

TETRARCHIA

HISTORICAL SCENARIOS

Fight the wars of the Tetrarchy!



TETRARCHIA has simple rules and variable setups. However, with only a few special rules and starting conditions, you can experience the main real wars that the Tetrarchs had to fight in order to preserve the Empire.

INTRODUCTION

These are the only new game elements:

Revolts In the region(s) where the war started, several Revolt tokens are placed during setup. In all other regions, place 1 Revolt token following the standard setup rule. If for any reason you prefer a fixed setup, we suggest to place the Revolt token of those regions in province **3**.

Rebels In most of the scenarios, a new concept is introduced: the **Rebel Army**. These are Barbarian armies that remain on their border province on top of a Revolt token, until they are defeated (they do not move towards Rome). Other than that, they block the arrival of other armies and count for the maximum of 3 armies.

All other rules and the victory conditions remain the same. Some scenarios use modules from the Dux expansion (*Pirates* or *Goths*), some use its components but only as Rebel meeples (*Dux* or *Goths*). This is the scenario list:

1. **Carausian Revolt** (286-296). The most serious challenge to Diocletian, that leads to the Tetrarchy.
2. **Danube Wars** (293-296). A series of campaigns to maintain the most difficult frontier.
3. **Mauretanian War** (296-298). Maximian pursues the elusive Berbers into their home territory.
4. **Great Persian War** (296-299). The combined threat of a Persian army and an Egyptian revolt ends in total Roman victory and a 40-years peace.

1. CARAUSIAN REVOLT

Year 286. Maximian appoints Carausius, a Roman officer from *BELGICA*, to clear the English Channel of Frankish and Saxon raiders, but rumors of his collaboration with the pirates lead Maximian to order him arrested and executed. Carausius declares himself Augustus, with the support of his fleet, the British and northern Gaul legions, and allies along the Atlantic coast. Maximian prepares an invasion of Britain that ends in total failure, and a truce follows.

Carausius searches legitimacy and official recognition, honoring Maximian and Diocletian as co-Augusti, but they cannot let him go if they want to stop the endless chain of rebellions, and in 293 they appoint Constantius as Caesar with one mission: crush Carausius. The Tetrarchy is born. Constantius first isolates the rebel by retaking the land he held in Gaul and securing the Rhine delta against his Frankish allies, and then builds two new fleets.

Roman determination pushes a subordinate, Allectus, to assassinate Carausius and assume British command. In 296, with Maximian holding the Rhine frontier, Constantius is ready for the final assault. Landing at two different sites, one force defeats and kills Allectus, while the other, lead by Constantius himself, enters London, where the Caesar is acclaimed as "restorer of the eternal light". The ten-year adventure is over.

Difficulty level: [4231]

Rebel army: use the Dux as Carausius, and place it on top of a Revolt token in *BRITANNIA*.

Revolts: place 4 tokens in *GALLIA*, in provinces **II 1-2-4-5**. Roll to place 1 token in the other five regions.

Expansion module: use the *Pirates*, and place them in *MARE ATLANTICVM*.

Special rules:

- In order to attack Carausius you must have a Roman fleet in *MARE ATLANTICVM*.
- Place Constantius in *GERMANIA SVPERIOR*.
- Constantius starts the game.

2. DANUBE WARS

Year 293. Diocletian starts a series of campaigns against the shifting pressures of Barbarian peoples. In order to seal this long and porous frontier, he builds several forts and bridgeheads north of the Danube, creating a new defensive line called the "Ripa Sarmatica". In 294 he defeats the Sarmatians, and accepts some in the Roman army while providing help to the rest of them against their northern neighbors. In 296 Diocletian defeats the Carpi.

But the length and geography of the frontier makes sealing it almost impossible. Galerius takes over during several years and defeats the Carpi, Bastarnae and Sarmatians again, settling many of them on the south of the Danube.

By the end of the first Tetrarchy the frontier is safe, with 15 legions taking care of it. An inscription found on the lower Danube extols the “restoration of tranquillitas”.

Difficulty level: [4122]

Revolts: place 2 tokens in ILLYRICVM, in provinces **III 3-4**, and 2 tokens in GRAECIA, in provinces **IV 1-2**. Roll to place 1 token in the other four regions.

Expansion module: use the Goths, and place them in SARMATIA. Place the second army in GERMANIA MAGNA.

Special rules: place Diocletian in THRACIA and Galerius in PANNONIA SVPERIOR.

3. MAURETANIAN WAR

Year 296. The Berber tribes from the Atlas and Sahara extend their raids to the coastal Roman provinces. The return of Constantius from Britain allows Maximian to turn his attention to Africa. He raises an army and advances through HISPANIA, defending the region against raiding Moors, and crosses the strait of Gibraltar into TINGITANA, closing both coasts to the Frankish pirates.

By March 297 he begins a bloody offensive against the Berbers, devastating their home bases, killing as many as he can, and driving the remainder back into the Sahara. On March 298 Maximian makes a triumphal entry into Carthage where, as Constantius in London, he is hailed for the restoration of the “eternal light” to Africa. He returns to Italy in early 299 to celebrate a triumph in Rome.

Difficulty level: [4221]

Rebel army: use the Goths as the Berber army, and place them on top of a Revolt token in GAETVLIA.

Revolts: place 2 tokens in HISPANIA, in provinces **I 1-2**, and 2 tokens in AFRICA, in provinces **VI 4-5**. Roll to place 1 token in the other four regions.

Expansion module: use the Pirates, and place them in MARE ATLANTICVM.

Special rules:

- In order to attack the Berbers you must have a Roman fleet in MARE ATLANTICVM.
- Place Maximian in CARTHAGINENSIS.
- Maximian starts the game.

4. GREAT PERSIAN WAR

Year 296. Narses of Persia culminates a escalation of anti-Roman provocations invading Armenia. Diocletian protects Syria while Galerius crosses the Euphrates, to be defeated at Callinicum. To make things worse, in 297 all Egypt revolts, probably with Persian support, and proclaims a new Emperor, Domitianus. Galerius recruits a new army, and

Diocletian marches to Egypt.

Alexandria falls in 298, and Diocletian advances up the Nile, where he is hailed as a Pharaoh. That same year, Galerius moves with his Gothic and Sarmatian mercenaries through Armenian mountains, and obtains a total victory over Narses. Diocletian joins him in 299 and imposes a peace treaty that would last 40 years. Galerius is hailed in Antioch as “conqueror of Persia”, and a combined triumph to all the Tetrarchy victories is celebrated in Rome.

Difficulty level: [4132]

Rebel army: use the Goths as the Persian army and the Dux as Domitianus, and place them on top of a Revolt token in PERSIA and LIBYA, respectively.

Revolts: place 2 tokens in AFRICA, in provinces **VI 1-2**, and 3 tokens in ASIA MINOR, in provinces **V 1-2-3**. Roll to place 1 token in the other four regions.

Special rules: place Diocletian in BITHYNIA and Galerius in CILICIA.

EPILOGUE

The wars of the Tetrarchy were not over in 299, there were still campaigns to be fought on the Rhine and Danube. However, the almost simultaneous recovery of Britain, eradication of the Berbers, crushing of Egypt and humiliation of Great Persia were very clear signals of the new Roman supremacy for any potential rebel. Now the swords of Rome were four, and would fall without hesitation over their enemies.