

# Scenarios for Semper Victor

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## General notes, applicable to all Scenarios:

- 1 / The Roman Duxes, the non-Roman leaders and the combat units of both sides are placed as required by **3.3.1**, **3.3.2** and **4.2.3** ;
- 2/ The Roman Duxes are controlled by the side that controls their set-up Diocese;
- 3/ The leaders having an entry date before the date of the start of the Scenario (see the **Roman Leaders Arrival and Death Table**) but who are not listed in the set-up, do not enter play (they are treated as already dead).

## Scenario 1: The usurpation of Julian called The Apostate(360 AD)

The hypothetical scenario (after having been proclaimed emperor by his troops at Lutetia, Julien campaigned against Constance II, but the latter died before the first battles.). This Scenario is intended to familiarise the players with the game mechanisms.

### Duration

The scenario lasts 3 turns. It starts with phase A. of 360 with a validated usurpation by Julien (as if he had started in 359).

It ends at the end of the 362 turn or when either Julien or Constance is eliminated (see **Victory**).

### Initiative

The SECONDUS player automatically has the initiative in 360.

### Start and control of Dioceses (Romans)

Constantinopolis has been built (place the marker).

### PRIMUS :

Constance (*Primus Augustus*) and Florentius, Ursinus and Lupicinus in Thracia n°3

Marcellus in Pannoniae n°3

Barbation in Moesiae n°2

Victor in Oriens n°6

*Dioceses controlled:* Africa, Pannoniae, Moesiae, Thracia, Asia, Pontica, and Oriens.

### SECONDUS

Julien (*Usurper*), in Galliae n°3

Saloustios (*Civil War*), Mallaubaude (*Civil War*) and Nevitta (*Civil War*)

in Galliae n°2

Arbetio (*Civil War*) in Italia n°3

*Dioceses controlled:* Hispaniae, Britanniae, Viennensis, Galliae and Italia.

The Scenario is played without the non-Roman leaders and combat units. Ignore the Rules and *stratagems* using them. The **Events Table** and the **Roman Leaders Arrival and Death Table** (no leader death tests in phase D. of each turn) are not used. Only the leaders present on the map at the start of the Scenario are used (others are not brought into play).

### Non-Roman Peoples

No non-Roman people is at war with Rome at the beginning of the Scenario.

### Special Rules

None.

### Victory

The player who controls the Constantinopolis zone at the end of play is the winner. If Julien is eliminated the PRIMUS wins and the Scenario ends, if Constance is eliminated the SECONDUS wins and the Scenario ends.

## Scenario 2: The irresistible rise de Constantine the Great (306 to 337 AD.)

Constantine is the central figure of the Roman Empire of the IV<sup>th</sup> century. Starting with little or nothing (an illegitimate son of **Constantine Chlorus** (« the Pale) and « forgotten » in the second Tetrarchy), he progressively took control of the whole Empire, eliminated all rivals who appeared, reunifying the state, founding a new capital and making Christianity the dominant religion.

### Duration

The Scenario begins with phase A. of 306.

It ends at the end of the 337 turn, or on the death of Constantin.

### Initiative

The SECONDUS automatically has the initiative in 306.

### Start and control of Dioceses (Romans)

#### PRIMUS :

Galère (*Primus Augustus*) in Pontica n°5

Maxence (*Usurper*) in Italia n°3

Maximin Daïa (*Caesar*) in Oriens n°6

Licinius in Moesiae n°2

*Dioceses controlled:* Moesiae, Thracia, Asia, Pontica, and Oriens.

#### SECONDUS

Constantin (*Secondus Augustus*) in Galliae n°2

Sévère (*Augustus*) in Pannoniae n°3

Maximien (*Usurper*) in Viennensis n°3

Alexander in Africa n°4

*Dioceses controlled:* Hispaniae, Britanniae, Viennensis, Galliae, Italia, Pannoniae, and Africa,

### Non-Roman Peoples

No non-Roman people is at war with Rome at the beginning of the Scenario.

### Rules

All rules are in use.

### Special Rules

The game stops if Constantin suffers a natural death (die roll on the **Roman Leaders Arrival and Death Table**) is assassinated or dies in a lost battle.

### Victory

The player with the most VP at the end of the Scenario wins.

If the player who controls Constantin is not PRIMUS at the end of play (or at the moment of Constantin's death), he has automatically lost, even if he has more VP than his opponent.

### Scenario 3: the war of the seven emperors (308 to 314 AD.)

In 308, the Tetrarchy still functioned. The legitimate emperors were challenged by the sons of their predecessors (Constantin and Maxence), neglected in the distribution of « roles », and by usurpers. Even Maximien reappeared. With seven candidates for the Purple, the Empire sank to new depths of chaos.

#### Duration

The Scenario lasts 7 turns. It starts with phase A. of 308 and ends at the end of 314.

#### Initiative

Determine Initiative by the standard rule.

#### Start and control of Dioceses (Romans)

##### PRIMUS :

Galère (*Primus Augustus*) in Pontica n°1

Maxence (*Usurper*) in Italia n°3

Maximien (*Usurper*) in Viennensis n°3

Licinius in Moesia n°2

*Dioceses controlled:* Moesiae, Thracia, Asia, Pontica, Viennensis and Italia.

##### SECONDUS

Constantin (*Secondus Augustus*) in Galliae n°2

Sévère (*Augustus*) in Pannoniae n°3

Maximin Daïa (*Caesar*) in Oriens n°6

Alexander (*Usurper*) in Africa n°4

*Dioceses controlled:* Britanniae, Galliae, Hispanniae, Africa, Pannoniae and Oriens.

#### Non-Roman Peoples

No non-Roman people is at war with Rome at the beginning of the Scenario.

#### Rules

All rules are in use.

#### Special Rules

None.

#### Victory

The side the controls the most Dioceses at the end of the game is the winner. In the case of a tie, the players use their VPs to decide.

### Scenario 4: Constantine against Licinius (313 to 324 AD.)

Between 313 and 324, the Tetrarchy once again functioned. The Empire was divided between Constantin in the West and Licinus in the East. Their enmity, at first low key, became increasingly hostile. Much was at stake : reunifying the Empire and founding a dynasty!

#### Duration

The Scenario starts in phase A. of. 313.

It ends at the end of 330, or at the death of Constantin or of Licinius.

#### Initiative

The PRIMUS automatically has the initiative in 306.

#### Start and control of Dioceses (Romans)

##### PRIMUS :

Constantin (*Primus Augustus*) in Italia n°5

*Dioceses controlled:* Hispanniae, Britanniae, Viennensis, Galliae, Italia, and Africa,

##### SECONDUS

Licinus (*Secondus Augustus*) in Pontica n°1

*Dioceses controlled:* Pannoniae, Moesiae, Thracia, Asia, Pontica, and Oriens.

### **Non-Roman Peoples**

No non-Roman people is at war with Rome at the beginning of the Scenario.

### **Rules**

All rules are in use.

### **Special Rules**

None.

### **Victory**

The player with the most VP at the end of the Scenario wins.

## **Scenario 5: The sons of Constantine (337 to 354 AD.)**

At his death, from a numerous family, were three sons. They eliminated their rivals and divided the Empire. But the civil wars, even between brothers, and usurpations soon returned. Of the three sons of Constantine the Great, only one could survive...

### **Duration**

The Scenario starts in phase A. of 337.

It ends at the end of the 354 turn

### **Initiative**

### **Start and control of Dioceses (Romans)**

Constantinople has been built (place the marker).

### **PRIMUS :**

Constantin II (*Primus Augustus*) in Galliae n°2

Saloustios in Galliae n°2

Sylvanus in Viennensis n°3

*Dioceses controlled:* Hispaniae, Viennensis, Galliae and Britanniae.

### **SECONDUS**

Constance II (*Secondus Augustus*) in Thracia n°3

Constant (*Augustus*) in Italia n°3

Barbation in Oriens n°6

*Dioceses controlled:* Italia, Pannoniae, Africa, Moesiae, Thracia, Asia, Pontica, and Oriens.

### **Non-Roman Peoples**

The Persians are at war against Rome and are controlled by the PRIMUS.

### **Rules**

All rules are in use.

### **Special Rules**

None.

### **Victory**

If only one son of Constantin is in play at the end of the Scenario, the player who controls him wins. If not, the player with the most VP wins.

## **Scenario 6: From Diocletian to Julian the Apostate (305 to 374 AD.)**

This game covers the entire period between the retirement of Diocletian to the death of Julien l'Apostat! The reborn Empire was torn apart by civil wars, the division of power and by external menaces, especially in Gaul and in the east.

### **Duration**

The Scenario begins with phase A. of 305.

It ends at the completion of 372, of the death of Julien if he is then the *Primus Augustus*.

## Initiative

The SECONDUS automatically has the initiative for 305 and the PRIMUS automatically has the initiative during 306

## Start and control of Dioceses (Romans)

### PRIMUS :

Galère (*Primus Augustus*) in Pontica n°1

Maximin Daïa (*Caesar*) in Oriens n°6

Licinius in Moesiae n°2

Dioclétien in Pannoniae n°4

*Dioceses controlled:* Moesiae, Thracia, Asia, Pontica, and Oriens.

### SECONDUS

Constance Chlore (*Secondus Augustus*) in Galliae n°2

Sévère (*Caesar*) in Pannoniae n°3

Constantin in Thracia n°3 (\*)

Alexander in Africa n°4

*Dioceses controlled:* Hispaniae, Britanniae, Viennensis, Galliae, Italia, Pannoniae, and Africa,

(\*) : Historically, Constantin began the game with Galère but was permitted to leave to be with his sick father in the West. Constantin begins play with the Secondus side (without any troops) once he leaves Nicomedia. He must cross the Empire to reach his own side.

## Non-Roman Peoples

No non-Roman people is at war with Rome at the beginning of the Scenario.

## Rules

All rules are in use.

### Special Rules

*Italia* : No Roman leader may enter Italia during 305. However, a lone leader may enter Italia and cross it, providing he does not halt in a zone occupied by combat units, and does not « pick up » combat units and take them with him.

*Dioclétien* : When the game begins, Dioclétien has renounced the imperial purple (in reality, on the 1<sup>st</sup> May 305). He is however placed on the map (see the set-up positions), without power or the ability to move or command any units. He is however subject to tests for his death on the relevant Table. As long as Galère is *Primus Augustus*, The PRIMUS player can, during phase D. of any turn, recall Dioclétien. Dioclétien becomes *Primus Augustus*, Galère is « promoted downwards » to *Augustus*. In order not to break number limits (see 3.5.1), demote to *Caesar* the other Augustus if there is one and sacrifice a *Caesar* if there is one at the « end of the chain ». The SECONDUS immediately receives 3 VP.

*Maxence and Maximien* : Maxence and Maximien enter as reinforcements in 306 at Roma. The two leaders are controlled by the PRIMUS and have a Usurper marker. Their usurpation against the SECONDUS is automatically validated.

## Victory

The player with the most VP at the end of the Scenario wins.