

Ultimus Romanorum (VV 74)

By Frédéric Bey and Jean-Philippe Gury

Translation by Chris Milne

Ultimus Romanorum (the last of the Romans) is an historical strategy game for two players. It covers the campaigns that unfolded in the Roman Empire, starting with the Great Invasions of the 5th century, and concluding with the final fall of the Western Empire (generally considered to be the deposition of Romulus Augustulus in 476AD). One player defends the interests of the two Roman empires (Western and Eastern), while the other defends those of their enemies (barbarians and usurpers). The players' roles may be swapped during the game.

The rules of *Ultimus Romanorum* are an evolution, for a different period, of the game system developed for *Imperator* (VV 42) and *Semper Victor* (VV 56). The three games, while similar, cannot be played using the rules from another game in the series. The particular feature of *Ultimus Romanorum* is that the barbarian tribes of Germany play an important role, in which they may be successively: at war with the Romans, their allies (Foederati), again their enemies (Foederati in revolt), and finally establishing independent kingdoms.

0. General rules

0.1 – Dice

The game requires one six-sided die (1d6) and one ten-sided die (1d10), for which a 0 is a zero, not a ten.

0.2 – Map

The map represents the Roman Empire and its neighbouring regions. It is divided into zones in order to govern the placement and movement of pieces.

0.3 – Game scale

A game turn represents a year of real time. Turn progress is recorded by placing the turn marker on the calendar printed on the map.

A Strength Point (PF) represents around 1,000 men.

0.4 – Stacking

There is no stacking limit in any of the zones on the map of *Ultimus Romanorum*.

0.5 – Players and camps

One player defends the interests of the two Roman empires and of their allies (*Foederati*). He is called the “Roman”. The other player defends the interests of the Empire’s enemies (barbarians and usurpers); he controls *Foederati* in revolt and independent kingdoms (*Regnum*). For the sake of simplicity he is called the “Barbarian”. The players may be required to change camp in the course of the game (see 5.)

1. Leader and combat units

1.1 – Nationality

The Nationality of leaders and combat units is indicated by the background colour of the piece. It is possible to have several Tribes within the same Nationality (e.g., the Iranian Nationality is represented by the following Tribes: Persae, Alani, and Iberia). The Nationalities in the game are as follows:

Romans: Western Romans (dark background), Eastern Romans (light background).

Non-Romans: Iranians (Alani, Iberia and Persae); Germans (Alamanni, Burgondi, Franci Orientales, Franci Sali, Gepidae, Heruli, Saxones, Suevi, Ostrogothi, Vandali and Visigothi); Celts (Bagaudes, Picti and Scotti); Thraco-Phrygians (Armenia); Hamites-Semites (Austuriani, Blemyes, Ghassanides, Lakmides and Mauri); Huns (Hunni).

1.2 – Leaders

Each player possesses several leader counters. The front of these counters show a portrait and the following factors:

Command Capacity (CC); Strategic Value (VS); Tactical Bonus (BT)

For only some leaders: Political Capacity (CP).

For only some Roman leaders: Origin: “T” for members of the Theodosian family; “B” for leaders of barbarian origin. *Note: all the other leaders are simply “Roman”.*

1.2.1 – Identification

Eastern and western Roman leader counters have an identical back of the counter, other than being in a different colour and having a black banner. The back of the counter is used when the leader leads or participates in a usurpation against the legitimate emperor.

The backs of non-Roman leader counters bear the words Pax Romana (Persae, Hunni) or Rex (Burgondi, Franci Sali, Ostrogothi, Vandali and Visigothi). This side of the counter is used when the Tribe in question is at peace with Rome (see 4.2.2) or has formed a Regnum (see 4.5.3).

Particular case: use a Pax Romana marker when one of the five Tribes whose leaders are marked Rex on their backs is at peace with Rome.

1.2.2 – Movement capacity

Leaders all have four Movement Points (PM). This is not shown on the counters.

1.3 – Combat units

Combat units are represented by counters with images of soldiers (infantry or cavalry, which has no impact on the game) and numerical factors. The front of these counters shows the combat values of the unit in its normal state, the back, the reduced values of the weakened unit: Strength Points (PF), Quality (QU), Tactical Bonus (BT).

1.3.1 – Identification

The name of the unit (for Romans) or that of the Tribe to which it belongs (for non-Romans), is indicated on the banner.

Roman units also have a code identifying their category: Limitanei (LI); Comitatuses (CO), Palatini (PA) Buccellarii (BU)

Note: A (B) indicates that the majority of warriors in this unit were of barbarian origin.

For comitatenses and limitanei (CO and LI) the coloured banner indicates their originating diocese (see 3.1.1, 3.2.1, and 3.2.2). Palatini and buccellarii units (PA and BU) do not have a distinguishing banner (see 3.2.3 and 3.2.4).

1.3.2 Movement capacity

Combat units have a movement capacity of 3 Movement Points (PM), with the exception of Roman palatines and buccellarii units (PA and BU), which have a movement capacity of 4 PM. This is not shown on the counters.

2. Sequence of play

A game consists of a fixed number of turns, according to the scenario being played. One game turn can be broken down as follows:

A – Stratagems

All the available stratagem counters are placed in a cup (these are listed and described in 6.);

Each of the two players draws one stratagem counter and keeps its identity secret.

B – Initiative

The Roman player rolls 1d6. If the result is lower than the CP of the weakest Augustus in the game, he holds the initiative and will play first in phases C and E. If not, the Barbarian player holds the initiative.

Exception: The player with the Initiative stratagem may annul and reverse the result in his favour, by playing it now (see 6.3).

Example: In 463, the Augustus of the Roman player are Libius Severus in the West (CP = 1) and Leon I in the East (CP = 4). The Roman player rolls a 3 on 1d6. As this is not lower than the CP of the weakest Augustus in the game, the initiative passes to the Barbarian.

C – Geostrategy

In the order determined in B (i.e., the player with initiative first), the players resolve their geostrategic operations. The possible operations are as follows:

- Leaders: place those Roman leaders entering the game (see 3.3) and non-Roman leaders entering or returning to the game (see 4.2), according to the restrictions noted, on any friendly combat unit;
- Uprisings: the Barbarian player may play one (or several) Uprising stratagems, in order to bring Minor or Major Tribes into war, in addition to those previously designated (see 6.2);

- Usurpation: the Barbarian player may play one (or several) Usurpation stratagems (see 6.2);
- Pax Romana: If, at this moment, no non-Roman Tribe is at war with Rome, and no usurpation is underway, move directly to phase F, but still check for potential leader death, as in phase D.

Particular case: The death of an Augustus immediately interrupts the Pax Romana (return to the start of phase D, but do not test again for potential leader death.)

Design note: *The Pax Romana here represents a situation (very rare in the 5th Century) in which the empire is at peace, with no usurpation, no revolt of Foederati, and no external wars.*

D – Administration

- Determine the number of Movement Combat Sequences (SMC) of this game turn: the players total the VS of the two Roman Augustus and divide by two (rounding fractions up). Exception: if there is only one Augustus in the game, take his VS without dividing by two.

To this value is added the highest VS of the leaders (Roman or non-Roman) controlled by the Barbarian player (note: a leader with Pax Romana face up is not considered to be in the game.) The final number is the number of SMC (phase E) this turn.

Example: *In 463, the Augustus of the Roman player are Libius Severus in the west (VS = 1) and Leon I in the east (VS = 3). The leader with the highest VS controlled by the Barbarian player is Genseric (VS = 4). There will be $2+4 = 6$ SMC.*

- Distribution of SMC: the number of SMC in each turn is indicated on the track provided, using the SMC marker. If the total number of SMC this turn is even, each player receives SMC equal to the total divided by two. If the total number of SMC this turn is odd, the initiative player receives one more SMC than his opponent.

Example: *In the example above, the Barbarian player holds the initiative. He receives 4 SMC and the Roman player 3 SMC.*

- Random event: one of the players rolls the d6 and the d10 and adds the results. Consult the Table of Events to determine the resulting event.
- Designation of Patrices: the Roman player may, if wished, designate a Patrice and place the appropriate marker on the chosen leader (restrictions and the maximum number of permitted Patrices are indicated in 3.5.1).
- Leader death: the eventual death of leaders in the game and on the map is checked, individually for each of them, according to the two Tables of entry and death of leaders;
- Reinforcements: those reinforcements that are due are placed on the map.

E – Movement and combat

The two players, in the order of initiative determined in B, alternate their movement and combat, according to the limit of SMC determined in D.

Each SMC is played as follows:

- E.1 Movement: the player resolves all of his movement, according to the constraints outlined in 3.4 (Roman player) or 4.3 (Barbarian player) and 7.;
- E.2 Combat: the player resolves all his combats, according to the constraints outlined in 8.
- E.3 Calculation of SMC: the player reduces his SMC by one on the SMC track.

The opposing player then executes his SMC (E1, E2 and E3) in the same way, and the process is repeated until all SMC this turn have been completed.

Example: Returning to the example of the year 463 above, 7 SMC will be resolved in the turn. The Barbarian player has the initiative and resolved 4 SMC, his opponent 3. The players alternately resolve each SMC, starting with the initiative player (here, the Barbarian player).

- Stratagems: at any point in phase E, either player may play one of his stratagem counters, except for those where use is limited to other phases (see 6.)

F – Campaign balance

Resolve in the following order:

- Exchange of camps: the two players exchange their camps, if the conditions have been met in the turn (see 5.);
- Capitals and ports: check the control of capitals of Regnum and of ports. The possible dissolution of a Regnum (see 4.5.3) and the control of fleets (see 3.4.2) is determined;
- Victory points: check victory conditions and victory points (PV) received are recorded on the track, using each side's markers (see 10.)

Note: certain PV are recorded at the end of the game, not in phase F (see 10.1);

- Adjustments: resolve adjustments (placement of units, status of Tribes) (see 9.);
- Markers and stratagems: stratagem counters not playable by a camp are returned to the cup. The turn marker is advanced;
- Return to A. Unless this was the final turn of the scenario.

3. The Roman empire

This section describes those rules specific to the Roman empire.

3.1 – The empire

3.1.1 – Dioceses

The Roman empire is divided into two independent parts (western and eastern) and into twelve dioceses identifiable by different boundary colours (see the map legend): Hispaniae, Britanniae, Viennensis, Galliae, Italia, Africa and Pannoniae

for the west; Moesiae, Thracia, Asia, Pontica and Oriens for the east.

The zones of each diocese are numbered for easy identification.

3.1.2 – Towns, ports and imperial capitals

Towns, ports and imperial capitals are marked on the map. They are important for the rules on Emperors (see 3.5) and Adjustments (see 9.) At the start there are six imperial capitals: Arelate, Mediolanum, Ravenna, Roma in the west; Constantinopolis and Antiochia in the east.

3.1.3 – Control of zones, towns and capitals

Each zone within the Empire (and, if there is one, the town, port or imperial capital in that zone) is controlled by default by the Roman player, unless occupied by at least one unit (Roman or non-Roman) of the Barbarian player.

Particular case: Ravenna and Constantinopolis (see 8.2.2)

3.2 – Roman combat units

3.2.1 – Limitanei

Limitanei (LI) are the frontier guard units (sometimes of barbarian mercenaries) who may never leave their original diocese.

3.2.2 – Comitatuses

Comitatuses (CO) are regular units (sometimes of barbarian mercenaries) who may not leave their original diocese, displace, or move out of the Empire unless accompanying an Augustus, a Caesar or a Usurper (another type of leader is insufficient, and a Usurper will not permit them to move outside the Empire). Whatever type of leader they accompany, they may not leave their original half of the Empire, and, if leaving the Empire, may only enter zones adjacent to a zone in their half of the Empire.

Example: A CO unit of the western empire may never enter the eastern empire; it may enter the Alamani zone, but not the Gepidae zone.

3.2.3 – Palatini

Palatini (PA) form the mobile armies (sometimes of barbarian mercenaries) of Augustus or Caesars. They may move freely within and without the Empire, but may only leave their half of the Empire (or move outside the Empire) if accompanying an Augustus or a Caesar (a Usurper or other leader is insufficient). The other constraints on movement outside the Empire that apply to CO do not apply to Palatini, as they have no original diocese.

3.2.4 – Buccellarii

Buccellarii (BU) form the personal guards of Augustus, Caesars or other historical Roman leaders. They must always stack with their assigned leader when using the Buccellarii stratagem (see 6.1) or at the nomination of a Caesar, and they are removed with him (note their assignment on a piece of paper). BU units may move freely throughout and outside the Empire with their leader. The PF of a BU unit are determined by the CC of the leader who commands them: a CC of 1-4 provides a BU unit with 2 PF; a CC of 5-6 provides a BU unit

with 3 PF; a CC of 7-8 provides a BU unit with 4 PF. A leader with a CC of 0 may not command BU units.

3.3 – Game entry and set-up

3.3.1 – Game entry

Historical leaders: Certain Roman leaders represent historical individuals. Their name is always shown on the counter. The *Roman Leader Entry and Death Table* determines the entry and possible death of these historical leaders. Scenarios show the time at which they enter the game.

Generic leaders: Generic leaders represent titleholders with important military functions (magister, comes, or dux). Only their title features on their counter.

Each generic leader is systematically placed, at the start of each scenario, in the dioceses indicated in the *Generic Roman Leader Deployment Table*. They do not feature on the *Roman Leader Entry and Death Table*. If they happen to be eliminated, they are placed in their original zone in Phase D of the following turn. If that zone is controlled by non-Roman units of the Barbarian player, they are placed in any other free zone of their original diocese. If that is not possible, then they are permanently eliminated.

Comment: Be warned, it is possible for an eliminated generic leader to reappear in a zone controlled by Roman units of the Barbarian player, and therefore to come under his control.

A generic leader cannot be named as Caesar, Usurper, or Augustus.

A generic leader may only change camp when being rallied by a Usurper (see 3.6.3) or during redeployment following elimination.

3.3.2 – Placement

At the start of each scenario, Limitanei units are placed in one or more zones of their diocese (those that match the banner colour of the units as per 1.3.1), as desired by the controlling player and subject to any restraints below.

Comitatenses units are placed in one or more zones of their diocese (those that match the banner colour of the units as per 1.3.1), as desired by the controlling player and subject to any restraints below, unless the scenario indicates otherwise.

Palatini units are placed as shown on the *Palatini Unit Deployment Table*, unless the scenario indicates otherwise.

Buccellarii units are placed either as determined in the scenario or as per 3.2.4.

3.4 – Roman movement

3.4.1 – Land movement

In each phase E.1 of a SMC (see 2.), leader and combat units may be moved within the following constraints:

- Leaders may move alone within any map zone up to the limit of their PM;

Note: a Roman leader may move throughout the western or eastern empires, no matter which half of the Empire they belong to (counter colour).

- A leader that is in the same zone as friendly combat units may move, accompanied by up to his CC number of units, up to the limit of their PM. Leaders and combat units must stay together (same start and end points); though it is possible to drop off units en route, the leader may not move further than the last unit accompanying him;

- A combat unit without a leader cannot move more than one zone in phase E.1, even if the cost of that move is less than 1 PM;

- Limitanei, comitatenses, palatine, and bucellarii units must respect the restrictions on their movement stated in 3.2;

- Roman CO, PA and BU units cannot enter zones of origin of non-Roman tribes, unless those tribes are at war with Rome and the units are accompanying an Augustus or a Caesar (a Usurper or other leader is insufficient). LI units may never enter a zone outside the Roman Empire.

3.4.2 – Fleet control and naval movement

The Roman player has two fleets, one for the west (*classis occidentalis*, based at Carthago) and one for the east (*classis orientalis*, based at Constantinople), as shown on their counters. Either player may also obtain another fleet through a stratagem (see 6.3).

Note: scenario instructions may override these rules.

Control of fleets is determined in phase F and remains valid for the whole of the following turn: fleets are controlled by the player that controls their base port.

These fleets may be used once to move leader and Roman combat units. Each fleet can move two combat units and any number of leaders. The fleets may not leave the Internum Mare and the Pontus Euxinus, that is to say they cannot enter Mare Oceanus, Britannicum Mare or Germanicum Mare. Fleets can move only into naval zones and zones containing a port.

See also 9.2 for the end of turn adjustments.

Procedure: a fleet can transport leaders and combat units that start the current SMC in its home zone. A fleet may move one naval zone per SMC and the units and/or leaders that it is transporting may disembark into any land zone adjacent to the naval zone occupied by the fleet.

Example: Genseric is in the Barbarian camp. During the first Barbarian SMC of the year 455, Genseric and the two Vandal units are in the Africa 4 zone, which contains the port of Carthago. The Barbarian player also controls the *classis occidentalis* of Carthago. In this first SMC, the fleet transports Genseric and the two units, moving one naval zone to the *Mare Internum Occidentalis*. Genseric and the two units disembark into zone Italie 4. They may not move until the next SMC. During the third Barbarian SMC, Genseric and the two units can make their land move, in this example to Rome (Italie 5), the fleet moves back to Carthago (moving one open sea zone into Carthago).

3.5 – The Emperor

3.5.1 – Augustus and Caesars

Augustus

The western Emperor is called *Augustus Occidentalis*, and the eastern Emperor is called *Augustus Orientalis*. The two Augustus are identified by placing the relevant markers.

There cannot be more than one *Augustus Occidentalis* and one *Augustus Orientalis* at any moment. There may thus never be more than two Augustus in the game.

There must always be at least one Augustus in the game, otherwise the game immediately ends in a Roman defeat.

Caesars

During Phase D of each turn, the Roman player may name one or more Caesars from amongst the historical leaders in his camp (this can include a non-Roman Foederati leader – see 4.5.1). To do this, the Roman player must have an Augustus in that part of the Empire (west or east) where the leader to be made Caesar can be found. Once named, the leader is given a Caesar marker and a guard of Buccellarii (if he does not already have one and if he is a Roman leader; see 3.2.4).

There cannot be more than one Caesar for each half of the Empire (west and east) at any time. Thus there can never be more than two Caesars in the game.

Particular case: if a non-Roman Foederati leader is Caesar and his tribe revolt (see 4.5.1), for any reason, he immediately loses his Caesar title (remove the marker).

3.5.2 – Succession

Succession of an Augustus following a successful Usurpation

When an Augustus (eastern or western) dies following a successful usurpation (see 3.6.4), the Usurper becomes Augustus in his place and the two players change camp (see 5.).

Succession of an Augustus following a natural death

The successor of a western Augustus automatically becomes Augustus in his turn (the same for eastern Augustus). A western Augustus can never become eastern Augustus (and vice versa).

When an Augustus dies other than through combat against an Usurper (as a result of rolling a die on the *Roman Leader Entry and Death Table*, assassination, or battle against anyone other than a Usurper), his successor is determined, in order of priority, in the following manner:

A Roman leader of barbarian origin (B on the counter) may never become Augustus.

1/ If the Roman player has at least one historical leader of the house of Theodosius (T on the counter) in the relevant part of the Empire (west or east), he chooses one of those as a new Augustus and places on him the appropriate marker;

2/ If the Roman player does not have an historical leader of the house of Theodosius (T on the counter) in the relevant part of the Empire (west or east), he chooses a new Augustus from among the historical leaders in play and places on him the appropriate marker.

Particular case for the west: The Augustus Orientalis has primacy over the Empire and the accession to the throne of the western Empire is subject to his approbation. The Roman

player therefore chooses an historical Roman leader from the west and rolls 1d6. If the result is less than or equal to the leader's CP, or to the CP of the Caesar of the West (if that is better), the candidate is accepted and becomes Augustus Occidentalis. If the result is greater than the CP of the candidate, he becomes a Usurper. The Usurpation is automatically valid and proceeds as in 3.6.3. Another leader is then chosen from amongst the historical leaders of the eastern Empire to become Augustus Occidentalis and he must go to fight the Usurper. This leader has the right to command PA units from the east, and may take them into the west, since in the first place he was an eastern Roman (see 3.2.3);

3/ If the Roman player has no eligible leader in the relevant part of the Empire, he chooses a new Augustus from amongst the historical leaders in play in the other part of the Empire and places the relevant marker. An historical eastern leader may always become Augustus Occidentalis (and vice versa);

4/ If the Roman player has no eligible leader, there is no successor until an eligible leader enters play. The Barbarian player may apply, once, the effects of the Rex stratagem (see 6.2), as if he had one to play, whenever an Augustus cannot immediately be succeeded.

Exception to the succession rules: the succession of Honorius

If Honorius dies before 424, proceed as in 2/.

If Honorius dies in or after 424, the Barbarian player designates a Usurper in the west. This Usurpation is automatically valid and proceeds as in 3.6.3. Valentinian III is placed in Constantinopolis and the Roman player receives a Augusta Occidentalis stratagem in addition to the stratagem that he has drawn this turn. An historical eastern leader is nominated to escort the infant emperor and defeat the Usurper. He may bring eastern PA units into the west, as well as the Placidi Felices unit (a reinforcement shown on the *Palatini Deployment Table*), even if he is not a Caesar (an exception to rule 3.2.3). In phase F of the turn marking the end of the civil war (whatever the outcome), this leader and the PA units that accompanied him are automatically redeployed to Constantinopolis (except the Placidi Felices unit).

3.6 – Usurpation and civil war

3.6.1 – Usurper

A Usurper is an historical Roman leader, chosen by the Barbarian player to attempt Usurpation and conduct a civil war. To identify him, use a Usurpateur marker. There can never be more than three Usurpers at any one time on the map.

3.6.2 – Validating a Usurpation

An attempted Usurpation must first be validated. This attempt may only occur through the use of one of the usurpation stratagems. The Barbarian player chooses an historical leader in any zone where no Augustus is present. In such a case, the attempted Usurpation is validated through a number of die rolls, as described in the stratagem used (see 6.2). Once the attempted Usurpation has been validated, the counter of the chosen leader is flipped to its reverse side and given a Usurper marker. The Usurpation is valid only in the half of the empire in which the chosen leader is present (west or east, not both at once). If the attempted Usurpation is not validated, the leader

who was chosen remains face-up and under the control of the Roman player.

Design note: The validation corresponds to the public proclamation of the usurpation. A failed validation can be considered never to have declared, and therefore the leader does not risk his life. However, once validated, it is back to the wall and “victory or death”.

3.6.3 – Civil war

Once the Usurpation is valid, the Barbarian player should start a civil war by trying to enlist leaders and combat units to his cause.

Procedure

A/ All combat units and leaders, including Foederati, in the same zone as the Usurper immediately join the Barbarian player’s camp. The leader counters are flipped to their reverse sides (changing camp), the combat units are placed under one of these, under their control. Roman units joining the Usurper that are subsequently left alone in a zone receive a Guerre Civile marker to show their allegiance.

Note: to indicate that he has joined the Usurper, a Roman leader is flipped to his reverse side, a Foederati leader is given a Guerre Civile marker.

B/ The Usurper rolls 1d6 for each other Roman or Foederati leader present in the diocese where he is located. If the result is greater than or equal to the CP of the leader in question, he joins the Usurper’s camp with all the combat units in his zone. If not, he remains loyal to the Augustus of the relevant part of the Empire.

C/ The Usurper chooses a diocese in the same half of the Empire that has at least one zone adjacent to the diocese where he is located. A diocese can be adjacent to another across a strait. Britanniae is, for example, adjacent to Galliae.

He then rolls 1d10. If the result is lower than the CP of the Usurper, he can proceed as in B/, with all the Roman or Foederati leaders in the chosen diocese.

D/ Whenever the Usurper enters a zone in which are located one or more Roman or Foederati combat units without a leader and opposed to his cause, he may try to rally them to his cause. During the movement phase (E1), he rolls 1d6. If the result is less than or equal to his CP, or to the best CP of the leaders in the zone following his cause (if he is not there in person), the unit (or the stack) changes camp and is placed under one of the usurping leader counters in that zone. Movement may continue, within the limit of available PM, and the freshly converted unit may move with the leader. If unsuccessful, movement must cease and the Usurper (or leader following his cause) must fight the unit (or the stack) in phase E.2, as the latter has remained loyal.

If the Usurper or one of his leaders enters a zone wherein there are Roman units friendly to their cause, they do not fight those units and may take those units with them.

Comment: Phases B and C are only resolved once, at the start of the Usurpation. For Phases B and C, if there is more than one leader in a zone subject to the procedure, whose fidelity is in doubt, resolve the test only for the leader with the highest CP (or one of those with the highest CP, if equal). If he joins

the Usurper, all the other leader and combat units in that zone also join.

3.6.4 – Successful usurpation

A Usurpation is successful (and the two players change their camp in phase A of the following turn) if:

A/ During Phase F of any game turn, a Roman leader and at least one Roman combat unit, controlled by the Barbarian player, occupies the zones containing the towns of Ravenna and Roma (Usurpation in the west) or that containing Constantinopolis (Usurpation in the east);

B/ No Augustus has sought refuge in the zones of Ravenna or Constantinopolis (see 8.2.2);

C/ The Augustus of the relevant half of the Empire is defeated in a battle in which he directly participated (see 8.5);

D/ The Augustus of the relevant half of the Empire is assassinated during a civil war.

Failed usurpation

If the Usurper is killed (in battle or by assassination), all the other leaders participating in the Usurpation, along with the units under their control, “return to the fold” and become loyal to the legitimate Augustus (return the leader counters to their front sides and remove Guerre Civile markers).

3.6.5 – Double usurpation

It is not possible to have two Usurpations at the same time in the same part of the Empire (west or east). It is never possible to have more than two ongoing Usurpation attempts.

If the Barbarian player manages at one time to have two ongoing Usurpation attempts (the maximum allowed), each Usurper may attempt to rally leaders and combat units to himself, as described above in the Civil War process in 3.6.3.

The two Usurpers cannot fight as one, nor exchange combat units when stacked together in the same zone, as they must each remain in their half of the Empire.

The success of each of the Usurpations is resolved independently in the relevant half of the Empire. The change of camp as a result of a successful Usurpation occurs on the first successful Usurpation. The second Usurper will come under the control of the new Barbarian player, and, if successful in his attempted Usurpation, will then force another change in camp.

3.6.6 – Flight of an Augustus

If in phase F of a game turn either the western Augustus is not in a western diocese or the eastern Augustus is not in an eastern diocese, the Barbarian player may take one stratagem, either Usurpation in the West or Usurpation in the East (only one unless both Augustus are not in their half of the Empire), in phase A of the following turn, in addition to the stratagem drawn at random.

3.7 – Control

3.7.1 – Control of leaders

The camp to which each Roman leader belongs at set up is shown in the scenario’s set up instructions, and is identified on the face on which it is placed on the map (front for the Roman

and back for the Barbarian). Leaders can change camp following a Usurpation (see 3.6.4).

Note: the other effects of a change in camp are listed in 5.

3.7.2 – Control of combat units

Roman combat units are controlled by the Roman player, unless they have been rallied to a Usurper's cause, or if during an adjustment are returned to an area controlled by the Barbarian (see 3.6.3 and 9.3).

Foederati units are controlled by the Roman player unless they have been rallied to the cause of a Usurper (see 3.6.3).

Units of one tribe may be found in opposing camps.

Example: in 407 Constantine III begins a Usurpation in Britanniae 2 and lands in Galliae 1. The Franci Salii Foederati without their leader are rallied to the cause in Galliae 1 and come under the control of the Barbarian player, except one unit in Galliae 5 stacked with units and a leader faithful to the Augustus. This Franci unit could now fight his compatriots in the Usurper's camp. But, if eliminated, this unit would be redeployed in an area containing another unit of its tribe and would then come under the control of the Barbarian player.

Exception: units that receive a Guerre Civile marker (see 3.6.3) stay in the Barbarian camp until the end of the civil war or their elimination.

4. Non-Roman tribes

This section describes those rules specific to the non-Roman tribes.

4.1 – Tribes and areas of origin

Non-Roman tribes are divided into Minor Tribes, who have no leader counters (e.g., Pictes), and Major Tribes, who have at least one historical leader (e.g., Visigothi).

Certain Tribes can be Minor and later become Major (through the arrival of a leader, as shown in the **Barbarian Leader Entry and Death Table**), e.g. Franci Salii.

Each Tribe has one or more areas of origin (map areas marked with their name) outside the Empire.

Exception: Visigothi, Franci Salii and Ghassanides, who are already Foederati and are found within the Roman Empire at the start of the game. They do not have areas of origin outside the Empire.

4.2 – War status and placement

4.2.1 – Non-Roman leaders

Historical non-Roman leaders all bear the name of a leader living in this period, and are summarised on the **Barbarian Leader Entry and Death Table**. Generic barbarian leaders bear only the name of their Tribe and do not feature on that table. They remain in play throughout the game. If they are eliminated following a battle or assassination, they return to the game in Phase C of the following turn, stacked with any combat unit of their Tribe.

4.2.2 – Placement

Combat units of Minor Tribes are not placed on the map until they declare war on Rome.

Combat units and leaders of Major Tribes are always placed on the map, but cannot leave their areas of origin until they declare war on Rome. Their leaders are placed on the side showing Pax Romana. For the Burgondi, Franci Salii, Ostrogothi, Vandali or Visigothi, place the leaders face-up with a Pax Romana marker.

Combat units of a Major Tribe who become Foederati are released from their constraints regarding their areas of origin (see 4.5 and 9.4).

4.2.3 – Declaration of war

Declaration of war by non-Roman Tribes occurs as follows:

During Phase C of the game turn, by playing an Uprising Stratagem (see 6.2). Units of Minor Tribes that declare war are immediately placed in their areas of origin. Leaders of Major Tribes that declare war lose the Pax Romana marker or are flipped to their front sides. Combat units of Minor and Major Tribes at war with Rome may always enter the Roman Empire.

4.2.4 – Stacking

A player may stack units and leaders from different Tribes or nationalities in the same area, except:

1/ Thraco-Phrygians, Hamites-Semites or Persae (of the Iranian grouping) with Germans, Celtes, Hunni or Alani (of the Iranian grouping).

2/ Germans with Picti or Scoti.

Example: it is possible to stack Franci, Visigothi, Hunni and Alani in the same area. It is not possible to stack Persae and Visigothi with Alani.

It is possible to stack non-Roman combat units and leaders with Roman combat units and leaders if they are in the same camp (Roman or Barbarian). E.g., it is possible to stack Roman units of the western Augustus with Visigothi Foederati as they both belong to the Roman camp (see 4.4).

4.3 – Movement

- Leaders can move up to their PM;

- A leader in the same area as combat units of his Tribe may move, accompanied by a number of units up to his CC, up to the lowest of their PM. Leaders and combat units must move together from one area to another, though it is permissible to drop off units en route; however, one unit must always remain with the leader;

Example: A Persae leader may only move with Persae units, he cannot move with Iberia units. Do not confuse a Tribe, identified by name, with a Nationality, identified by colour.

- A lone combat unit (without a leader) may only move one area in phase E.1 of a SMC (even if the cost of that movement is more than 1 PM);

- Non-Roman units and leaders may not leave their area(s) of origin (areas bearing the name of their Tribe) unless their Tribe is at war with Rome (see 4.2.2);

- Non-Roman units and leaders may not enter the area(s) of origin of another Tribe, unless they are also at war with Rome or if there are no units in the area.

Example: *the Burgondi cannot enter the Alamani area, unless the Alamani are also at war with Rome.*

They may enter areas that do not bear the name of a Tribe.

Example: *A Mauri unit can enter the area immediately to the west of its area of origin.*

Exception: *The Hunni can move through areas of origin of Tribes who are not at war with Rome, but may not stop in them.*

- Non-Roman units and leaders may not enter an area more than five areas away from one of their areas of origin, even when they are not Foederati or Foederati in revolt. If forced to retreat beyond this limit, they are eliminated;

- Non-Roman leaders may not move alone (i.e., without at least one accompanying unit) within the borders of the Roman empire.

4.4 – Control

4.4.1 – Control of non-Roman Tribes

Control is checked in phase F of each turn for the following turn, and remains valid for the whole turn. The Roman player controls units of all Tribes, with their leaders, that are Foederati (see 4.5.2).

The Barbarian player controls the units of all Tribes that are not Foederati (i.e., at peace, at war with Rome, Foederati in revolt (see 4.5.2) or that have formed a Regnum (see 4.5.3).

4.4.2 – Armenia

Armenia is the only non-Roman Tribe that can be controlled by the Roman player. Armenian units may be used to fight Roman or non-Roman units in the opposing camp.

Armenia never declares war on Rome under the rules of 4.2.3.

The Armenian unit is permanently placed on the map. It can be placed in the same zone as Roman units (without constraint). Roman units may enter Armenia without constraints other than those specified in 3.2.

The Armenian unit may not leave the Armenia area unless the Iberia or Persae Tribes are at war with Rome, in which case it may move to an area adjacent to Armenia. If the Armenian unit must retreat after combat to an area that is not adjacent to Armenia, it is automatically eliminated. An eliminated Armenian unit, when necessary, returns to the game in the Adjustments Phase (see 9.), unless one or more Persae units occupy the Armenia area.

4.5 – Foederati and Regnum

4.5.1 – Foederati

When all of the units of a Major or Minor Tribe are within the Empire, that Tribe can be federated using the Federation Treaty Stratagem. Put the Foederati marker on one of the units of the Tribe.

Foederati are controlled by the Roman player, except in certain cases, during a Usurpation (see 3.6.3). Foederati units

can be commanded either by their leaders or by Roman Augustus or Caesars. In no situation may they leave the Empire.

Units of a federated Tribe may fight other non-Roman Tribal units or Roman units in a civil war.

An historical leader of a federated Tribe can become Caesar but does not receive any buccellarii. He may command Roman units, but must remain stacked with at least one unit of his Tribe.

4.5.2 – Foederati in revolt

A federated Tribe may revolt following the use of an Uprising Stratagem. It immediately comes under the control of the Barbarian player.

If the units of a federated Tribe in revolt are in the same area as units controlled by the Roman player, they must fight in the next phase E.2 to at least an evasion result (see 8.2).

If a federated Tribe in revolt is defeated (that is to say, when all of its units are eliminated at any point), they return to being Foederati in the Adjustments Phase (see 9.4).

4.5.3 – Regnum

Only the Burgondi, Franci Salii, Ostrogothi, Vandali or Visigothi may form a Regnum (kingdom). In order for this to happen, the following conditions need to be satisfied:

- They are a federated Tribe in revolt;
- They occupy at least one area containing a town with a leader and a combat unit;
- The King Stratagem is played as described in 6.2.

The Barbarian player chooses one of the leaders in the town to become King, and turns his counter to show this. Place a Capitale marker on the controlled town, which will become the capital of the kingdom.

If the King leader is eliminated, the Barbarian player immediately chooses another leader of the same Tribe to be his successor, who automatically becomes King in his turn. A Regnum is always controlled by the Barbarian player and it is permanently at war with Rome.

The Regnum must always have a capital. All the other areas occupied by that Tribe form the territory of the Regnum. If, during Phase F of a turn, the capital is occupied by units controlled by the Roman player, but the Tribe occupies another area containing a town with at least one unit and a leader, this other town automatically becomes the new capital (move the marker); if no other town is available, the Regnum is dissolved and the people return to being a federated Tribe in revolt.

The Roman units present in a diocese containing one or more Regnums nevertheless remain under the control of the Roman player.

Example: *in 476 the Franci Salii with Clovis as King occupy Lutecia and Treveri. The LI units still present in Galliae 4 stay under the control of the Roman player and may be rebuilt if they are eliminated.*

Design note: *Foederati*, whether in the service of Rome or in revolt, were always nomadic, and many of the armies marched without a fixed territorial base. However, when a barbarian leader decided to create a true state, along the lines of a Roman administration, nomadism was not a possibility. When a capital was given importance, then its fall would eventually mark the end of the kingdom.

5. Changing camp

This will occur in Phase F following a successful Usurpation against either the western or eastern Augustus (see 3.6.4):

Procedure

- The Roman player becomes the Barbarian player, and vice versa;
- The successful Usurper becomes Augustus (eastern or western). Give him the Adapted marker and turn him face-up;
- Following a successful Usurpation against the Roman player, all the face-down Roman leaders and all the leaders of *Foederati* with a *Guerre Civile* marker in the same half of the empire are turned face up or the marker is removed, to show that they are now in the camp of the new Roman player, along with the units stacked with them;
- The leaders of the former Roman player remain face-up and come under the control of the new Roman player, along with those units stacked with them;
- If a second Usurpation is underway in the other half of the Empire, all the face-down Roman leaders and all the leaders of *Foederati* with a *Guerre Civile* marker in the that (other) half of the empire are now under the control of the new Roman player and remain face-down or keep their marker. (Note: if this Usurpation is successful it will result in another change of camp;
- Roman units with a *Guerre Civile* marker not stacked with a leader are now controlled by the Roman player in the part of the Empire where the successful Usurpation occurred (remove the marker), or come under the control of the Barbarian player in the other half (leave the marker);
- Non-Roman Tribes that did not participate in the civil war are controlled either by the Roman or Barbarian player, based on the rules for controlling those Tribes (see 4.4.1);
- The PV of the two sides are exchanged on the track. (Example: The Roman player has 32 PV and the Barbarian player 24 PV before the change of camps. Afterwards, the Roman player has 24 PV and the Barbarian player 32 PV.)

6. Stratagems

All available Stratagem counters are placed in a cup, and each player draws one in Phase A of each turn. Roman Stratagems (see 6.1) may only be used by the Roman player, and Barbarian Stratagems (see 6.2) may only be used by the Barbarian player. Mixed Stratagems (see 6.3) may be used by both players.

Stratagems are returned to the cup when played, or in Phase F if they are not usable (i.e., the Roman player returns Barbarian stratagems, and vice versa).

A usable Stratagem may be played during the turn on which it is drawn or kept for use in a future turn. There is no limit to the number of Stratagems played in one turn, but a player may not hold more than five Stratagem counters in reserve. If necessary, he must discard one in Phase F to keep to this limit.

The Stratagems are listed below. A letter in parentheses indicates the Phase in which the Stratagem may be played. If it may be played in Phase E, it may be played at any time in that Phase, including a SMC of the other player, with immediate effect.

6.1 – Roman Stratagems

Minor Federation Treaty (E): This stratagem allows the immediate federation of a minor Tribe of the player's choice, as long as all of the units in the game are within the boundaries of the empire. Place a *Foederati* marker on one of the Tribe's units. Exception: the *Bagaudes* may never be federated.

Major Federation Treaty (E): As above, but with a major Tribe. Place a *Foederati* marker on one of the Tribe's leaders. Exception: the *Hunni* and the *Persae* may never be federated.

Tribute (E): The Roman player chooses a Tribe that is at war with Rome or a federated Tribe in revolt. They are now at peace or not in revolt. This costs the Roman player 1 PV for a minor Tribe, and 3 PV for a major Tribe.

Augusta Orientalis (C or E): This stratagem automatically gives the Roman player the initiative; it cancels out the Initiative stratagem. It also gives a +1 drm to the safeguard roll for any attempt to assassinate the eastern Emperor, and a -1 drm to any Usurpations in the east. It causes the automatic success of an Ecumenical Council. When this stratagem is played, only one of the above effects is applied, at the choice of the Roman player.

Design note: *This is the all-singing stratagem for the Roman player. It reflects the political influence and energy of the mothers, sisters and wives of the Emperors of the fifth century like Eudoxia, Aelia Eudozia, or Pulcheria.*

Augusta Occidentalis (C or E): This stratagem automatically gives the Roman player the initiative; it cancels out the Initiative stratagem. It also gives a +1 drm to the safeguard roll for any attempt to assassinate the western Emperor, and a -1 drm to any Usurpations in the west. When this stratagem is played, only one of the above effects is applied, at the choice of the Roman player.

Design note: *This is the Roman player's joker. It reflects the political influence and energy of the mothers, sisters and wives of the Emperors of the fifth century like Galla Placida, or Honoria.*

Pope (F): The Barbarian player does not score PV for occupying the area containing Rome. Once played, remove this stratagem counter from the game.

Design note: *The Vicar of Rome (the Pope) was able through his moral and political influence to limit the pillaging of Rome by the Visigoths and Vandals.*

Buccellarii (E): One unit of buccellarii is assigned to an historical Roman leader of the Roman player's choice. The PF of the unit of buccellarii are determined by the CC of the chosen leader: CC of 1 to 4 allows a buccellarii unit with 2 PF; CC of 5 or 6 allows a buccellarii unit of 3 PF; a CC of 7 or 8 allows a buccellarii unit of 4 PF. A leader with a zero CC may not be assigned a buccellarii unit.

6.2 – Barbarian Stratagems

Western Usurpation (C): The Barbarian player may attempt a Usurpation using a western Roman leader of his choice. Roll 1d6; the attempt succeeds only if the result is less than or equal to the chosen leader's CP. If the Usurper is a Caesar, there is a bonus of +1 to the roll. If the Usurper is a Roman leader of barbarian origin, the Barbarian player chooses a Roman leader with a CP of 1 or 2 who will become Augustus should the Usurpation be successful, but it is the CP of the Usurper (i.e., the Roman leader of barbarian origin) that is used in the test. Proceed immediately as shown in 3.6.3.

Eastern Usurpation (C): As above but in the east.

Minor Tribe Uprising (C): The player chooses a minor Tribe that is at peace with Rome; they immediately declare war against Rome as described in 4.2.3. This Stratagem may also be used on Foederati; in this case, the Tribe revolts against Roman authority, and their marker is turned to show that they are in revolt. There is nothing other than logic to prevent the play of this Stratagem on a Tribe that is controlled by the other camp. This applies also to the four following Stratagems.

Two Minor Tribe Uprisings (C): As above, but for two minor Tribes.

Three Minor Tribe Uprisings (C): As above, but for three minor Tribes.

Major Tribe Uprising (C): As above, but for a major Tribe.

Three Major Tribe Uprisings (C): As above, but for three major Tribes. This Stratagem may only be played once per scenario. Once played, it is removed from the game and not placed back in the bowl.

Scourge of God (E): Play before the die roll to resolve a battle where at least half of the Barbarian forces are Hunni commanded by an historical leader. It gives a result of 9+ (if used on the attack) or 2 or less (if used on the defensive), in the relevant column of the CRT after taking into account column shifts. If the player controlling the Roman units plays the Furor Germanicus stratagem in the same battle, the two cancel each other out and the battle is resolved normally.

Rex (C): The Barbarian player may attempt to establish an independent barbarian kingdom. To do this, one of these five tribes – Burgondi, Franci Salii, Ostrogothi, Vandali or Visigothi – must be a Foederati in revolt and must occupy (with at least one unit and a leader) an area with a town (place a Capitale marker to show this). Roll 1d6; the attempt succeeds only if the result is less than or equal to the CP of the leader designated to become king. Turn this leader to his Rex side.

Barbarian Alliance (C): The Barbarian player chooses a major and a minor Tribe with the same status (at peace, at war, Foederati or Foederati in revolt) whose units are in the same or

adjacent areas. The two Tribes are now treated as one. They declare war together, become Foederati together, etc. A major Tribe may be allied with several minor Tribes in the course of the game. Note alliances on paper so that they are not forgotten.

Exceptions: The Ostrogothi (major Tribe) and the Gepidae (minor Tribe) are automatically allied with the Hunni. They may nevertheless declare war on Rome independently. However, as long as they are subject to the Hunni they cannot become Foederati. These two Tribes can free themselves from the Hunni using the Rebellion stratagem or (automatically) on the death of Attila.

Bagaudes (E): This stratagem may be played on one area (without combat units) within the Galliae, Viennensis or Hispaniae dioceses. The Barbarian player places the Bagaudes unit in this zone. The Bagaudes have all the capabilities and restrictions of a minor Tribe.

Design note: The Bagaudes were landless peasants, deserters and other rebels who sowed disorder in Gaul and Spain from the third to the fifth centuries, attacking the estates of large landowners. In the fifth century there were also armed citizens who rejected the imperial authority that was incapable of defending them.

Migration (E): The Barbarian player picks a Tribe, which comes under his control (if they are not already) for the whole of the game turn. This Tribe now has a movement capacity of 4, with or without a leader. All other rules covering movement and combat still apply. All the units of this Tribe must move and end their movement in a single area. In Phase F the Tribe returns to its original state and to the control of the player who had control at the start of the turn.

6.3 – Mixed Stratagems

Initiative (B): Allows the result of the initiative roll to be reversed to one's advantage.

Rebellion (C): A minor Tribe allied to a major Tribe may attempt to break the alliance. Roll 1d6; if the result is greater than the CP of the best leader of the major Tribe, the minor Tribe becomes independent. If not, the rebellion fails. If the major Tribe is controlled by the Barbarian player, the minor Tribe automatically become Foederati. If the major Tribe is controlled by the Roman player, the minor Tribe automatically become Foederati in revolt. This stratagem also allows the Ostrogothi or Gepidae to rebel against the Hunni.

Ecumenical Council (C): To try to control the religious turmoil of the eastern Church, the Augustus must convene a Council. Place the marker in any zone of Asia. The eastern Augustus must go to that zone to remove the marker. The Barbarian player scores 3PV in phase F of every turn while the stratagem is on the map. Once the Augustus reaches the zone, the Roman player rolls 1d6. If the result is less than or equal to his CP, the Council is a theological success and the Roman player scores 3PV.

Opportune Flight (E): Play this stratagem before any combat; it allows one side to evade the combat by moving to an area without enemy units. This movement must follow the normal rules on stacking and movement, and occurs after all enemy

units have moved, immediately before combat resolution. The attacking player may not pursue the evading units.

Assassination (E): This stratagem allows an attempt to assassinate any enemy Roman leader (except generic leaders). Roll 1d10; if the result is 8 or 9, the chosen leader is killed and removed from the game.

Plague Breaks Out (E): [This is the *Foyer de peste* stratagem.] The owner places this stratagem on any map area. All combat units in that area immediately lose a step (or are eliminated if already reduced). Roll 1d10 to check for the survival of each leader in the area; on a result of 9 the leader dies and is removed from the game. The area is infected with the plague for the whole of the turn. Any unit or leader that enters the zone is affected as above. Remove the stratagem from the map at the end of phase E, before phase F.

Plague Epidemic (E): As above, but all the areas adjacent to the marked are also infected. In those adjacent areas, units are only reduced and cannot be eliminated as a result of the plague. However, leaders in adjacent zones must still test as if they were in the marked area.

Desertion (E): Only usable against Roman or Persae units. Place the marker in an area with Roman or Persae units; every combat unit of your opponent immediately lose a step (those already reduced are eliminated).

Furor Germanicus (E): Play before the die roll to resolve a battle where at least one unit is of German nationality (whatever the status of that Tribe). It gives a result of 9+ (if used on the attack) or 2 or less (if used on the defensive), in the relevant column of the CRT after taking into account column shifts. If the player controlling the Barbarian units plays the Scourge of God stratagem in the same battle, the two cancel each other out and the battle is resolved normally.

Divine Favour (E): Allows a player to modify each die roll in a battle by 2 in his favour.

Fleet (E): Place this marker on any coastal area of the map. The player of this stratagem receives temporary control of a fleet, which disappears at the end of the turn unless it is in either the port of Constantinopolis or the port of Carthago. This fleet has the same abilities as the other two.

Germanophobia (E): Place this stratagem on any area of the map that has at least one CO or Roman PA unit at the start of the phase. All Barbarian PA units in that area and adjacent areas immediately lose a step (those already reduced are eliminated). Every Romano-barbarian leader present must check for survival by rolling 1d10; if the result is 7, 8 or 9 the leader is assassinated and removed from the game. The presence of other troops in these areas (Foederati or Limitanei) has no effect on this stratagem.

6.4 – Stratagem Notes

- Only generic Roman and non-Roman leaders killed as a result of an assassination or plague stratagem can return to the game in phase C of the following turn.

- For the uprising stratagems, the number of Tribes specified is a maximum. For example, if there are only two major Tribes still at peace with Rome and the *Three Major Tribe Uprisings* stratagem is played, only the two Tribes declare war.

However, the player of the stratagem cannot voluntarily reduce the number of Tribes that are affected by these stratagems.

7. Movement

7.1 – Basics

This section outlines the basics of movement. It applies to Roman and non-Roman leaders and units, and should be read in conjunction with the rules in 3.4 and 4.3.

In Phase E of each SMC:

- A combat unit (whether or not accompanied by a leader) must stop as soon as it enters an area occupied by an enemy unit. Exception: fleet may freely continue movement through an area occupied by an enemy fleet.
- A combat unit (whether or not accompanied by a leader) may move through an area occupied only by one or more enemy leaders. Those leaders are not affected if the unit continues its movement and leaves the area.
- A lone leader may move freely through an area occupied by enemy units. A leader accompanied by combat units must stop when they enter an area occupied by an enemy unit.
- A leader alone in an area with enemy units at the end of movement must immediately attempt to escape towards an area without enemy units. Roll 1d10; if the result is 9, the leader is killed (remove from the game), otherwise, he may move freely to any adjacent area without enemy units (regardless of the PM cost required to enter that area). If there is no adjacent free area, the leader is killed.

7.2 – Movement

- Movement is made from one area to an adjacent area. Areas that touch only at a corner are considered adjacent.
- Movement from one area to another costs 1 PM.
- Crossing one of the four large rivers (Rhenus, Danuvius, Tigris or Euphrates) costs an additional 1 PM.

Example: Moving from the Ostrogothi area to the Thracia 1 area costs 2 PM. Other rivers and streams (for example, the Nilus) are purely decorative and have no effect in the game.

- Crossing straits costs an additional 1 PM (as shown on the map). Movement from Galliae 7 or Saxones to Britanniae 2 (and vice versa), as well as movement from Scoti to Britanniae 3 (and vice versa), are considered to be crossing straits (although no fleet is required) but have a cost of 2 additional PM.

7.3 – Terrain limitations

When moving entirely within areas outside the Roman empire, no more than 2 PM may be spent in a single SMC.

Exception: The 8 eastern areas outside the Roman empire (within Persae, Armenia and Iberia) are not thus constrained and are treated as areas within the Roman empire for the purposes of movement.

Examples:

1. At the start of his SMC, Constantin III and two units are in Britanniae I. They may move two areas to the north but must then stop (having spent two consecutive PM outside the empire). They may not spend their third PM to reach the most northerly of the three Pictes areas in this SMC. They must wait until their next SMC to do so.

2. Aetius, with two PA units and a BU unit, is in the Alamani area. In one SMC, they could enter the Franci zone (1st PM), then the Saxones zone (2nd PM), and then a third and fourth PM to enter Galliae 1 (because of the Rhenus). As their movement has not occurred entirely outside the empire, the 2 PM limit does not apply.

8. Combat

8.1 – Basics

Combat occurs between enemy combat units occupying a single area.

The player who has just completed movement during phase E2 of his SMC is termed the attacker; the other player is the defender. All combat units and leaders of a side in a given area comprise a Force. Battles occur between an attacking and a defending Force. Combat is obligatory, but the defender may on occasion evade, leaving the area.

There is no naval combat in *Ultimus Romanorum*. Two enemy fleets (and any units they may be transporting) can exist within the same area without combat. If the transported units are disembarked, then there will be combat.

8.2 – Evasion

8.2.1 – Evasion and combat

If the defender has at least one leader within an area, he may attempt to evade combat. Roll 1d6; if the result is lower than the VS of the leader present in that zone (use the best VS if there are multiple leaders), the defender may evade combat and move one area (regardless of the movement cost to do so) to an adjacent area free of enemy units and free of friendly units with which the evading force may not stack, and respecting normal movement constraints.

Note: Two areas separated by a strait are treated as adjacent for the purposes of evasion.

Each leader who succeeds in evasion may only be accompanied by the number of units permitted by his CC.

Units may not evade into the area(s) from which the attacker moved. If there is no permissible area, units cannot evade.

Example: A LI unit cannot evade into an area outside the Roman empire or into an area outside its diocese of origin (movement restrictions, see 3.2.1) or one occupied by units of a Tribe at war with Rome (stacking restriction). A CO unit may evade with an Augustus, a Caesar or a Usurper into a diocese that is not its diocese of origin.

8.2.2 – Ravenna and Constantinopolis

If a Roman Force including the Augustus Occidentalis is attacked by a Barbarian Force in the Ravenna area:

- The Augustus Occidentalis, accompanied by at least one Roman PA unit and at most one other Roman leader, one PA unit and one BU unit, may take refuge in the town of Ravenna (put the counters in the Ravenna box). They cannot now be attacked. They may leave the Ravenna box and enter the Ravenna area at no PM cost, as long as no Barbarian units are in the area. For adjustments, see the Ravenna case as described in 9.3.2 and 9.3.5;

- All the other units in the Roman Force must fight normally, and may (independently of the Augustus) use normal evasion as in 8.2.1;

- If the Augustus Occidentalis dies (assassination or a natural death) while taking refuge in Ravenna, all other leaders and units taking refuge with him are eliminated.

If a Roman Force including the Augustus Orientalis is attacked by a Barbarian Force in the Constantinopolis area, it may take refuge in Constantinopolis in exactly the same manner as described above.

Design note: Ravenna, on the edge of a marsh, was virtually impregnable, and Emperors often took refuge there in times of trouble. Thanks to its exceptional location, Constantinopolis was equally impregnable.

8.3 – Combat resolution

If the defender accepts combat, or if an evasion attempt fails, battle ensues.

All combat units and leaders on both sides present in the area must take part in combat. The two players each total the PF of their Force and then calculate the strength ratio (round in favour of the defender). *Example: a Force with 55 PF attacks another of 37 PF. The strength ratio is $55/37 = 1.49$. This is less than 1.5 and the ratio is rounded to 5/4.* They then consult the **Combat Table**, and apply all the modifiers listed on that Table to determine the combat result.

8.4 – Victory and defeat

8.4.1 – Victory

The winner of the battle is the side indicated in bold on the **Combat Table**. The loser must leave the area following the same restrictions that apply to a successful evasion (see 8.2). If retreat is impossible, for whatever reason, the defeated units and leaders are eliminated.

Example: A LI unit cannot retreat out of its diocese of origin and is eliminated if such a retreat is required.

8.4.2 – Results

*Design note: Results may look very “decisive”, but ancient battles always ended with the 80% of the defeated army being hors de combat. In *Ultimus Romanorum*, eliminating or reducing a unit is not always decisive (see 9.), these relate mostly to the reduction or destruction of the operational capacities of a given unit, for the current campaign year.*

- E = All combat units of the Force are eliminated.

- A = All combat units of the Force are reduced; units already reduced are eliminated.

- $\frac{1}{4}$, $\frac{1}{2}$, $\frac{3}{4}$ = Reduce $\frac{1}{2}$, $\frac{1}{4}$ or $\frac{3}{4}$ of the units (by number, not by PF), up to the limit of the number of units reduced or

destroyed in the opposing Force. Always round the number affected in your favour.

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

- R = No losses.

Note: *If the victorious player must reduce more units than he has available, he must only reduce each unit once.*

8.5 – Leader death in combat

8.5.1 – Generally

Leaders of a Force that suffers an E result or that cannot retreat after combat are eliminated. Generic leaders may then be returned to the game (see 3.3.1 and 4.2.1).

8.5.2 – Battles involving Usurpers

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: *it was exceptional for an Emperor or Usurper to survive a personal defeat. Indeed, legionaries would often kill or surrender the beaten leader to curry favour with the victor.*

Important note: *this rule only applies when one of the two protagonists is a Usurper (see 3.6).*

8.6 – Modifiers

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

8.6.1 – Average quality

Find the average QT of each Force in the area, and round down to the next integer. **Example:** *The average quality of a Force comprising two CO Galliae (1) and (1), a PA Comites Alani (3) and a PA Comites Seniores (2) is 7 divided by 4 = 1.75, rounded down to 1.*

8.6.2 – Tactical bonus

This corresponds to the best BT of the leaders in the area. If a Force has no leader, calculate the BT using the average BT of the units in the Force (as for average quality).

8.6.3 – Political capability

This only applies in battles between two Roman Forces that both have at least one Augustus, Caesar, or Usurper. Do not use this modifier if one side has no leader or no leaders that are not Augustus, Caesar or a Usurper. The CP of a Force is the best CP of the Augustus, Caesar or Usurper leaders present in that Force.

9. Adjustments

9.1 – Basics

Military campaigns in the Roman era followed an annual rhythm according to the seasons. Adjustments can be seen as

the effects of going into winter quarters. Resolve them after phase F of each game turn in the following order:

9.2 – Fleet adjustments

The position of the two fleet counters (classis in Latin) are checked. If the counters are not in their port of origin, they are eliminated and will not return to the game until 5 turns have passed. Place eliminated fleets on the turn track to reflect this.

Example: The Carthago fleet is in the open sea after phase F of the 418 turn. It is now eliminated, along with any units on board (which return to the game immediately, see 9.3, but leaders are eliminated). The Carthago fleet counter is placed on turn 424 of the turn track and will return to the game in phase D of that turn.

9.3 – Combat unit and Roman leader adjustments (for both sides)

9.3.1 – For Limitanei and Comitatuses units

- LI and CO units that were eliminated within their diocese of origin during this turn are returned, face-up, to an area of their diocese of origin that is free of non-Roman combat units (including Foederati). If all the areas of their diocese of origin are occupied by non-Roman units (or Foederati), remove them from the game, even if Roman units later occupy these areas.

- LI and CO units at full or reduced strength that are within the Empire remain where they are. If they are reduced, return them to their full strength side if: they are within their diocese of origin (required for LI); if they are in an area with a town or imperial capital (CO only) and if they are not adjacent to an area containing an enemy combat unit (Roman or non-Roman) that is also within the empire. If a CO unit is eliminated while outside its diocese of origin, it is removed from the game.

- CO units that are outside the empire at the end of the turn but that are in an area adjacent to their diocese of origin are placed on their reduced side (units already reduced remain reduced) within their diocese. If all the areas of their diocese of origin are occupied by non-Roman units (or Foederati), remove them from the game, even if Roman units later occupy these areas.

9.3.2 – For Palatini units

- PA units that were eliminated during this turn are returned, face-up, to the area with the imperial capital shown on the **Palatini Deployment Table**. If that area is occupied by a non-Roman unit (except Foederati), the PA unit may not return to the game and must wait until the area is free in a later adjustment phase.

- PA units at full or reduced strength that are within the empire stay where they are. If reduced, return them to full strength if they are in an area with a town or imperial capital and if they are not adjacent to an enemy unit (Roman or non-Roman) that is also within the empire.

- PA units outside the empire are eliminated and put back, at full strength, in the area with the imperial capital shown as their initial deployment area in the scenario. If this area is occupied by a non-Roman unit, the PA unit may not return to the game and must wait until the area is free in a later adjustment phase;

Comment: Beware! It is possible, as a result of these adjustments, for a unit to be redeployed in an area controlled by your opponent and to come under his control!

For Ravenna and Constantinopolis: If the Ravenna area is occupied by the Barbarian player with non-Roman units, PA units may not return to the game in this area even if the Augustus Occidentalis has taken refuge in the town of Ravenna. If the area is occupied by the Barbarian player with Roman units, the PA units return to the area and are now controlled by the Barbarian player, even if the Augustus Occidentalis has taken refuge in the town of Ravenna. The same is true for Constantinopolis in the east.

9.3.3 – For Buccellarii units

- A BU unit must always be stacked with its leader. If that leader is eliminated, so is the unit. It may later be redeployed with a new Caesar using the Buccellarii stratagem.
- Reduced BU units are returned to full strength if they are in an area with a town or imperial capital and if they are not adjacent to an enemy unit (Roman or non-Roman) that is also within the empire.
- If a BU unit is eliminated but its leader is not, the unit is redeployed to the area where that leader is, if it is an area with a town or imperial capital and if it is not adjacent to an enemy unit (Roman or non-Roman) that is also within the empire. Otherwise, it is not redeployed.

9.3.4 – For Roman leaders

- Roman leaders within the empire remain in place;
- Roman leaders outside the empire are placed in the nearest area (of the player's choice if there are several such areas) with a town or imperial capital that is not occupied by enemy units.

9.3.5 – For units and leaders that have taken refuge in Ravenna or Constantinopolis

- If, after Phase F, the Augustus Occidentalis and units accompanying him are within the town of Ravenna while the area is occupied by units controlled by the Barbarian player, the Roman player rolls 1d10. If the result is 0, all the units and leaders in the town are eliminated. Otherwise, the units and leaders remain in the town.
- The same applied to Constantinopolis and the Augustus Orientalis, except that if the d10 roll is 0, roll 1d6 and, if the result of that roll is 5 or 6, ignore the original result (the city does not fall).

9.4 – For non-Roman tribes (for both sides)

- Minor Tribes at war with Rome that have lost all their combat units are vanquished and are now at peace. Put their combat units back on the map in their original area. If an historical Roman leader controlled by the Roman player was present in the combat that resulted in the loss of the last unit of that Minor Tribe, he may attempt to federate them: roll 1d6; if the result is lower than his CP, then in the following Adjustments Phase, the Roman player may place all of that Tribe's combat units in the area that is both free of combat units and closest to the area where that combat took place, together with a Foederati marker.

- Minor Tribes at war with Rome that have at least one combat unit left on the map (whether at full or reduced strength) continue to be at war. Their units remain in place on the map. If at reduced strength and in one of their areas of origin or in an area with a town or imperial capital, return them to full strength. Any eliminated combat units are returned, at full strength, to their areas of origin.

- Major Tribes at war with Rome that have lost all their combat units are vanquished and are now at peace. All their units and leaders are replaced in their areas of origin. Units are at full strength, and leaders are on their Pax Romana side. If an historical Roman leader controlled by the Roman player was present in the combat that resulted in the loss of the last unit of that Major Tribe, he may attempt to federate them: roll 1d10; if the result is lower than his CP, then in the following Adjustments Phase, the Roman player may place all of that Tribe's combat units in the area that is both free of combat units and closest to the area where that combat took place, together with a Foederati marker.

- Major Tribes at war with Rome that have at least one combat unit left on the map (whether at full or reduced strength) continue to be at war. Their units remain in place on the map. If at reduced strength and in one of their areas of origin or in an area with a town or imperial capital, return them to full strength. Any eliminated combat units are returned, at full strength, to their areas of origin. Any eliminated historical leaders are not returned to play, but eliminated generic leaders may return to play as a reinforcement in phase C of the following turn.

- Combat units of a Foederati Tribe (Major and Minor) remain on the map in their current position. If they are reduced and are in an area without any other combat units or in an area with a town or imperial capital, return them to full strength. Eliminated units are placed at full strength in any area with at least one combat unit of the same Tribe. If all the Tribe's combat units are eliminated, the Roman player replaces all of them in the area without any combat units that is closest to where the last unit was eliminated. Example: in 455 the Foederati Visigothi are destroyed by the Hunni in Galliae 5. After phase F of the 455 turn, all the Visigothi are replaced by the Roman player in Viennensis 1, the only free adjacent area at the time, as the other areas are occupied by Barbarian or Roman units.

- Combat units of Foederati in revolt (minor or major) remain on the map in their current position. If they are reduced and are in an area without any other combat units or in an area with a town or imperial capital, return them to full strength. Eliminated units are placed at full strength in any area with at least one combat unit of the same Tribe. If all the Tribe's combat units are eliminated, the Roman player replaces all of them in the area without any combat units that is closest to where the last unit was eliminated and turns the Foederati in Revolt marker to its Foederati side.

- The combat units of a Tribe forming a Regnum remain on the map in their current position. If they are reduced and are in an area without any other combat units or in an area with a town or imperial capital, return them to full strength. Eliminated units are placed at full strength in the capital of the Regnum. If the capital of the Regnum is occupied by units controlled by the Roman player and the Regnum has no other

town that can act as a capital (see 4.5.3), the eliminated units are placed at reduced strength in an area containing at least one unit of that Tribe, which is now considered to be Foederati in revolt. The leader who was Rex is eliminated. If all the Tribe's combat units are eliminated, they are replaced on the capital of the Regnum. If that capital is occupied, the Regnum is dissolved, the Tribe becomes Foederati, and proceed according to the rules applying to Foederati Tribes.

In a situation where a minor Tribe is allied to a major Tribe that has formed a Regnum, the existence or otherwise of units of the allied minor Tribe has no effect on the Regnum. On the other hand, the minor Tribe must conform to the new status of the major Tribe if that status changes.

Example: in 470, all the units of the Vandali, who have been a Regnum since 450, are destroyed. The last two units were eliminated in Africa 4 by the Palatini of the East. Carthago is the capital of the Regnum and is occupied by Roman units. The Vandali units are replaced in Africa 3 with a Foederati marker, as are the Alani units that were allied with the Vandali.

10. Victory

Victory is determined through Victory Points (PV). Count them using the units, tens and hundreds markers on the PV track.

10.1 – During the game

Each player receives:

- 1 PV for any battle won where the total PF of the attacking and defending units at the start of the battle was 25 or more.
- 1 PV per enemy leader eliminated in combat or assassinated.
- 5 PV if Attila is killed in combat.

10.2 – During phase F

The Roman player receives:

- 1 PV per minor Tribe (including Foederati in revolt; see 9.4) controlled by the Barbarian player that is pacified through combat;
- 1 PV if the two Augustus are in an imperial capital;
- 1 PV if there is no ongoing civil war;
- 1 PV if the two areas with an imperial capital in the east are controlled by the Roman player;
- 1 PV if the four areas with an imperial capital in the west are controlled by the Roman player;
- 3 PV per major Tribe (including Foederati in revolt and Regnum; see 9.4) controlled by the Barbarian player that is pacified through combat;
- 5 PV if the turn marker is on its Pax Romana side.

The Barbarian player receives:

- 1 PV per area of the empire occupied by a combat unit of a Tribe (including Foederati in revolt and Regnum) that is at war with Rome;
- 2 PV per area of the empire with a town or imperial capital (other than Roma) occupied by a combat unit of a Tribe (including Foederati in revolt and Regnum) that is at war with Rome;
- 3 PV if there is an ongoing Usurpation;
- 3 PV if an Augustus died or was eliminated without a successor;
- 5 PV per Regnum established in the turn;
- 5 PV if a non-Roman unit controlled by the Barbarian player is in the Roma area.

10.3 – Determining victory

The player with the most PV at the end of a scenario is the winner (unless instructed otherwise in the scenario).

If the winner has more than double the PV of his opponent, he has won a decisive victory.

If the winner has more than five times the PV of his opponent, he has won a complete victory.