever the result of the battle, to eliminate a Roman unit of his choice.

Coup d'état perse (E): This stratagem cannot be played between 310 and 319. When it is played, the *stratagem* is placed in the Ctesiphon zone, the player who controls the Persians must move into the Ctesiphon zone with a Persian king (named leader) and three combat units

to remove it (automatically). The player who does not control the Persians scores 3 VP in each phase F. of game, during which this stratagem is deployed in the Ctesiphon zone.

Soulèvement d'un Peuple mineur (C): The player who uses this chooses Minor People which is at peace with Rome and immediately causes them to go to war, as shown in **4.2.2**. Nothing prevents raising a People who are already controlled by the other side (except logic...but it is not forbidden! The same applies for the four Stratagems following).

Soulèvement de deux Peuples mineurs (C): Ditto, with two Minor Peoples.

Soulèvement de trois Peuples mineurs (C): Ditto, with three Minor Peoples.

Soulèvement d'un Peuple majeur (C): Ditto, with a Major People.

Soulèvement de trois Peuples majeurs (C): Ditto, with three Major Peoples. This stratagem may only be played once per scenario. Once used, it is removed from the game and not put back in the container.

Pacification d'un Peuple mineur (E): The stratagem allows the immediate pacification of a Minor People (player's choice). The units of this People are instantly removed from play. This pacification, by diplomacy, does not inflict an obligatory peace between this People with Rome during the adjustments of phase F. (see **9.4**).

Pacification de deux Peuples mineurs (E): Ditto with 2 Minor Peoples. It may be used to pacify a single People.

Pacification de trois Peuples mineurs (E): Ditto with 3 Minor Peoples. It can be used to pacify one or two.

Pacification d'un Peuple majeur (E): Ditto with a Major People. The Leaders of this People are turned to their Pax Romana side and returned by the player in charge of the Enemies of Rome, together with all the combat units of the People in question (including those eliminated in the game turn or those in any other zone of the Empire), in their zones of origin. This pacification, by diplomacy, does not inflict an obligatory peace between this People with Rome during the adjustments of phase F. (see **9.4**).

Pacification d'une Nationalité (E): Ditto, with ALL the Peoples, major or minor of a Nationality (at the choice of the player) at war with Rome (including Peoples controlled by his own side...)

Pax Romana (E): Ditto with all the non-Roman Peoples at war with Rome (including Peoples controlled by his own side...) may be used to pacify a single People (major or minor). This stratagem may only be played once per scenario. Once used, it is removed from the game and not put back in the container.

Persecution (E) This stratagem is not available until 340 (exclusive). It must be played on a town or capital in a diocese in Italia, Africa, Moesiae, Thracia, Asia, Pontica or Oriens, if the diocese is controlled by a player with at least an Augustus or Caesar who is a member of the sun cult. The player who controls the diocese must move a leader who is not a Christian (who has a sun or nothing on their counter) and a combat unit in order to remove it. Otherwise the opposing player receives 3 PV in phase 'F' of each turn.

Design note: The persecutions did not take place in the provinces that were strongly Christian. This stratagem represents the waste of Imperial resources necessary to conduct the anti-Christian policies of certain Emperors.

Heresy (E) This stratagem is not available until the death of Constantine (i.e. on the following turn). It must be placed on a town or capital in a diocese in Italia, Africa, Moesiae, Thracia, Asia, Pontica or Oriens if the Diocese is controlled by a player who has an Augustus or a Caesar who is Christian. The player who controls the diocese must move a Christian or non-pagan (i.e. nothing on their counter) leader and a combat unit into the zone where the stratagem is placed in order to counter-act this. Otherwise the opposing player receives 3 PV on each Phase 'F'.

Design Note: Heresies and other religious troubles were frequent during the Fourth Century. It often required the use of force to re-establish the orthodoxy of the Church as established at the Council of Nicea.

Bagaudes (Brigands) (E) : This stratagem must be placed in a zone in the diocese of Galliae, Viennensis or Hispaniae where there are no combat units. The player who controls the diocese must move a leader and a combat into the zone where the stratagem is played in order to remove it. Otherwise the opposing player receives 3 PV on each phase 'F'.

Design Note: The brigands were landless peasants, deserters and others in revolt against the Empire who formed bands and spread disorder in Gaul and Spain during the 3^d and 4th Centuries by attacking the villas of the great land holders.

6.4 Stratagem Notes

- Only the four Roman *dux* and Non-Roman Leaders eliminated by an *assassinat* or *foyer / épidémie of peste stratagem* may be returned to play during phase C. of the following turn. The named Roman Leaders are always removed.
- For the Stratagems of “soulèvement” (uprisings), the number of Peoples shown is a maximum figure. For example, if there are only two Major Peoples at peace with Rome and the player uses the *Soulèvement de trois Peuples majeurs* stratagem, only these two Peoples will go to war ... the number of Peoples involved in an uprising cannot be voluntarily reduced by the player of a stratagem.

7. Movement

7.1 General Rule

These are found in the General Rule relative to movement, and apply to Roman and non Roman, in addition the rules of paragraphs 3.4 and 4.3:

During phase E1 of an M/CS:

- A combat unit or a leader (**whether or not accompanied by a leader**) must halt upon entering a zone containing an enemy combat unit. *Exception*: fleets may continue their movement across a zone occupied by an enemy fleet, without consequence (see also 8.1);
- A combat unit (whether or not accompanied by a leader), may continue its movement across a zone occupied only by an enemy leader (or several). The Leaders suffer no penalty if the enemy combat unit continues its movement and leaves the zone;
- **A sole leader may move without penalty across a zone occupied by enemy combat units. A leader moving with combat units must however stop when entering a zone occupied by an enemy combat unit;**
- A leader alone in a zone with enemy combat units, at the end of movement, must immediately attempt to leave for a zone free of enemy combat units. Throw 1d10, if the score is 9, the leader is killed (remove from play) otherwise he may be freely moved to an adjacent zone free of enemy units (whatever the cost in MP to go there). If there is no free zone, the leader is killed.

7.2 Movement

- Movement is made from one zone to an adjacent zone. The zones may touch only at an angle to be considered adjacent.
- Movement from one zone to another costs 1MP.
- Crossing the 4 major rivers (Rhenus, Danuvius, Tigris and Euphrates) costs an extra MP. *Example*: Moving from the Franci zone to the Galliae 2 (Treveri) zone costs 2MP. The other rivers (*Example*: Nilus) are purely decorative and have no effect on the game.
- The passage of straits costs 1 extra MP (see marking on the map).

7.3 Terrain limitations

It is prohibited to spend more than 2 MP in the same M/CS, for movement that occurs entirely outside the Roman Empire

Exception: the following 7 eastern zones outside the Roman Empire: Persians, Armenia and Iberians are not affected by this limit and are treated for movement like zones of the Empire.

Example: 1. At the beginning of his M/CS, Constance Chlore and five combat units are in the Britanniae 1 zone (Eburacum). He can move into the two zones to the north and must halt (expenditure of 2 consecutive MP outside the empire). They cannot spend their third MP the northernmost zone of the three Pict zones during this M/CS. They must await the next M/CS of his side to do so.

2. Galère and three combat units are in the Gepides zone. During the same M/CS, he may enter the Vandales zone (first MP), then the Quades zone (2nd MP), and finally into the Pannoniae 2 zone (3rd and 4th MP, due to the Danuvius). Because the movement is not entirely outside the empire, the 2MP limit does not apply.

8. Combat

8.1 General Rule

Combat occurs between enemy combat units in the same zone.

The player who has halted his movement and who is performing phase E2 of his M/CS is called the attacker, the other player, passive in the zone, is the defender. All the combat units and Leaders of the same side, assembled in any given zone, is called a Force. The battles are between an attacking Force and a defending Force.

Combat is obligatory, but the defender may be able to evade, and leave the zone.

There is no naval combat in *Semper Victor*. Two enemy fleets (and the units they may be transporting) may be in the same zone without fighting. If the transported units are landed, they may have combat.

8.2 Evasion

The defender may attempt to evade combat, if he has at least one leader in the zone. To do so, he throws 1d6, if the result is less than the SR of the leader in zone (the best SR if there are several Leaders), the defender may evade combat by moving one zone, to an adjacent zone (whatever the cost to go there), free of enemy combat units or of friendly forces with which Stacking is not allowed and within the limits of movement.

Note: Two zones separated by a strait are treated as adjacent, for evasion.

Each leader which successfully evades may only with the number of units which his CC permits him to take with him.

The evasion cannot be made through the zones which the attacker used. If no zone is available, the evasion fails.

Example: A *ripenses* unit may not make an evasion into a zone outside the Roman Empire or into a zone outside his Diocese of origin (limits of movement, see 3.2.1) or occupied by the *Franci* combat units (limit to stacking). A unit of *pseudo-comitatenses* may evade **with an Augustus, Caesar or Usuper** into an Diocese other than his Diocese of origin or outside the empire into a zone of a People at war with Rome, but with no units (see 3.2.1).

8.3 Resolution of combat

If the defender accepts combat, or if his evasion attempt has failed, the battle is fought.

All the combat units of the two players and all the leaders present in the zone must participate in the battle. The two players compare the SP of their forces and calculate the odds (rounding in favour of the defender). *Example:* A force of 55 SP attacks a force of 37 SP, the odds are $55/37 = 1,49$. $1,49$ is smaller than $3/2 = 1,5$, the odds are thus rounded to $5/4$. They then check the **Battle Table**, for the result of combat, after applying all the Modifiers listed there.

8.4 Winner and loser

8.4.1 Winner

The Winner of the battle is shown in **bold** in the result from the **Battle Table**. The loser must leave the zone using the same limits as for evasion (see **8.2**). If retreat is impossible, for whatever reason, the combat units and their Leaders are eliminated. *Example:* A unit of *ripenses* cannot retreat outside their Diocese of origin and is eliminated if so required.

8.4.2 Results

Design Note: The results may appear very « definitive », but an ancient battle antique always resulted in casualties of 80% of the men of the defeated army. In *Semper Victor*, eliminating or weakening a unit is never definitive (See **9. Adjustments**), this approach corresponds to the reduction or destruction des operational capacity of a given unit, for the campaign (that is to say, the year) in hand.

E = All the combat units of that force are eliminated

A = All the combat units of that force are reduced, units already reduced are eliminated

1/4, 1/2, 3/4 = Reduce 1/2, 1/4 or 3/4 of the units (in number of units, not number of SP), based on the number of enemy units reduced or eliminated. Always round in favour of the units being reduced.

Example: The attacker has 6 combat units, the defender 9. The result is **1/2 / A**. All the units of the defenders are reduced (those already reduced are eliminated). The attacker must reduce 1/2 of 9 that is 4.5 units, rounded to 4 (if he chooses or must reduce already reduced units, they are eliminated).

R = No losses

Note: If the Winner must weaken more units than is possible, he only weakens those units .

Example: 2 units (normal status) attack 4 weakened units, the result of combat is $\frac{3}{4}$ - A; the Winner is the attacker, who must reduce 3 units. Because he only has 2, he need weaken only these 2 units.

8.5 Death of Leaders in combat

8.5.1 General Rule

The Leaders of a force which suffers an **E** result or of a force which cannot retreat after combat are eliminated. Non-Roman Leaders may return to play later game (see **4.2.1**).

8.5.2 A battle involving a Usurper

When a battle occurs with *Augustus* and/or *Caesars* on one side and a *Usurper* on the other, they are killed if their Force is defeated and forced to retreat, whatever the result on the Combat Table.

Design Note: In the case of usurpation, an Emperor or a Usurper rarely survived a personal defeat. Indeed, the legionaries, to impress the winner, had a habit of surrendering or killing their beaten leader.

Note: This rule does not apply to a battle between two *Augustus* or *Augustus* and *Caesar*, or *Caesars*. It applies only if one of the two protagonists is a *Usurper* (see **3.6**)

8.6 Modifiers

These are listed on the **Battle Table** and use the following concepts:

8.6.1 Average Quality

This consists of the QT of the combat units situated in the same zone (Force), which must be taken into account for the battle. The calculation goes as follows: the players find the average QT of the units of their side in the zone, and round down to the next whole number. *Example:* The Average Quality of a force composed of a RI Galliae (1), CO Cornuti (3) and CO Gentiles Seniores (4) is 8 divided by 3 = 2,66 rounded to **2**.

8.6.2 Tactical bonus

For a battle, the TB of a force is the best TB of the Leaders in the zone of battle. If a force has no leader, the TB used in the battle is found by calculating the average TB of the combat units in the force (same calculation as for Average Quality).

8.6.3 Political Capacity

This is only used in battles between 2 Roman forces which both have at least one *Augustus*, *Caesar* or *Usurper*. Do not use this modifier if one of the two forces has no leader or only Leaders who are not *Augustus*, *Caesar*, or *Usurper*. The PC of a force is the best of the PC of the *Augustus*, *Caesar*, or *Usurper* Leaders in the zone of battle.

9. Adjustments

9.1 General Rule

Military campaign functioned in the Roman era according to an annual rhythm, punctuated by the passage of the seasons. The adjustments cover what would occur during winter quarters. They occur, during phase **F.** of each game turn, in the following order:

9.2 Adjustments involving fleets

The position of the two fleet markers (*classis* in Latin) is checked. If the markers are not in their port of origin, they are removed and only return to play after 5 complete turns of absence. Place the marker on the Turn Track to remind you of its return to play.

Example: the Cyzicus fleet is at sea during phase F. of the game turn of the year 318. It is removed, with all the units on board (these return to play game immediately, see **Adjustments of combat units and of Roman Leaders**, but the Leaders are eliminated). The Cyzicus fleet marker is placed on the 324 box of the Turn Track and returns to play as reinforcements during phase D. of turn of 324.

9.3 Adjustments of combat units and of Roman Leaders (both sides)

9.3.1 Adjustments to *Limitanei* units

- Units of *ripenses* (RI) and of *pseudo-comitatenses* (PC) which are eliminated during a game turn are replaced on normal side, in a zone of their Diocese of origin free of non-Roman combat units, and within the limits of set-up given in 3.3.2. *Example:* The RI and PC units of Britanniae are eliminated. They return to play on their normal side, during adjustments. To meet the limits of 3.3.2, the RI is placed in zone 2, the PC may be placed elsewhere (zones 1, 2 or 3). If zone 1 of Britanniae is occupied by a non-Roman unit, the RI cannot return to play and must await the liberation of its zone and another Adjustment Phase;
- Units of *ripenses* (RI) and of *pseudo-comitatenses* (PC) normal or weakened inside the empire remain in place. If they are weakened, they are turned to their normal face if: they are in their Diocese of origin (RI who must be there, or PC) or in a zone with a city or an imperial capital (PC) and if they are not adjacent to an enemy combat unit (Roman or non-Roman) also in the empire;
- The units of *pseudo-comitatenses* (PC) outside the empire are eliminated and replaced on their normal side, in a zone of their Diocese of origin free of non-Roman combat units, and within the set-up limits of 3.3.2.

9.3.2 Adjustments to *Comitatenses* units

- The units of *comitatenses* (CO) which are eliminated during the game turn are replaced on their normal side in the zone containing the imperial capital shown the **Comitatenses Deployment Table**. If this zone is occupied by a non Roman unit, the CO unit cannot return to play and must await the liberation of its zone and another Adjustment Phase;
- Units of *comitatenses* (CO) normal or weakened inside the empire remain in place. If they are weakened, they are turned to their normal face, if they are in a zone with a

city or an imperial capital and if they are not adjacent to an enemy combat unit (Roman or non-Roman) also in the empire;

- Units of *comitatenses* (CO) outside the empire are eliminated and replaced on their normal side in the imperial capital zone which is their initial deployment zone in the scenario. If this zone is occupied by a non Roman unit, the CO unit cannot return to play and must await the liberation of its zone and another Adjustment Phase;

Note: Note, it is possible for a unit to be replaced in a zone controlled by an enemy player and pass into his control!

9.3.3 Adjustments to the Roman Leaders

- Roman Leaders in a zone of the empire remain in place;
- The Roman Leaders which are outside the empire are replaced in the nearest zone (player choice if more than one) containing a city or an imperial capital and not occupied by the combat units of the other side.

9.4 Adjustments of units and statuses of Non-Roman Peoples (both sides)

- Minor Peoples all of whose combat units have been eliminated are treated as pacified. Their combat units are no replaced on the map. The combat units of a Minor People pacified by force (and not by a *stratagem*, see *exception* below) cannot be used again for 5 years and the People may not go to war, via the use of a stratagem, before the completion of this period. They are placed on the box corresponding to their return to the game on le Turn track. *Example:* The Marcomanni are pacified during phase F. of the 322 turn. The Marcomanni combat units are placed on the 328 box of the Turn track. During C. of the 338 turn, the Marcomanni may once again go to war and their units may be deployed on the map;
- The Minor Peoples with at least one combat unit anywhere on the map (whether weakened or in its normal state) remain at war with Rome. The combat units remain on the map as placed. If they are weakened and in one of there zones of origin or in a zone containing a city or an imperial capital, they are turned back to their normal side. The combat units which are eliminated are returned to their zones of origin, on normal side;
- Major Peoples all of whose combat units have been eliminated are treated as pacified. All their combat units and their Leaders replaced on the map in their zones of origin. The units are placed on their normal side and the Leaders are placed on their Pax Romana side and the People are at peace with Rome. The marker of a Major People pacified by arms (and not by a *stratagem*, see *exception* below) is removed from the container used for the declarations of war (Phase C. of the game turn) and are not used for 5 years. It is placed on box corresponding to its return to play on the Turn track. Going to via a stratagem is also impossible during this period. *Example:* The Franci are pacified during phase F. of the 359 turn. The Franci marker is removed from play, it is placed on the box of the 365 game turn. During phase C. of the turn of the year 365, it is placed in the container and the Franci may once again go to war against Rome (by random draw or via a *stratagem*), see **6.3**;
- Major Peoples with at least one combat unit anywhere on the map (whether weakened or in its normal state) remain at war with Rome. The combat units remain on the map as placed. If they are weakened and in one of there zones of origin or in a zone containing a city or an imperial capital, they are turned back to their normal side. The combat units which are eliminated are returned to their zones of origin, on normal side. The Leaders who are eliminated (except the three Persian kings noted in **4.2.1**) return to play en as reinforcements during phase C. of the following turn;

General Note: If a major or minor People is pacified by a stratagem, the limit of 5 years of peace does not apply, and the People in question may once again go to war the following year, via a stratagem or random draw of the People marker in question.

10. Victory

Victory is measured in Victory Points (VP). These are recorded with the units, tens and hundred markers on the VP track.

10.1 VP collected during the game

Each player scores:

- 1 VP per battle won involving a total (attacker + defender at the beginning of the battle) of 35 SP or more;
- 1PV per Enemy of Rome leader eliminated in combat or assassinated;
- The player who does not control the Persians scores 3 VP during each phase F. of the game, where the stratagem « *coup d'état perse* » is placed in the Ctesiphon zone;
- $X/3$ VP rounded down during Phase F. of each turn. X being the number of Dioceses controlled by the player.

10.2 VP collected during the campaign score (F.)

The PRIMUS player scores:

- 1 VP per Minor People controlled by the SECONDUS pacified by force (see 9.2);
- 1 VP if the Primus Augustus is in an imperial capital;
- 1 VP if no Civil War is in progress;
- 1 VP per non-Roman unit in a zone of a Diocese of SECONDUS during phase F.;
- 1 VP per non-Roman unit in a zone of a Diocese of SECONDUS during phase F (see 9.2);
- 2 VP if the Turn marker is on its *Pax Romana* side
- 3 VP if a non-Roman unit is in the zone of an imperial capital of a Diocese of SECONDUS during phase F.;
- 3 VP if there is no *Secundus Augustus*;
- 5 VP for the player who is PRIMUS at the end of the game;
- 10 VP for the construction of Constantinopolis (see 3.1.2)

The SECONDUS player scores:

- 1 VP per Minor People controlled by the PRIMUS pacified by force (see 9.2);
- 1 VP if the **Secundus** Augustus is in an imperial capital;
- 1 VP per non-Roman unit in a zone of a Diocese of PRIMUS during phase F.;
- 1 VP if the Turn marker is on its *Pax Romana* side;
- 2 VP per Major People controlled by the PRIMUS pacified by force (see 9.2);
- 3 VP if a non-Roman unit is in the zone of an imperial capital of a Diocese of PRIMUS during phase F.;
- 3 VP if an Usurpation against the PRIMUS is in progress;

10.3 Level of Victory

The player the most VP at the end of a scenario is declared Winner (unless there is a contrary instruction in the scenario).

If the Winner scores more than twice the VP, the Victory is recorded as *decisive*.

If the Winner scores more than five times the VP, the Victory is recorded as *definitive*.

Thanks to: Jean-Philippe Gury, Patrick Receveur and Nicolas Stratigos for their contribution to the development of the game.

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In French on www.lestafette.net and in English on www.consimworld.com

Erratum to the article « In this sign conquer » (VV n°55, page 21): « *On 1st March 293 (and not 283), in his capital of Nicomedia, he adopted Galerius and made him his Caesar, or designated successor. He asked Maximien to take an identical measure. The same day, he adopted Constance to be the Caesar of the West* ».

TABLES

Combat Results Table

1d6	Strength odds									
	1/3 and -	1/2	2/3	4/5	1/1	5/4	3/2	2/1	3/1	4/1 and +
-2 and -	E / R	E / R	E / R	A / R	A / R	A / R	A / 1/4	A / 1/4	A / 1/4	R / R
-1	E / R	E / R	A / R	A / 1/4	A / 1/4	A / 1/4	A / 1/2	A / 1/4	R / R	R / R
0	E / R	A / R	A / 1/4	A / 1/4	A / 1/4	A / 1/2	A / 1/2	R / R	R / R	3/4 / A
1	A / R	A / R	A / 1/4	A / 1/2	A / 1/2	A / 3/4	R / R	R / R	3/4 / A	1/2 / A
2	A / R	A / 1/4	A / 1/4	A / 1/2	A / 3/4	R / R	R / R	3/4 / A	1/2 / A	R / A
3	A / R	A / 1/4	A / 1/2	A / 3/4	R / R	R / R	3/4 / A	1/2 / A	1/2 / A	R / A
4	A / 1/4	A / 1/2	A / 1/2	R / R	R / R	3/4 / A	1/2 / A	1/2 / A	1/4 / A	R / A
5	A / 1/2	A / 1/2	R / R	R / R	3/4 / A	1/2 / A	1/2 / A	1/4 / A	1/4 / A	R / A
6	A / 1/2	R / R	R / R	3/4 / A	1/2 / A	1/2 / A	1/4 / A	1/4 / A	R / A	R / A
7	R / R	R / R	1/2 / A	1/2 / A	1/4 / A	1/4 / A	1/4 / A	R / A	R / A	R / E
8	R / R	1/4 / A	1/2 / A	1/4 / A	1/4 / A	1/4 / A	R / A	R / A	R / E	R / E
9 and +	1/4 / A	1/4 / A	1/4 / A	R / A	R / A	R / A	R / A	R / E	R / E	R / E

Results (see 8.4.2):

These are given as follows: result of the attacker / result of defender

The Winner of the battle is shown in **bold**. The loser must leave the zone, if he is not eliminated.

- E = All the combat units of the force are eliminated.
- A = All the combat units of the force are weakened the units which are already weakened are eliminated.
- Weaken 1/2, 1/4 or 3/4 of the units (by number of units, not by number of SP), up to the limit of the number of enemy units weakened or eliminated. Always round the number of units in the favour of the owner.
- R = No losses.

The Leaders of a force which suffers an E result are eliminated.

Usurpation only:

The Leaders *Augustus*, *Caesar* or *Usurper*, present in the zone where there is a battle, are eliminated if their force is beaten and must retreat (whatever the result given in the Table).

Die modifiers (see 8.6):

a) + TB of the attacker – TB of the defender.

b) -1 if a force of enemies of Rome (non-Roman units only) is the defender in a zone outside the Roman Empire.

c) +1 if a force of enemies of Rome (non-Roman units only) is the attacker in a zone outside the Roman Empire.

In the case of combat between Forces composed only of Roman units, with at least one Augustus, Caesar or Usurper in each Force:

d) +1 if the attacker has a PC greater than the defender.

e) -1 if the attacker has a PC lower than the defender.

f) -1 if the attacker crosses a major river (see 7.2) or a strait to enter the zone to have combat.

Note: all these Modifiers are cumulative

Column Modifiers:

a) Shift the result one column to the right if the attacker has an Average Quality greater than that of the defender.

b) Shift the result one column to the left if the attacker has an Average Quality lower than that of the defender.

c) Shift the result 2 columns to the right if the attacker has an Average Quality double (or more) that of the defender.

d) Shift the result 2 columns to the left if the defender has an Average Quality double (or more) that of the attacker.

Note: a) and c), and b) and d) are not cumulative.

Events Table

One of the players throws 1d6 and 1d10 and adds the two scores. The total gives the number of the event which occurs immediately:

1d6 + 1d10	Events
1	Insalubrious Rome. The old capital of the empire is struck by an epidemic; all combat units in Rome zone are turned to their weakened side. If an <i>Augustus</i> is in Rome, he suffers in addition the effects of event n°4.
2	Disastrous climatic effects. The movement allowances of all the Leaders and combat units are reduced by 1 for the entire turn.
3	Roman discouragement. In all combats against non-Roman units, the Roman suffers a malus of 1 to the dice in favour of the other side.
4	Illness of the <i>Primus Augustus</i>. The <i>Primus Augustus</i> is gravely ill, he may not leave the zone in which he presently is for the rest of the year. If he must leave this zone, after a lost battle, he dies. The TB of the sick <i>Primus Augustus</i> is not used in any combats.
5	Germanic Warrior Vigour. In each battle in which there is a German combat unit, the player who controls it benefits from a bonus of 2 to the dice in his favour.
6	Political Agitation. <i>Primus Augustus</i> and <i>Secundus Augustus</i> (if there is one) must stay in / or return with all speed to the nearest imperial capital to the Diocese under their control (using all MP by the most direct route). They must remain there the rest of the turn.
7	Savage winter. The total number of M/CS for the turn is reduced by 1.
8	The Peace of God. The number of M/CS for the turn is reduced by total of two (one for each player, starting with the one having the initiative).
9	Dangerous seas. Tempests and pirates make sea voyages dangerous. Naval movement is prohibited in the turn.

10	Unpopularity of <i>Primus Augustus</i>. At the end of phase E., the SECONDUS player gets an extra M/CS, in addition to those for the turn.
11	Popular rage. Throw 1d10. If the result is 0, this event affects all the capitals of the empire, if the result is even, only the capitals of the western half of the map, if the result is odd, only the capitals of the eastern half of the map. The population of the major cities plot against the emperors. They must leave in place the units and Leaders in the zones of the Imperial Capitals selected by the die roll noted above, for the rest of the turn.
12	Donative to the Comitatuses. In all combats involving <i>comitatuses</i> units against non-Roman units, the Roman benefits from a bonus of 1 to the dice in his favour.
13	Plague in the East. All the combat units in the Orient Diocese are turned to their weakened side. Those already weakened are removed from play for the game turn. Leaders do not suffer the effects of the plague.
14	Excitable Persians. If the Persians are at peace with Rome, they go to war immediately. If they are at war, they are pacified immediately.
15	Famine in Germania. All the German Peoples are reduced. In each battle in which there is a German combat unit, the player in charge of the enemies of Rome suffers a malus of 1 to the dice against him.

Note: The bonus and the malus for battles, noted in the Events Table, can be positive or negative depending on whether the beneficiary is attacker or defender.

Example: Event 3 gives a malus of 1 to the Roman. If the Romans are attackers, the modifier for the battle would be -1 to the dice, if they are the defenders, it will be +1.

Roman Leaders Arrival and Death Table

		Throw 1d10 per leader during phase D of the game turn of each year listed below.									
Leader	Arrival	<1	<2	<3	<4	<5	<6	<7	<8	<9	Death
Constance Chlore	305					305	306	307	308	309	310
Dioclétien	305	306	307	308	309	310	311	312	313	314	315
Maximien	305	309	310	311	312	313	314	315	316	317	318
Galère	305	311	312	313	314	315	316	317	318	319	320
Sévère	305	316	317	318	319	320	321	322	323	324	325
Maximin Daïa	305	316	317	318	319	320	321	322	323	324	325
Maxence	305	331	332	333	334	335	336	337	338	339	340
Constantin	305	331	332	333	334	335	336	337	338	339	340
Licinius	305	331	332	333	334	335	336	337	338	339	340
Alexander	305	331	332	333	334	335	336	337	338	339	340
Volusianus	M/315	336	337	338	339	340	341	342	343	344	345
Bassianus	S/315	336	337	338	339	340	341	342	343	344	345
Martinianus	N/315	336	337	338	339	340	341	342	343	344	345
Crispus	C/317 ⁽¹⁾	351	352	353	354	355	356	357	358	359	360
Constantin II	C/330 ⁽¹⁾	356	357	358	359	360	361	362	363	364	365
Constance II	C/332 ⁽¹⁾	356	357	358	359	360	361	362	363	364	365
Constant	C/335 ⁽¹⁾	361	362	363	364	365	366	367	368	369	370
Licinianus	L/335 ⁽²⁾	361	362	363	364	365	366	367	368	369	370
Delmatius	N/335	356	357	358	359	360	361	362	363	364	365
Hannibalianus	N/335	356	357	358	359	360	361	362	363	364	365
Saloustios	T/335	361	362	363	364	365	366	367	368	369	370

Sylvanus	T/335	361	362	363	364	365	366	367	368	369	370
Barbation	M/335	361	362	363	364	365	361	362	363	364	370
Mallobaude	S/340	366	367	368	369	370	371	372	373	374	375
Marcellus	T/340	366	367	368	369	370	371	372	373	374	375
Ursininus	M/340	366	367	368	369	370	371	372	373	374	375
Lupicinus	S/345	366	367	368	369	370	371	372	373	374	375
Florentius	N/345	366	367	368	369	370	371	372	373	374	375
Magnence	M/350	366	367	368	369	370	371	372	373	374	375
Gallus	N/350										PdT
Nevitta	T/350										PdT
Victor	N/350										PdT
Julien	N/355										PdT
Arbetio	T/355										PdT
Jovien	N/355	361	362	363	364	365	366	367	368	369	370
Procopé	S/360										PdT
Sébastien	M/360										PdT
Valentinien	N/360										PdT

Entry

The Leaders are placed on the map during phase C. of game turn

The date and the entry zone are shown in the Entry column.

Zones:

M: Mediolanum zone / T: Treveri zone / S: Sirmium zone / N: Nicomedia zone

C: the zone with Constantin / L: the zone with Licinius

Note: the initial set-up of Leaders already on the map is given in each scenario.

Natural Death

The death of each leader is checked during phase D of each of the game turns corresponding to the years listed in the table. Throw 1d10. If the result is less than the number listed, the leader dies and is removed permanently from the game. The **Death** column shows the year during which death becomes automatic.

Example: For Constantin a result of 6 leaves him alive in 336, but the same result of 6 would kill him in 337. If he is not dead before then, Constantin automatically dies in 340.

Exceptions

PdT: Do not test. These Leaders are too young to die a natural death during the period covered by the game.

⁽¹⁾: The sons of Constantin do not enter the game if their father is dead before the date of their historical birth: Crispus in 300, Constantin II in 316, Constance II in 317, and Constant in 320.

⁽²⁾: Licinianus does not enter the game if Licinius is dead at that date.

Comitatenses Deployment Table

The *comitatenses* units are deployed as follows, unless otherwise noted in the scenarios:

Treveri: Scutarii 3, Armatures Seniores, Bracchiates, Cornuti

Arelate: Celtae and Petulantes

Mediolanum: Scutarii 4, Scutarii 5, Batavi, Heruli, Ioviani and Hercules

Sirmium: Pannonici and Moeasiaci

Nicomedia: Scutarii 1, Scutarii Clibarnarii, Gentiles Iuniores, Lanciarii, Mattiarii Victores and Iovii

Antiocha: Scutarii 2, Scutarii Sagittarii, Gentiles Seniores, Armatures Iuniores, Divitenses, Tungrecani,

Note: If Constantinopolis is built, it replaces Nicomedia for deployment and adjustment.