

HISTORICAL BACKGROUND

In “End of the Triumvirate”, as in other historical games, you have the chance to change the course of history.

The Setting – The first century B.C.

In the middle of the 1st century B.C., when the events of the game took place, the Roman Republic was shaped by uproar and changes. The victory over Carthage in the 2nd century BC finally made Rome the hegemony of the Mediterranean region, while social conflicts threatened the cohesion of Roman society from within: The patricians, noblemen and wealthy citizens, profited from Rome's ascendance to a world power, while the Plebs – the mass of the people – still had to live under poor conditions, even though their service as legionnaires were an important factor for Rome's military supremacy on the battlefield.

The Gracchi - two aristocratic brothers engaging themselves for the Plebs - tried to overcome this discrepancy by political reforms. They used the office of the people's tribune and the “veto” to represent the Pleb's interests.

The murder of both brothers demonstrated the Republic's inability to solve these problems. That led to a further polarization of society and finally to civil war: The Optimats (aristocrats, promoting a strong aristocratic senate) and the Populares (representatives of the Plebs, promotion of people's institutions) formed two rivaling “parties” of Roman society. These “parties” were the basis for the civil war between Marius (Popular) and Sulla (Optimat) at the beginning of the 1st century B.C.

With the first triumvirate between Gaius Iulius Caesar, Pompey Magnus and Marcus Licinius Crassus an unusual stabilization of Roman politics began, although it was not based on a legal foundation. Its failure consequently led to civil war for autarchy.

In the three-player-scenario the failure of the Conference of Luca (56 B.C.) is chosen as the end of the triumvirate and as beginning of the game, even if historically not correct; the conference succeeded in extending the triumvirate. But a few years later, after Crassus had already died during a campaign against the Parthians in Asia Minor, the latent conflict between Caesar and Pompeius finally broke out.

The struggle between Caesar and the Senate on the demobilization of his legionnaires led to the decision of the Senate to give Pompeius a mandate to defend the Republic against Caesar (49 B.C.). Caesar reacted by crossing the Rubicon (border river to Roman territory that mustn't be crossed with troops) and with his legendary quote: “Aleae iactae sunt” (“The dice have fallen”). This is the basic situation for the two-player-scenario.

Electoral campaigning and becoming Consul

The office of Consul, which was held by two equitable Consuls for one year (principles of annuity and collegiality) was the highest political office in the Roman Republic. It had military (Consul as commander-in-chief), political (the Consul's legislative initiative) and religious (cultic) components and was therefore very powerful.

Hence the election to Consul by the Roman citizens was an attractive aim for ambitious Romans. The Forum Romanum, as the central place, was an important political arena for the candidates. This is visualized in the game by the citizens cheering for their candidate in a special area. At the end of a year the player with the highest acceptance is elected to become the new Consul at the “Elegio” (“election”). The concrete actions of the Consul, the fact that it should be two people and the political institutions, e.g. the Senate, aren't part of the game for reasons of complexity. Nevertheless the election to Consul demonstrates great political power of a character and a second election, which was normally only possible after ten years, is a sign of political supremacy – the Political victory.

Conquering provinces and reaching military hegemony

As the administrative units of the Roman Empire, the provinces were an important basis of power. Controlled by a governor, often a former Consul or another high official, the exploitation of the province could bring both military and financial benefits: deploying legionnaires as well as levying taxes. Therefore, the control of as many provinces as possible was an important goal in the struggle with rivals, because it was the only way to secure the continuity of military and financial supplies.

Additionally, an effective administration was a great benefit in the fight against corruption, which is shown in the game by the Civil Servants doubling the frequency of supplies.

The provinces themselves were very different, being populated by different peoples and reaching various levels of society, and therefore provide different types of supplies as well as allowing different actions for players to take.

The fight over control in the provinces only takes place on a military level (battles) in the game, while in history, political factors, such as the filling of governor positions, played an important role. The control of a great number of provinces shows military dominance of the player – his Military Victory.

Officiating and persuading by competence

A young Roman aristocrat who aspired to achieve prestige, money and power first had to go through a relatively fixed career of different offices before he could become Consul. In this career he should acquire important competences in both the military and political field. In contradiction to today's civil societies, there was no clear division between military and politics, and in fact they were closely connected. This connection is also shown in the office of Consul, who had political functions, e.g. the initiation of new laws in the Senate, and was military leader at the same time. The characters in the game act, as real Romans, both on the political and the military level. In both areas they have the possibility to improve their skills, which is shown by the Political and the Military Competence. In so called Competence Provinces they have the possibility to improve both skills, which could be explained by officiating over mixed offices. Reaching balanced and extraordinary competences is one possibility to win the game – the Competence victory.