

Ultimus Romanorum : the scenarios

Pre-game notes, relevant to all scenarios

- 1/ Generic leaders – Roman and non-Roman and combat units of both sides are placed as shown in **3.3.1**, **3.3.2** and **4.2.2.**, in the **Generic Roman leader deployment table** and in the **Palatini deployment table**, except where the scenario indicates otherwise;
- 2/ Generic Roman leaders and Roman units are controlled by the side that controls the diocese in which they are deployed, unless indicated otherwise;
- 3/ Those leaders with an entry date earlier than the scenario start date (see the **Roman leader entry and death table** and the **Barbarian leader entry and death table**) but that are not listed in the starting positions, do not take part in the game (they are considered to have died already);
- 4/ All the Roman leaders on the Barbarian side are placed face-down;
- 5/ Non-Roman tribes at peace with Rome are not listed in the scenarios;
- 6/ Barbarian markers are placed in the dioceses controlled by the Barbarian player.

Scenario 1 : The Scourge of God (445-453)

In 445 Attila had his brother Bleda killed and became the King of the Huns et their vassals. He then undertook a series of expeditions against the eastern Empire, ravaging the Balkans and extracting heavy tribute. How will the Emperor of Constantinople rid himself of this scourge?

Duration

The scenario lasts 9 turns. It starts with Phase A of the turn of the year 445 and ends at the end of turn 453.

Initiative

The Barbarian automatically has initiative in the first turn.

Starting positions

ROMAN

Romans :

Théodose II (*Augustus Orientalis*), Marcien in Thracia 3 (*with bucellarii 2 PF*) and Cyrus in Thracia 3

Valentinien III (*Augustus Occidentalis*) and Aegidius in Italia 4

Aspar (*Caesar, with bucellarii 3 PF*) in Thracia 3

Aetius (*Caesar*) in Viennensis 3

Avitus in Viennensis 4

One CO unit of Galliae and the PA unit *Comites Alani* are set up in Viennensis 3

The PA unit *Placidi Felices* is set up in Viennensis 4

The two CO units of Britanniae and one CO unit of Galliae are removed from the game, as are the LI and CO units of the Moesiae diocese and the LI unit and the CO unit of Pannoniae

Non Roman tribes :

Ghassanides *Foederati* in Oriens 6

Visigothi (Théodoric I) *Foederati* in Viennensis 1 and 2 and Hispania 1

Franci Salii (Mérovée) *Foederati* in Galliae 1

Burgondi (Chilpéric) *Foederati* in Galliae 6

Saxones *Foederati* in Britanniae 2

BARBARIAN

Non Roman tribes :

Vandali (Genseric) *Regnum* in Africa 4 & Italia 7, Capital in Carthago

Alani *Allies of the Vandali* in Africa 5

Mauri *Allies of the Vandali* in Africa 3

Suevi *Foederati in revolt* in Hispaniae 4

Hunni (Attila) at war with Rome

Ostrogothi at war with Rome

Gepidae at war with Rome

The Ostrogothi & Gepidae tribes are allied with the Hunni

Special rules

The ROMAN receives the stratagem *Tribute* as well as those drawn in Phase B of 445.

The Hunni and their allies may not attack the Western Empire until the Roman has played the stratagem *Tribute*, or until 450. [[Implication here is that the earlier of the two triggers permission.](#)]

Victory

If the Hunni or their allies occupy two Imperial capitals at the end of a turn, they win an automatic BARBARIAN victory. If Attila is killed in combat or is assassinated, the ROMAN wins an automatic victory. Otherwise, the player who has the most PV at the end of the scenario wins.

Scenario 2 : Disaster and recovery in the West (407-421)

On the night of the 1st January 407 the Vandals along with their Alan and Suevi allies crossed the frozen Rhine, overrunning the foederati Franks and entering Gaul. A Romano-British general, Constantine, was acclaimed Emperor by his troops and left for the continent to redress the situation. A mutiny among the Roman troops in Italy becomes a massacre of those soldiers of Germanic origin by Stilicon, the last bulwark of the West. What resources remain to the weak Emperor Honorius to save his throne at Ravenna and his lands?

Duration

The scenario lasts 15 turns. It starts with Phase A of 407 and ends at the end of 421.

Initiative

The BARBARIAN automatically has initiative in 407.

Starting positions

ROMAN

Romans :

Honorius (*Augustus Occidentalis*), Héraclien & Constance in Italia 4

Stilicon (*Patrice, with buccellarii 4 PF*) & Sarus in Italia 3

Jovin in Viennensis 3

Arcadius (*Augustus Orientalis*) & Anthémios & Fravitta in Thracia 3

One of the two *comitatenses* Galliae is in Italia 3, the other is removed from the game (these were removed from the Rhine in 406 to face the invasion of Ragadaise).

Non-Roman tribes :

Franci Salii *Foederati* in Galliae 1

Ghassanides *Foederati* in Oriens 6

BARBARIAN

Romans :

Constantin (*Usurper*), Gerontius & Dux Britanniae in Britanniae 2 with CO & LI of Britanniae

Dux Galliae in Galliae 3 with LI of Galliae

Non-Roman tribes :

Visigoths (Alaric) *Foederati in revolt* in Pannoniae 4

Vandali (Godégisel), Suevi, Alani & Alamani at war with Rome.

The minor Tribes Suevi & Alani are allied with the major Tribe Vandali.

Special rules

The BARBARIAN receives the stratagem *Germanophobia* along with those drawn in Phase B of 407.

The special rules relating to Honorius' succession apply (see 3.5.2).

Victory

The player with the most PV at the end of the scenario wins.

Scenario 3 : The Last of the Romans, or the regency of Aetius (433-454)

In 432, after his victories against the Bagaudes and the Salic Franks in Gaul, Aetius returned to Italy to obtain from the regent Galla Placidia the honours that he believed were his due. He beat Boniface, the favourite of the regent, and effectively gained power over the western Empire. At the same time, the troops of the east tried to relieve Hiponne and Carthage, besieged by the Vandals.

Duration

The scenario lasts 21 turns. It starts with Phase A of 433 and ends at the end of 454.

Initiative

The ROMAN automatically has initiative in 433.

Starting positions

ROMAN

Romans :

Théodose II (*Augustus Orientalis*) & Cyrus in Thracia 3

Aspar (*Caesar with 3 PF buccellarii*) & Marcien (*with 2 PF buccellarii*) in Oriens 3

Valentinien III (*Augustus Occidentalis*) & Aetius (*Caesar, with 4 PF buccellarii*) in Italia 4

Avitus in Viennensis 3

The eastern PA *Equites Arcades, Felices Theodosiani & Isauri* are deployed in Oriens 3

One *comitatenses* unit of Galliae is in Italia 4

The two *comitatenses* units of Britanniae and one of Galliae are removed from the game.

Non-Roman tribes :

Ghassanides *Foederati* in Oriens 6

Visigoths (Théodoric I) *Foederati* in Viennesis 2 & Hispania 1

Franci Sali (Clodion) *Foederati* in Galliae 1

Burgondi *Foederati* in Galliae 6

BARBARIAN

Non-Roman tribes :

Vandali (Genseric) *Foderati in revolt* in Africa 3

Alani *Foderati in revolt* in Africa 2

Suevi *Foderati in revolt* in Hispaniae 4

Mauri *Foderati in revolt* in Africa 1

Franci Orientalis at war with Rome

The minor Tribes Mauri & Alani are allied with the major Tribe Vandali

Special rules

The BARBARIAN receives the stratagem *Bagaudes* in addition to those drawn in Phase B of 433.

Victory

The player with the most PV at the end of the scenario wins.

Scenario 4 : The partition of the Empire to the fall of the West (405-485)

This game covers the whole of the period from the end of Stilicon's reign to the abandonment of the west to its fate by the eastern Emperors.

Duration :

The scenario lasts 81 turns. It starts with Phase A of 405 and ends at the end of 485.

Initiative :

Determine initiative normally in 405.

Starting positions

ROMAN

Romans :

Honorius (*Augustus Occidentalis*), Héraclien & Constance in Italia 4

Stilicon (*Caesar, with 4 PF buccellarii*) & Sarus

Jovin in Viennensis 3

Constantin & Gerontius in Britanniae 2

Arcadius (*Augustus Orientalis*), Anthémius & Fravitta in Thracia 3

Non-Roman tribes

Franci Salii *Foederati* in Galliae 1

Ghassanides *Foederati* in Oriens 8

BARBARIAN :

Non-Roman tribes

Visigoths (Alaric) *Foederati in revolt* in Pannoniae 4

The minor Tribes Suevi & Alani are allied with the Vandali

Special rules

All rules are used in full.

Victory

The player with the most PV at the end of the scenario wins.

Scenario 5 : The Vandal wars (459-470)

The western Emperor Majorien and his eastern colleague Leon I decided to deal with the Vandals. In effect, Carthage had become the base of Germanic pirates who plagued the Mediterranean, Spain and the Peloponnese. They both launched ambitious naval expeditions against Genseric's African kingdom.

Duration

The scenario lasts 12 turns. It starts with Phase A of 459 and ends at the end of 470.

Initiative

The BARBARIAN automatically has initiative in 459.

Starting positions

ROMAN

Romans :

Léon (*Augustus Orientalis*), Aspar (*Caesar, with 3 PF buccellarii*), Anagaste & Proc. Anthémius in Thracia 3

Arbadur in Oriens 9

Majorien (*Augustus Occidentalis*) & Sidoine in Viennensis 3

Ricimer (*Caesar, with 2 PF buccellarii*) in Italia 4

Aegidius in Galliae 3

Marcellinus in Italia 6 (*with 2 PF buccellarii*)

Paul in Galliae 3

Olybrius in Italia 5

The *Placidi Felices* unit is deployed in Viennensis 3

One CO unit of the Galliae and the PA unit *Comites Alani* are deployed in Galliae 3

The PA *Comites Seniores & Victores* units and the CO unit of Italia are deployed in Italia 6

The two CO units of Britanniae and one CO unit of Galliae are removed from the game, as are the LI & CO units of the Moesia diocese and the LI & CO units of Pannoniae.

Non-Roman tribes

Ghassanides *Foederati* in Oriens 6

Visigoths (Théodoric II) *Foederati* in Viennensis 1 & 2, & Hispania 1

Franci Salii (Childéric) *Foederati* in Galliae 1

Franci Orientalis *Foederati* in Galliae 2

Burgondi (Chilpéric) *Foederati* in Galliae 6

BARBARIAN

Non-Roman tribes

Vandali (Genseric) *Regnum* in Africa 4 & Italia 7, capital at Carthago

Alani *Allies of the Vandali* in Africa 5

Mauri *Allies of the Vandali* in Africa 3

Suevi *Foederati in revolt* in Hispaniae 4

Saxones *Foederati in revolt* in Britanniae 2

Ostrogothi at war with Rome
Scoti at war with Rome

Special rules

The ROMAN receives the stratagem *Flotte* in addition to those drawn in Phase B of 459.

Victory

If the Vandali *Regnum* is destroyed and the Vandali and their allies return to *Foederati* status, the ROMAN automatically wins. Otherwise, the player with the most PV at the end of the scenario wins.

Scenario 6 : The succession to Honorius (424-427)

With the death of Honorius, who left no direct heir, the imperial bureaucrats at Ravenna proclaimed the Prime Notary Johannes emperor. Theodosius II refused to recognise him and put forward his young cousin Valentinian, aged just 4 but with the titles of Caesar and Consul. He was sent, with his mother Galla Placida, to take his throne with the aid of an army commanded by Aspar.

Duration

The scenario lasts 4 turns. It starts with Phase A of 424 and ends at the end of 427.

Initiative

The ROMAN automatically has initiative in 424.

Starting positions

ROMAN

Romans :

Théodose II (*Augustus Orientalis*), Valentinien III (*Augustus Occidentalis*), Procopius & Aspar in Thracia 3.
Boniface in Africa 4 (with 2 PF BU).

The two CO units of Britanniae and one of the Galliae are removed from the game.

Non-Roman tribes

Ghassanides *Foederati* in Oriens 6

BARBARE

Romans :

Johannes (*Usurper*) in Italia 4 with PA *Comites Seniores, Comites Alani, Victores, Scolae, Domestici Pedites*.

Dux Galliae in Galliae 3 with LI & CO of Galliae

LI of Viennensis & PA *Divitenses, Felices Iuniores* under a civil war marker in Viennensis 3

Non-Roman tribes

Franci *Salii Foederati* under a civil war marker in Galliae 1

Visigothi (Théodoric I) *Foederati* under a civil war marker in Viennensis 2

Vandali (Gundéric) *Foderati in revolt* in Hispaniae 6

Alani *Foderati in revolt* in Hispaniae 5

Suevi *Foderati in revolt* in Hispaniae 4

The minor Tribes Suevi & Alani are allied with the major Tribe Vandali.

Special rules

Aetius returns to the game in 425 at Ravenna if the Barbarian player then controls Italia 4. If not, he enters the game wherever Johannes is located. If, during the Adjustment Phase of any turn, Aetius is in a frontier area of Danuvius, and if at that moment he commands no units, he automatically receives a 4 PF unit of *buccellarii*. In order for Johannes to win the civil war, Valentinian III must be killed in combat or assassinated; the occupation of Ravenna or Rome is insufficient.

Victoire

If Johannes is killed before the end of 427, the Roman player wins, otherwise the Barbarian player wins.

Scenario 7 : The reign of Zeno (474-490)

As the West sank into its long agony, the East passed to the control of a new Emperor: Zeno. This Isaurian general, after a difficult start, gave the eastern Empire a new zest. But this was achieved at the cost of the permanent loss of the provinces of the West, despite the fiction of imperial unity (the barbarian kings reigned officially in the name of Zeno).

Duration

The scenario lasts 16 turns. It starts with Phase A of 474 and ends at the end of 490.

Initiative :

The ROMAN automatically has initiative in 474.

Starting positions

ROMAN

Romans :

Zénon (*Augustus Orientalis*, with 3 PF *buccellarii*) in Thracia 3

Julius Nepos (*Augustus Occidentalis*, with 2 PF *buccellarii*) in Pannoniae 3

Odoacre in Italia 3

Syagrius in Galliae 3

Sidoine in Galliae 5

The PA unit *Placidi Felices* in Galliae 5

A CO unit of Galliae and the PA unit *Comites Alani* in Galliae 3.

The two CO units of Britanniae and one CO unit of Galliae are removed from the game, as are the LI & CO units of the Moesia diocese, the LI & CO units of Pannoniae, the CO units of Italia and the PA units *Divitenses & Felices Iuniores*.

Non-Roman tribes

Ghassanides *Foederati* in Oriens 6

Burgondi (Gondebaud) *Foederati* in Galliae 6

BARBARIAN

Romans :

Glycérius (*Usurper*) & Oreste in Italia 4

Basilicus (*Usurper*, with 2 PF *buccellarii*), Illus & Magister per Thracias in Thracia 1

The PA units *Scolae*, *Domestici Equites*, *Domestici Pedites*, *Constantiani*, and the CO & LI units of Thracia in Thracia 1

Non-Roman tribes

Vandali (Genseric) *Regnum* in Africa 4 & Italia 7

Alani *Allied with the Vandali* in Africa 5

Mauri *Allied with the Vandali* in Africa 3

Suevi *Foederati in revolt* in Hispaniae 4

Visigothi (Euric) *Regnum* in Viennensis 1, 2, 3 & Hispania 1

Franci Sali (Childéric) *Foederati in revolt* in Galliae 1

Franci Orientalis *Foederati in revolt* in Galliae 2

Saxones *Foederati in revolt* in Britanniae 2

Ostrogothi *Foederati* (civil war marker) in Moesia 1 & 2.

The Franci Orientalis are allied with the Franci Sali

Special rules

For Glycérius to win the civil war, Julius Nepos must be killed in combat or assassinated, the occupation of Ravenna or Rome is insufficient.

For Basilicus to win the civil war, Zenon must be killed in combat or assassinated, the occupation of Constantinopolis is insufficient.

If Zenon is killed, the BARBARIAN immediately receives the stratagem *Latrones Isaurici*

Victory

The player with the most PV at the end of the scenario wins.

Scenario 8 : The last emperors, from Anthemius to Romulus (467-475)

The last years of the Western empire saw the succession of a series of emperors who, contrary to popular opinion, were not all puppets of barbarian generals. Some were competent statesmen and warriors but they took power in conditions that doomed their efforts to failure. The eastern general Anthemius, descendant of Constantine the Great, great grand nephew of Julian, and son of Emperor Marcian might have been successful had he not faced the enmity of Ricimer.

Duration

The scenario lasts 16 turns. It starts with Phase A of 467 and ends at the end of 475.

Initiative

The BARBARIAN automatically has initiative in 467.

Starting positions

ROMAN

Romans :

Léon (*Augustus Orientalis*), Aspar (*Caesar, with 3 PF buccellarii*), Arbadur & Basilicus in Thracia 3

Anagaste in Thracia 1

Illus & Zenon in Oriens 9 (*with 2 PF buccellarii*).

Proc. Anthémius (*Augustus Occidentalis, with 2 PF buccellarii*) & Marcellinus in Italia 5 (*with 2 PF buccellarii*)

Ricimer (*Caesar, with 2 PF buccellarii*) & Olybrius in Italia 4

Syagrius & Paul in Galliae 3

Sidoine in Galliae 5

The PA unit *Placidi Felices* in Galliae 5

One CO unit of Galliae and the PA unit *Comites Alani* in Galliae 3

The two CO units of Britanniae and one CO unit of Galliae are removed from the game, as are the LI & CO units of the Moesiae diocese, the LI & CO units of Pannoniae, the CO units of Italia and the PA units *Divitenses* & *Felices Iuniores*.

Non-Roman tribes:

Ghassanides *Foederati* in Oriens 6

Franci Salii (Childéric) *Foederati* in Galliae 1

Burgondi (Chilpéric) *Foederati* in Galliae 6

Dioceses controlled :

All

BARBARIAN

Non-Roman tribes:

Vandali (Genseric) *Regnum* in Africa 4 & Italia 7

Alani *Allied with the Vandali* in Africa 5

Mauri *Allied with the Vandali* in Africa 3

Suevi *Foederati in revolt* in Hispaniae 4

Visigothi (Euric) *Regnum* in Viennensis 1, 2, 3 & Hispania 1

Franci Orientalis *Foederati in revolt* in Galliae 2.

Saxones *Foederati in revolt* in Britanniae 2.

Ostrogothi at war with Rome.

Special rules

The BARBARIAN receives the stratagem *Usurpation en Occident* in addition to those drawn in Phase B of 467.

Victory

If there is no *Augustus Occidentalis* at any time, it is an automatic victory for the BARBARIAN. Otherwise, the player with the most PV at the end of the scenario wins.