

Imperator

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« My father : the gentle one ; the dogged perserverance in decisions taken after deep reflexion ; the error of vainglory which one pursues as if it were itself honourable; and the love of work and of perservering in one's efforts »

Marcus-Aurelius, Notes to himself, I.15.

A game by Frédéric Bey, translated by the Logothete Charles Vasey

Imperator is a historical strategy game for two players. It covers the campaigns which occurred in the Roman Empire from the the accession of Marcus-Aurelius (161 AD.) to the assassination of Caracalla (217 AD). One of the two players defends the interests of Rome, the other that of its enemies (Non-Roman peoples and Roman usurpers opposed to the legitimate Emperor). The roles of the two players may be reversed during the game.

The present version of the rules integrates the errata and the modifications appearing since the publication of the game in *Vae Victis* n°42. **All these corrections or clarifications are noted in red.**

0. General rules

0.1 Dice

The game requires the use of one six-sided dice (noted as 1d6) and one ten-sided dice (noted as 1d10), on which the 0 is an 0, not a 10.

0.2 Map

The map represents the Roman Empire and the neighbouring regions. It is divided into zones, to regulate the position and movement of counters.

0.3 Games Scale

A game turn represents a year of real time. The passing of turns is recorded by moving the *Turn* marker on the calendar printed on the map.

A strength point (PF) represents about 1,000 men. The combat units consist of 2,000 to 15,000 men.

Design Note : A Roman Legion counter represents a legion and its auxiliaries (about 10,000 men).

0.4 Stacking

There is no stacking limit in the zones of the **Imperator** map.

1. Leaders and combat units

The Nationality of leaders and combat units is indicated by the base colour of the counter. Within each Nationality, there are a number of Peoples (*Example* : the Celtic nation is represented by the following Peoples: the Bastarni, the Cantabri, the Cotini and the Maetae). The nationalities in the game are as follows :

- Romans ;
- Persians (Adiabene, Osrhoene, Parthians) ;
- Germans (Bructeri, Chatti, Cherusci, Frisii, Hermunduri, Langobardi, Marcomanni, Quades) ;
- Sarmatians (Jazyges, Roxolani) ;
- Celts (Bastarni, Cantabri, Cotini, Maetae) ;
- Thraco-Phrygians (Daces, Armenia) ;
- Hamites-Semites (Gaetuli, Garamantes, Scenarchia).

The bands of colour on the counters show the Front (collection of zones) in which the combat units are stationed (Romans), or the Front from which they will invade the Roman Empire (Non-Roman Peoples). See **3.1** for the individual colours of each Front. The Roman leaders all have a white (front), or black (back) band, because they are based on nor particular Front.

1.1 Leaders

Each player has several counters representing his leaders. On the front of the counter with the portrait are the following ratings :

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

For the Roman leaders only :

- Political Capacity (CP)

The Roman leaders have an identical back, but in gray, and with a black band. The back of the counter is used when the leader directs or participates in a usurpation against the legitimate emperor.

The back of the non-Roman leaders carry the legend Pax Romana. The counter is used on this side, while the leader's People are at peace with Rome.

Movement allowance

The leaders all have a movement allowance of 4 movement points (PM). This is not shown on the counters.

1.2 Combat units

The combat units are presented by counters on which are an illustration of the soldier (an infantry or cavalryman, which has no effect on play) and ratings. The front of counters which carries the ratings of the combat unit is its **normal** state, the back, the reduced values of the unit when **weakened** :

- Strength Points (PF)
- Quality (QU)
- Tactical Bonus (BT)

Identification

The unit name (Romans) or that of the People comprising the unit is given on the colour band.

Movement allowance

The combat units have a movement allowance of 3 movement points (PM). This is not shown on the counters.

2 . Game Sequence

A game runs for a certain number of game turn, which is stated in each scenario. A game turn proceeds as follows:

A– Stratagems

All the *stratagems* counters that are available are placed in a cup. Each player can draw one and keep it face down. The *stratagems* are returned to the cup once played, or at the end phase F if not used.

B – Initiative

The Roman player throws 1d6. If the score is less than the CP of the current legitimate emperor, he gains the initiative and plays first during phases C. and E. Otherwise, it is the other player who has the initiative.

Note : If there are two legitimate emperors (see **3.6 The Emperor**), compare the dice score to the highest of the two CP.

Exception : The player possessing the *Initiative stratagem* may overturn the result, in his favour, by playing it at this stage (See **6 - Stratagems**).

C – Geostrategy

The players act in the order determined in A. (the player with the initiative first), their geostrategic operations. The possible operations are as follows :

Romans :

- Placement of leaders entering the game, with any friendly combat unit.
- Fronts. Calculate the number of Reserve Fronts (See **3.2 Reserve Fronts**) and place the appropriate markers, to show them.
- Vexillations. The player creates or dissolves vexillations as required (See **3.4 Vexillations**).

Enemies of Rome :

- Placement of leaders entering or leaving the game, with any friendly combat unit.
- **Declaration of war**. The player controlling the Enemies of Rome places in a cup a marker with the name of 5 non-Roman Major Peoples (See **4.1**). He also includes the 3 *Leurres* (dummy) counters. He then draws a counter. If it is a dummy or a marker of a People who are already at war (leaders are already face up on the map), then no new Peoples declare

war. If it is the marker of a People who are not presently at war (leader counters on the Pax Romana side on the map), the People in question have declared war on Rome (See **4.4 Declaration of war**).

- **Rising Stratagems.** The Enemies of Rome player may play one (or more) *stratagems de soulèvement*, to bring into the war minor or major Peoples, in addition to those selected previously (See **6 - Stratagems**).
- **Usurpation Stratagems.** The Enemies of Rome player may play one (or more) *stratagems usurpation* (See **6.2 Stratagems**).

If at this stage, no non-Roman People is at war with Rome and no usurpation is in progress, the marker **Turn** is turned on to its *Pax Romana* side and one goes directly to phase **F.** . **The death of leaders is anyway checked before as per D. Note : the death of the Augustus (if there is only one) immediately stop Pax Romana. Go back to the beginning of phase D. (without testing death of leaders a second time).**

D – Administration

- Determine the number of Move/Combat Sequences (SMC) for the game turn : The players add the VS of the current legitimate Emperor (the higher of the VS, if there are two legitimate emperors) and the highest VS of the leaders in play, Roman or non Roman, of the Enemies of Rome player (*Note* : a leader with its Pax Romana showing is considered not in play). The result gives the number total of SMC (Phase **E.**) in that turn. *Example* : In 203, the current Roman Emperor is Septime Sévère (VS = 4), he has the initiative. The leader of the Enemies of Rome in play, with the highest VS, is the Maetae leader (VS = 1). There will be 4+1 = 5 SMC
- The number of SMC of each player is noted, using their SMC marker, on the track for this purpose. **If the total number is even, each player receives half of this total number.** If the total number of SMC is odd, the player with the initiative has one SMC more than his opponent. *Example (continued)* : In the case above, Rome has 3 SMC and the Enemies of Rome 2 SMC.
- Determination of Events : One of the players throws the d6 and the d10 and adds the results. He consults the **Events Table** to discover the resulting event.
- The current legitimate Emperor may, if he wishes, designate a co-emperor (*Augustus*) and/or a potential successor (*Caesar*) and place the appropriate marker(s) on the leaders chosen (See limits in in **3.6 The Emperor**).
- The death of leaders **already on the map** is checked, individually for each of them, on the **Leader Entry and Death Table**.
- Reinforcements are placed on the map (See **9.1 Reinforcements**).

E – Movement and combats

The two players, starting with the one who won the initiative in A., alternate movement and combat, up to the limit of the maximum of sequences (SMC) determined in D.

Procedure :

Each SMC is organised as follows :

E.1 The player does all his movement, within the limits in **3.5** or **4.3** and in **7**.

E.2 The player does all his combats, within the limits in **8 – Combats**.

The player places the SMC marker on the relevant box on the track.

The other player then performs his SMC (movement, E.1 and combats, E2.) in the same fashion and the process is repeated as many times as there are SMC for that turn. *Example (end)* : In the example of the year 203 given above, the number of SMC was 5 for the turn: if Septime Sévère has the initiative, he undertakes 3 SMC, his opponent 2. The players alternate the completion of their SMCs starting with the player with the initiative (in this case Rome with Septime Sévère).

Stratagems

At any stage of phase E., either player may play one of his *stratagems*, except those whose use is limited to other phases (See **6 - Stratagems**).

F – Result of the campaign

The victory conditions are checked and Victory Points (PV) obtained are recorded on the track, using the markers of each side.

Note : some PV are recorded at the end of the game, not in phase F. (See **10 – Victory**).

The adjustments (placement of units, status of Non-Roman Peoples) are now made (See **9.2 Adjustments**).

The unplayed *stratagems* are put back into the cup.

The *Corporis Custodes* marker may be reassigned (See **3.6**).

The *Turn* marker is moved forward one box. Play now reverts to Phase **A**, unless the end of the game has been reached.

3. The Roman Empire

This section contains all the specific rules for the Roman Empire.

3.1- Fronts and non-frontier provinces

The Empire (zones with red-dotted borders – administrative limits of provinces - or grey) is subdivided in **Fronts** recognisable by their border colours:

- British Front ;
- Rhine Front ;
- Danube Front;
- Orient Front ;
- Southern Front.

The Empire zones do not include any of Fronts that are the **non-frontier provinces**. The Empire zones have their names printed in black.

3.2 – Reserves Fronts

During phase **C**, **Geostrategy** of each game turn, the Roman player throws a 1d10 and adds the VS of the current Emperor (the better VS, if there are two current Emperors). The score is divided by 4 and then rounded down. The number obtained gives the maximum number of Reserve Fronts for the turn. The player then places a *Front de réserve* marker, in any zone of each chosen Front.

3.3 – Fronts and combat units

General Rule

At the beginning of each scenario, the Roman combat units are deployed in their own Front (the frontier zones have the same colour as the stripe on the units). Within each Front, the Roman combat units are placed in the zones with a camp (See **Legion Deployment Table**). *Example* : XIII Gemina in the Apulum zone (Dacia).

A combat unit may not leave the zones of its Front, unless it has been designated a Reserve Front, during phase C of the game turn (See **3.2**). *Example* : XIIIe Gemina (yellow band) may not cross the yellow border which surrounds the Danube Front, unless that front has been chosen as a Reserve Front. Units may be moved within zones of that Front.

Exceptions : The vexillations may leave their starting Fronts and move anywhere on the map, without limit. The units of the garrison of Rome (green stripe) may also move anywhere on the map, without limit.

Limitations

There must always be, in any given Front, at least half the units that are normally stationed there (round up). *Example* : there must always be at least two combat units in the British Front which normally has three : $3/2 = 1.5$ rounded to 2. *Exception* : See **4.3**

If from one turn to another, the number of Reserve Fronts reduces, the Roman player must move his units so that, at the end of phase F of the game turn, the situation is corrected. If this is not the case, PV are lost by the Roman player (See **10 - Victory**). *Example* : During 172, the Roman player has 2 Reserve Fronts. He chooses Danube and Rhine. Combat units of these two Fronts are sent to other Fronts. In 173, the Roman player has only one Reserve Front, he chooses the Danube. Before phase F of the turn, all the combat units of the Rhine Front must have returned to the zones of that Front, or the Roman player suffers the loss of PV.

Exception : If a usurpation is in progress (See **4.5**), only the combat units of Fronts in which no combat unit has joined the usurpation are subject to the Limits of Reserve Fronts and to the ratio of 50%, stated above. If not, these Limits are lifted.

Note : The Roman player is free to pay VP, rather to correct the situation concerning Fronts.

3.4 Vexillations

During phase C. of each game turn, the Roman player may create or remove Vexillations. There can never be **more than 6** Vexillations on the map at the same time.

Exception : If a usurpation is in progress (See **4.5**), there is no limit to the number of vexillations.

Procedure

To create a vexillation, turn over three combat units from the same Front (same colour band), to their reduced side and place a Vexillation counter, on its full-strength side, in the same zone as one of the three units.

The reverse procedure (dissolution) is possible when the vexillation returns to one of the zones of its starting Front containing a combat unit (on its reduced side). Remove the vexillation counter from play and flip over to their full-strength side, three reduced units, with the same colour stripe, which are on the same Front. The three units can be chosen freely, but the reduced unit in the same zone as the vexillation, must be one of the three selected. **When dissolving a reduced vexillation, flip back over, two (and not three) reduced units, with the same colour stripe, on the same Front, including any in the same zone as the vexillation.**

Limit

The three combat units must be in their starting Front during the creation or dissolution of the vexillation.

3.5 Leaders, combat units and movement

The Roman leaders enter play (and leave it) following the **Leader Death and Arrival Table**.

The Roman combat units are deployed on the map following the **Legion Deployment Table**.

During phase E.1 of a SMC (See 2.), the leaders and combat units move within the following limits:

- The leaders may move in all the zones of the map subject to their PM limit;
- A leader, in the same zone as friendly combat units, may move, accompanied by a number of combat units less than or equal to his CC, subject to the movement allowance limits. Leaders and combat units must move together throughout movement (same starting zone, same arrival zone) : it is however possible to leave units in the course of movement, but the leader may not continue his movement further than the last unit with which he must stay;
- A combat unit by itself (without a leader) may only move one zone per phase E.1 (even if the cost of this movement is greater than 1 PM) ;
- Combat units must comply with the Front movement limits (**3.3**) ;
- Units of the garrison of Rome (green stripe) may only move with an Augustus or a Caesar as leader (**See 3.6**). They may not move by themselves, on zone, as other units. **The Urbanae Cohortis unit (green stripe) set up in Lugdunum is part of the garrison of Rome (green stripe) for movement limits;**
- Roman combat units may only enter the starting zones of Non-Roman Peoples, if they are at war with Rome (See **4.1** and **4.4**)

Naval movement

The Roman player has two fleets, represented by the markers in the relevant boxes at Ravenna and Misenum. These fleets may be used to move Roman leaders and combat units. Each fleet may transport two combat units and an unlimited number of leaders. The fleets may not leave the Mare Internum and the Pontus Euxinus, accordingly the Oceanus Atlanticus, Fretum Gallicum and Mare Germanicum are impassable. The fleets may only move in the naval zones and in the box of their base port (The Ravenna fleet may not enter the port box of Misenum). The boarding port box is an integral part of the land zone in which it is placed.

Procedure : A fleet may transport leaders and combat units that are in the land zone of its box at the beginning of the current SMC. A Fleet may move one sea zone per SMC and land the units and leaders which it carries in any land zone adjacent to the sea zone in which it is placed. *Example* : During of the first Roman SMC of 200, Septime Sévère and the Ile Parthica are in the Rome zone. They move to the Ravenna zone (cost of two PM), to the Ravenna port box. During of the second Roman SMC, it makes a naval movement to the Mare Internum Centralis (the movement from the Ravenna box to the open sea counts as one), and Septime Sévère and the Ile Parthica land in the Cyrène zone. They may not move before the next SMC.

Then in the third SMC, Septime Sévère and the Ile Parthica may continue their land movement and the fleet return to Ravenna (movement through an open sea zone to the Ravenna box).

3.6 The Emperor

There can be no more than two Augustuses, Caesars and two Usurpers at any stage of the game.

Legitimate Emperor (Augustus)

The Legitimate Emperor, or Augustus, is the ruling emperor, at the beginning of each scenario. His name is given in the set-up instructions. Record this by placing an *Augustus* marker on him. There can be two Augustuses at any given moment, either at the start of the game or of the scenario (*Example* : Marc-Aurèle and Lucius Verus), or the player in charge of Rome may designate a second, in phase D. of any game turn. The second emperor also receives an Augustus marker.

Caesar

The procedure is the same for the Caesar, who may be set-up at the start of a scenario, or designated by the Roman player in phase D. of any game turn. Place on the counter, or counters, a *Caesar* marker.

Limits to the nominations of Caesar and Augustus

When Marc-Aurèle or Septime Sévère are Augustus, the Roman player may only designate as Augustus and Caesar the children of those Emperors :

- Commode for Marc-Aurèle
- Caracalla and Géta for Septime Sévère.

Exception : Septime Sévère may nominate as Caesar (not Augustus), a leader other than Caracalla.

When Commode or Caracalla are Augustus, they cannot nominate an Augustus or Caesar.

It is prohibited to nominate an Augustus or Caesar when a Civil War is in progress (See **4.5**). There is no limit in other situations.

Succession

When the legitimate Emperor dies (on a die-roll on the **Leader Death and Arrival Table** or by assassination), his successor is designated in the manner and order following:

1/ If there is a second Augustus, the second Augustus automatically becomes sole legitimate Emperor. The Caesar remains Caesar ;

2/ If there is not a second Augustus and only one Caesar, the Caesar is promoted to Augustus and sole legitimate Emperor (change the markers) ;

3/ If there is not a second Augustus and two Caesars, the two Caesars are promoted to Augustus and become joint legitimate Emperors.

4/ If there is not a second Augustus, nor a Caesar, the Roman player and the Enemies of Rome player each choose a general who is on the map. The Roman player makes his choice first. The general chosen by the Roman player receives an *Augustus* marker and becomes legitimate Emperor, the general chosen by the Enemies of Rome receives a *Usurper* marker. (See **4.5 Usurpation** for the process of the usurpation).

Note : One can see the advantage of preparing one's succession. But the naming of a second Augustus and of Caesar may have dangerous consequences, because they may cause a usurpation (See **4.5 Usurpation**)!

Corporis Custodes

The Roman player has a « Corporis Custodes » marker representing the 150 German bodyguards of the emperor. This marker belongs to one Augustus or Caesar and one only (place the marker *Corporis Custodes* with the leader counter and the marker *Augustus* or *Caesar*). It gives to this leader and, to him alone, an advantage against assassination attempts (See **6.3**). They may be assigned to another Augustus or Caesar, wherever he may be on the

map, during each phase F. of the game turn (move the marker). If the holder of the *Corporis Custodes* marker is killed, the marker is reassigned during phase F. only.

4. The Enemies of Rome

This Rule covers the specific rules for the Enemies of Rome.

4.1 General Rule

The Non-Roman Peoples are divided into **Minor Peoples** (those with no leader counters, *Example* : Cotini) and **Major Peoples** (those with at least one leader, *Example* : Parthians).

Each People has one or more starting zones (zones of the map in which their name is found), outside the empire.

The zones outside the empire are shown with green borders. Their names are printed in green on the map.

Placement of Leader units

The combat units of Minor Peoples are only placed on the map when they declare war against Rome, the combat units and the leaders of the Major Peoples are then deployed permanently on the map but may only leave their starting zones when at war against Rome (See **4.3 and 4.4**).

The historical leaders (those possessing a name, *For Example* Vologèse III), enter the game (and leave it) as required under the **Leader Death and Arrival Table**. The other leaders remain in play throughout the game (See below).

Special Rule for « generic » leaders

The leaders of the Maetae, Marcomanni, Quades, Jazyges Peoples and the Parthian leader without historical names, do not follow the **Leader Death and Arrival Table**. They do not represent names historical individuals, and exist throughout the game. If they are eliminated, following a battle or an assassination, they are returned to play in phase C. of the following game turn, stacked with any combat units of their People.

4.2 Units controlled by the Enemies of Rome player

The Enemies of Rome player controls the combat units of all the Non-Roman Peoples, with their leaders, as well as the Roman usurpers and the Roman combat units they lead.

Special case : Osrhoene and Adiabene

During phase F. of the game turn 195, the Osrhoene and Adiabene units are permanently removed from the game and their starting zones become part of the Orient Front of the Roman Empire (See **9.1 Reinforcements**). These two Minor Peoples never declare war.

Special case : Armenia

Armenia is the only Non-Roman People who can be controlled by Rome. The status of Armenia is described at the beginning of each scenario. Place the Armenia control marker on the appropriate side : Roman Armenia or Parthian Armenia. Armenia will not go to war with Rome following Rule 4.4., only if its status changes.

Depending on the status of Armenia, the Armenia combat unit is placed for the duration of the game.

If Armenia is Roman, the Armenia combat units counts as a Roman combat unit, if there is a battle in the zone. The reverse applies, if Armenia is Parthian.

If the side that does not control Armenia conquers the zone (that is to say drives off all enemy units from this zone, including the Armenia combat unit), Armenia changes status in phase F. (flip over the control marker) and the combat unit is returned to play during the adjustments (See **9**).

Note : if the Armenia combat unit must retreat after a combat, it is automatically eliminated, but returns to play in the following turn.

Limits to stacking

At any moment in the game, the player controlling the Enemies of Rome may only stack in the same zone combat units and leaders from one of the three following categories:

1/ Romans

2/ Western Peoples (Celts, Germans, Sarmatians)

3/ Middle-Eastern or African Peoples (Persians, Hamites-Sémites)

Note : For the Thraco-Phrygians, the Dacians are considered Western Peoples.

Exception : The Armenia unit, in its zone, may stack with with friendly units: Parthians or Romans (according to status).

Example : It is possible to stack in the same zone Marcomanni, Quades (Germans), Iazyges (Sarmatians) and Cotini (Celts) counters. It is not possible to stack a Usurper's Roman counters and Parthians, or Roxolani counters with Adiabene counters for example.

4.3 Movement

Romans Leaders and combat units

The Roman combat units belonging to a Usurper move as Roman units (See 3.5), with the exception that they must always be stacked with a leader who is participating in the usurpation (that is say, is flipped over). They can never move without a leader. **The Roman combat units which have declared for a Usurper can be, at any one moment, in one zone only, where this is not the case (assassination or death of their leader...), they return to their loyalty to the legitimate emperor.**

They do not suffer from Limits as to Front or Reserve Fronts (See 3.3) : they may leave their starting Front without limit (the limit of 50% does not apply) and without being designated as a Reserve Front *Note* : the notion of Reserve Front does not exist for the Enemy of Rome player .

The Roman units belonging to a Usurper may not leave the Roman Empire, including a retreat after combat.

Non Roman leaders and combat units

- The leaders may move up to the limit of their PM ;
- A leader must be in the same zone as combat units of his People (*Example* : A Parthian leader may only move with Parthian combat units, he cannot move with Adiabene or Osrhoene combat units. Do not confuse a People, identified by their name, with a Nationality, (identified by a colour), the Leader may move, accompanied by a number of combat units less than or equal to his CC, to the limit of his PM allowance. Leaders and combat units must make all of their move together (same starting zone, same arrival zone) : it is however possible to leave units in the course of movement, but the leader may not continue his movement further than the last unit with which he must stay;
- A combat unit by itself (without a leader) may only move one zone per phase E.1 of a SMC (even if its movement is more than 1 PM) ;
- The Non-Roman combat units and the leaders may only leave their starting zones (zones carrying the name of their People), if the People are at war with Rome (See 4.4) ;
- The Non-Roman combat units and the leaders may not enter the zone of another People, unless they are also at war with Rome. *Example* : The Quades may not enter the Marcomanni zone, unless the Marcomanni are at war with Rome. They may enter the zones without the name of a People without limit. *Example* : The Marcomanni combat units may enter the zone immediately to the north of their starting zone, if the Marcomanni are at war with Rome.
- The Non-Roman combat units and the leaders may only enter the Roman Empire via a Front with the same colour as theirs. *Example* : The Quades may only enter the Roman Empire via a Danube Front zone;
- **The combat units and the Non-Roman leaders may not enter a zone more than 5 zones from their starting zone. If they are obliged to, they are eliminated;**
- The Non-Roman combat units may never enter the non-frontier provinces of the Roman Empire, except when accompanied by a leader of their People ;
- **The Non-Roman leaders may not move by themselves, without at least one combat unit accompanying him, within the interior of the Roman Empire.**

4.4 Declaration of War

Non-Roman Peoples can declare war in two different ways :

- During phase C. of the game turn, following of the draw of a chit with the name of a Non-Roman Major People (See 2.C). When a People's chit is so drawn, its leaders are turned from their *Pax Romana* side to their *Normal* side. units and leaders may then leave their starting zone and enter the Roman Empire. This process does not apply to Minor Peoples.

- During phase C. of the game turn by playing a « soulèvement » *stratagem* (See 6.2). The units of the Minor Peoples that declare war are immediately deployed in their starting zone. The leaders of Major Peoples that declare war by this method are turned over to the normal side. The combat units of Major and Minor Peoples at war may enter the Roman Empire.

4.5 Usurpation

The Enemies of Rome player may attempt to usurp the Imperial Purple from the legitimate Emperor (controlled by the Roman player). There may never be more than two usurpers.

Validation

A usurpation attempt must then be validated. This attempt must follow one of two types, during phases D or E of the game turn:

- Death of an Augustus, where there is another Augustus or Caesar in play. In this case the usurpation is automatically validated. The Enemies of Rome player chooses a general situated in any Front (but not an interior province) and designates a usurpation, **after** the player in charge of Rome has chosen his new Augustus (without geographic limit).
- Use of one of the Usurpation *stratagems*. The Enemy of Rome player chooses a general situated in any Front (but not an interior province) and in which there is not an Augustus. In this case, the validation of the usurpation is subject to several tests, as in the description of the *stratagem* used (See 6.2).

Once the usurpation is validated, the counter of the usurping leader is turned to its back and receives a *Usurper* marker (remove the *Augustus* or *Caesar* marker, if the leader had that title). If the attempt at usurpation is not validated, the leader who made the attempt « returns to the ranks » and stays under the control of the player in charge of Rome. *Design Note* : The validation corresponds to the public proclamation of the usurpation. Failure indicates that this was not done, and for this reason, the leader did not risk his life. If however the usurpation is validated from now on it is war to the hilt « conquer or die ».

Civil War

Once a usurpation is validated, the Enemies of Rome player must begin a Civil War, seeking to attach leaders and combat units to his cause.

Procedure :

A/ All the combat units and the leaders in the same zone as the Usurper become Enemies of Rome. The leaders are turned onto their back and the combat units placed under one of them.

B/ The Usurper throws 1d6 for each other leader present in the Front in which he is located. If the result is equal or greater than the CP of the leader in question, he joins the camp of the Usurper with all the combat units in his zone. Otherwise, they remain to the legitimate emperor. If the leader tested is a *Caesar* (or an *Augustus*), then he automatically remains loyal to Rome with all the combat units in the zone.

C/ The Usurper chooses a Front with at least one zone adjacent to the Front in which he is placed. *Note* : For this purpose, the British Front is treated as adjacent to the German Front. The only Front adjacent to the Orient Front is the Southern Front and vice-versa. He throws 1d10. If the result is less than the CP of the Usurper, he may proceed as in B, with all the leaders present on that Front. If an *Augustus* is in the Front chosen, the dice has a modifier of +2. If a *Caesar*, the modifier is +1 (the two modifiers are not cumulative).

D/ If the Usurper or one of leaders loyal to his cause, enters a zone with a Roman combat unit (or a stack), without a leader, he may attempt to rally them to his cause. During his movement phase (E1.), he throws 1d6. If the result is less than or equal to his CP, or to the best CP of leaders loyal to his cause, present in the zone (if he is not there in person), the unit (or the stack) changes sides and is placed under a counter of one of the leaders of the usurpation present in the zone. The movement may then continue, to the limit of available PM, with the opportunity to bring along the recently recruited unit. Otherwise, the movement halts and the Usurper must fight the unit (or the stack), during phase E.2, because they remain loyal to Rome.

Note 1. : During a Civil War, the limit on the maximum number of vexillations (See 3.4) is lifted.

Note 2. : Phases B and C are only performed once, at the start of the usurpation. For phases B and C of the procedure, if there are several leaders in the same zone, for whom loyalty to the

emperor must be tested, one only performs the test for the one with the highest CP (or one of those with the highest CP, select one, if there are several). If he declares for the usurpation, all the other leaders and combat units in the zone will follow him.

Note 3 : It is not possible in this way to attempt to take over a vexillation for the Enemies of Rome, unless the Usurper, or one of his generals, already controls three legions of the same front of the vexillation. In the contrary situation, the Usurper must fight the vexillation.

Success of usurpation

A/ If during phase F. of any game turn, a Roman leader and at least one Roman combat unit, controlled by the Enemies of Rome, occupies the City of Rome zone;

Design Note: In the case of the succession of Commode (see below), this will be very quick...

B/ If Augustus is defeated in a battle in which he directly participates (See 9.) ;

C/ If Augustus is assassinated during a Civil War in progress.

The usurpation succeeds and the two players exchange sides during phase A. of the following turn.

Note : If there are two legitimate Augustuses the conditions B/ and C/ are only sufficient if the two Augustuses are defeated or if the two Augustuses are assassinated.

Failure of a usurpation

When the Usurper is killed (battle, assassination ...), all the other leaders who rallied to the usurpation as well as the combat units under their control « return to the ranks » and return to fidelity to the legitimate Emperor.

Double usurpation

If the the Enemies of Rome player manages to simultaneously validate two usurpation attempts (This is the maximum authorised number), each of the two usurpers may attempt to rally leaders and combat units, as described above in the **Civil War** rules.

It is not possible to simultaneously validate two usurpations on the same Front. The player in charge of the Enemies of Rome must choose the leaders who will make the attempts in two separate Fronts. The two usurpers cannot be chosen on the same Front, nor can they use the same adjacent Front to extend the usurpation. *Example* : In 197 the the Enemies of Rome player attempts to validate the usurpation of Niger on the Danube Front and Albinus in the British Front. Albinus attempts to extend the usurpation to the German Front by virtue of C/ of the Civil War procedure. Niger in turn cannot try this a second time.

The two usurpers may fight together, exchange combat units or stack in the same zone because they belong to the same player.

After a successful usurpation: When the legitimate Augustus is killed, assassinated or when Rome falls, the Usurper with the biggest CP becomes *Augustus*. In the case of equality, the player chooses. The Usurper who does not become *Augustus* « returns to the ranks » and becomes a leader like the others, loyal to the new *Augustus* (remove his *Usurper* marker) with all his units.

A double usurpation does not succeed only when both the two usurpers are killed.

Special rule : the succession of Commode

If Commode is the legitimate Emperor (the probable situation in the scenario 5), his death gives rise to a succession outside the usual rule : on the death of Commode (from « natural causes » in phase D. of the game turn, or following an assassination or a defeat in phase E. of the game turn), the Pertinax leader counter immediately and automatically receives an *Augustus* marker. He becomes the legitimate Emperor and is controlled by the Roman player.

The Didius Julianus leader counter is immediately placed, on its back, in the Rome zone (even if Pertinax is already there), and receives a *Ursupateur* marker. He is controlled by the Enemies of Rome player and his usurpation attempt is automatically validated. All the combat units situated in the Rome zone pass immediately into the control of Didius Julianus. The Enemies of Rome player also immediately receives an assassination opportunity on Pertinax and him alone, without having to play a *stratagem* for this (this is in addition to opportunities offered by the *stratagems*). This possibility disappears on the death of Didius Julianus. If Didius Julianus becomes Augustus, after swapping rôles, the new player in charge of the Enemies of Rome may in turn choose a leader to try a usurpation that is automatically validated. The game then follows the rules given above, as during a normal usurpation (See above).

Note : If Pertinax is already dead when Commode dies, the players the apply a standard succession, without any extra Augustus or Caesar, with the following additional rule: The Enemies of Rome player must choose Didius Julianus as *Usurpateur* (automatically validated usurpation) and deploy him in Rome, as explained above. If Commode dies later than 200 A.D., the succession is then a fully standard one, without this extra rule.

5. Change of rôle

This follows a successful usurpation (See 4.5) :

Procedure

A Usurper, whose usurpation succeeds, becomes Augustus (exchange the *Usurper* marker with a *Augustus* marker) and is turned to its front.

The former legitimate Emperor is removed from the game (treat him as having been assassinated by his troops or having fallen on his sword).

All the Roman leaders are turned over to their front (white stripe) to show that the Civil War is ended, and move into the control of the new Roman player.

All the Roman combat units move into the control of the new Roman player.

The former Roman player takes control of all the combat units and of all the non Roman leaders. He becomes the Enemies of Rome player.

The PV of the two sides are exchanged on the track. (*Example* : Rome has 32 PV and Enemies of Rome 24 PV when the change of rôle occurs. After exchange, Rome has 24 PV and Enemies of Rome 32 PV).

6. Stratagems

All the stratagems counters available are placed in a cup and each player draws one randomly during Phase A. of each game turn. The Roman stratagems are used only by the Roman player. If the Enemies of Rome player draws a Roman stratagem, he keeps it without playing it and returns it to the cup, during **Phase F**. This operates the same way for the Roman player, with the Enemies of Rome stratagems. The mixed stratagems are used by the two players. A stratagem once played is immediately returned to the cup.

A usable stratagem may be played in the current turn or kept to be played during a later turn. There is no limit to the number of stratagems that a player may use in the same game turn. The different stratagems are listed below. The lettre in parentheses shows the phase during which it is possible to play the stratagem. If this is phase E., they are played at any moment of this phase (even during an opponent's SMC) with immediate effect.

6.1 – Roman Stratagems

Coup d'état parthe (E) : When this is played, the *stratagem* is placed in the Ctesiphon zone, The Enemies of Rome player must go to the **Ctesiphon** zone with at least one historical Leader (one with a name) and three combat units to use it (automatically). On each phase F. of the game, while this stratagem is in the Ctesiphon zone, the Roman player receives 3 PV.

Pacification d'un Minor Peuple (E) : This stratagem permits the immediate pacification of a Minor People (at the choice of the Roman player). The units of this People are instantaneously removed from play. This pacification, by diplomacy, does not require the 5 years of obligatory peace with Rome for this People, during the adjustments of phase F. (See 9.2.4).

Pacification de deux Mineur Peuples (E) : Ditto with 2 Minor Peoples. It may also be used to pacify just one.

Pacification de trois Mineur Peuples (E) : Ditto with 3 Minor Peoples. It may also be used to pacify one or two.

Pacification d'un Peuple majeur (E) : Ditto with a Major People. The leaders of this People are turned over to their Pax Romana side and redeployed by the Enemies of Rome player, with all the combat units of the People in question (including those eliminated during the game turn or those in any other zone of the empire), in their starting zones. This pacification, caused by diplomacy, does not count as an enforced peace of this People by Rome, for the adjustments in phase F. (See 9.2.4).

Pacification d'une Nationalité (E) : Ditto, with all the Peoples, Major or Minor of one Nationality (at the choice of the Roman player). It may also be used to pacify only one People (Major or Minor).

Pax Romana (E) : Ditto with all the non-Roman Peoples at war with Rome. It may also be used to pacify only one People (Major or Minor). This stratagem is only playable once per scenario. Once used, it is removed from the game and is not put back in the cup.

Roma Victor (E) : Playable before the battle resolution die-roll (which it replaces), it gives a result of 9 and + (if the stratagem is played by the attacker) or -2 and less (if the stratagem is played by the defender), in the relevant column of the **Table of Battle** (taking into account the column modifiers). If the the Enemies of Rome player plays the stratagem *Furor Germanicus* in the same battle, the two stratagems cancel out, and the dice is thrown normally. The stratagem cannot be played, in Civil War battle, against a Usurper.

6.2 - Enemies of Rome Stratagems

Usurpation d'un Augustus (C) : Playable only if there are two Augustus in play. The Enemies of Rome player may attempt a usurpation using the Augustus having the lowest CP (if equal, he may choose one of them). He throws d6 and the usurpation and the usurpation is only validated if the result is less than or equal to the CP of the Augustus attempting the usurpation. Now proceed as in 4.5 but with a bonus of 2 to the dice for all the tests taken in the phases B/, C/ and D/ of the procedure described in 4.5.

Usurpation d'un Caesar (C) : Playable only if there is at least one Caesar in play. The Enemies of Rome player may attempt a usurpation using the Caesar of his choice. He throws d6 and the usurpation is only validated if the result is less than or equal to the CP of the Caesar attempting the usurpation. Now proceed as in 4.5 but with a bonus of 1 to the dice for all the tests taken in the phases B/, C/ and D/ of the procedure described in 4.5.

Usurpation (C) : The Enemies of Rome player may attempt a usurpation using the Roman leader of his choice, **who is not Augustus or Caesar**. He throws d6 and the usurpation is only validated if the result is less than or equal to the CP of the designated leader attempting the usurpation. Now proceed as in 4.5,

Soulèvement d'un Peuple mineur (C) : The Enemies of Rome player chooses a Minor People which is at peace with Rome and declares war immediately, as described in 4.4.

Soulèvement de deux Peuples mineurs (C) : Ditto, with two Minor Peoples.

Soulèvement de trois Peuples mineurs (C) : Ditto, with three Minor Peoples.

Soulèvement d'un Peuple majeur (C) : Ditto, with a Major People.

Soulèvement de trois Peuples majeurs (C) : Ditto, with three Major Peoples. This stratagem can only be played once per scenario. Once used remove from play and do not return to the cup.

Furor Germanicus (E) : Playable before the battle resolution die-roll (which it replaces), of a battle **in which at least one unit of a People of German Nationality participates** it gives a result of 9 and + (if the stratagem is played by the attacker) or -2 and less (if the stratagem is played by the defender), in the relevant column of the **Table of Battle** (taking into account the column modifiers). If the Roman player plays the stratagem *Roma Victor* in the same battle, the two stratagems cancel out, and the dice is thrown normally.

The flèche de le Parthe (E) : Playable after any battle, and the application of its results, in which a Persian (sic) combat unit is involved. It permits the Enemy of Rome player, whatever the result of the battle, to eliminate a Roman unit of his choice.

Intrigue au Sénat (E) : This stratagem is placed in the Rome zone, when it is played. The Roman player must move to the Rome zone with at least one *Augustus* and all the Praetoriae Cohortis units in play, to remove it (automatically). In each phase F. of the game, during which the stratagem is in the Rome zone, the Enemy of Rome player scores 2 PV.

Note : For the stratagems of « soulèvement », the number of Peoples noted is a maximum. For example, if there are only two Major Peoples presently at peace with Rome and the player uses the stratagem *Soulèvement de trois Peuples majeurs*, then only two Peoples may declare war...

6.3 – Mixed Stratagems

Initiative (B) : Permits the reversal of the result of the initiative die roll.

Fuite opportune (E) : This stratagem may be played before any combat and permits evasion by moving one's force to a zone free of enemy combat units but within the movement and stacking limits. This « fuite » is done after the enemy movement is finished, just before the resolution of the combat. The attacking player cannot continue his movement.

Assassination (E) : This stratagem permits an assassination attempt against any enemy leader. Throw 1d10. If the result is of 8 or 9, the enemy leader is killed and removed from play. A leader stacked with the Corporis Custodes marker benefits from a -1 to the dice score.

Foyer of peste (E) : This stratagem is placed in any zone of the map. All the combat units in that zone are immediately reduced (those that are already reduced are eliminated). All leaders present must test for survival with the throw of 1d10. If the result is 9, the leader dies and is removed from play. The zone is infested by the plague for the entire game turn. All combat units or leaders entering the zone suffer the same as those who started there. **The stratagem « Peste » is removed from the map at the end of phase E., before phase F.**

Épidémie of peste (E) : Ditto. But all the neighbouring zones to the zone where the marker is placed are also infested. In the zones adjacent to the source of plague (where the marker is placed), the combat units already reduced remain, they are not eliminated. However, the leaders must test for survival as if they were in the source zone.

Alliance arménienne (E) : Armenia changes of status. Turn over the marker (See 4.2).

Mutinerie (E) : This stratagem is used against Roman units of the Roman player or against **Parthian** combat units of the Enemies of Rome player. The units must be within the Roman Empire (for the Roman combat units) or in their starting zone (for the Persian combat units). The marker is placed in a zone with Roman units or Persians without a leader. The combat units in the zone are placed under the stratagem and are immobile. **The mutineer units may retreat after combat, within the movement limit, but otherwise are immobile. The marker « mutinerie » stays with them them, until their elimination.** When the owning player attempts to destroy them, they must fight a battle (as if they were enemy units). In each phase F., the player with units under a *stratagem* « mutinerie » is penalised of 2 PV, per stratagem counter on the map. The mutinous units never co-operate nor can be in the same zone with friendly or enemy units without fighting them. **The mutinous units do not count for the exit limitations of fronts and are not affected by the adjustments listed in 9.2.**

Désertion (E) : This stratagem is used against Roman units of the Roman player or Persians or Roman combat units of the Enemies of Rome player. The marker is placed in a zone with the Roman or Persian units, All the combat units of the enemy player in the zone are immediately reduced, those already reduced are eliminated.

Faveur divine (E) : This stratagem allows the using player to choose the result of any die roll which he makes or annul the result an enemy die-roll and replace it with the result that he wishes. **Die-roll modifiers are not impacted and must still be applied to final result.**

Note : Only the « generic » leaders eliminated following an assassination or foyer / épidémie de peste *stratagem* may return to play in phase C. of the following turn. The historical leaders historiques (with a name) are out of play.

7. Movement

This the General Rule relating to movement by the two sides, in addition to the rules in paragraph 3.5 and 4.3 :

During phase E1. of its SMC :

- A combat unit (**alone or with a leader**) must halt upon entry to a zone containing an enemy combat unit;
- A combat unit (whether or not accompanied by a leader), may continue its movement across a zone occupied only an enemy leader (or several). The leaders suffer no penalty if the enemy combat unit continues its movement and leaves the zone ;
- **A leader alone may continue its movement across a zone occupied by enemy units without suffering any penalty. A leader accompanied by combat units must stop (with them) as soon as he enters a zone occupied by one (or several) enemy combat units ;**
- A leader by himself in a zone with enemy combat units, at the end of movement, must immediately attempt to evade to a zone free of enemy combat units. Throw 1d10, if the result is 9, the leader is killed (remove him from play), otherwise, he may be moved freely to an adjacent zone free of enemy combat units (whatever the cost in PM might be). If there is no free zone, the leader is killed.

7.1 Terrains

- The movement occurs from one zone to an adjacent zone. The zones which touch only at a vertex are treated as adjacent.

- Movement from one zone to another costs 1PM.
- Crossing one of the 4 major rivers (Rhenus, Danuvius, Tigris and Euphrates) costs one extra PM, when it is the border of a zone. *Example* : Moving from the Roxolani zone to the Moesia Inf. zone costs 2PM, but moving from the Hermunduri zone to the Monguntiacum zone costs 1PM.
The other rivers (Sequana, Liger, Rhodanus, Nilus etc.) are purely decorative
- Crossing straits costs 1 extra PM (See the map).

7.2 Limits applying to terrain

One cannot spend more than 2 PM in the same SMC, for movement occurring entirely in the zones *outside the Roman Empire* of Germania (right bank of the Rhenus and of the Danuvius), of Britannia and of Africa (Gaetuli, Garamentes and neighbouring zones). The eastern zones *outside the Roman Empire* (Parthians, Armenia, Scenarchia, Adiabene and Osrhoene) are not so limited.

Examples : 1. At the start of his SMC, Septime Sévère and three combat units are in the Deva and Eburacum zone. They can move two zones to the North and must then stop (spending 2 PM consecutively outside the empire). They cannot spend their third PM to enter the most northern zone of Britannia during this SMC. They must await the next Roman Player SMC to do so.

2. Pertinax and three combat units are in the Jazyges zone. In the same SMC, they may enter the Daces zone (1st PM), then into Dacia (2nd PM), and finally the Roxolani zone (3rd PM). As the movement did not occur entirely in zones outside the Roman empire, the limit of 2PM does not apply.

8. Combat

General Rule

Combat occurs when of enemy combat units are in the same zone.

The player who has completed his movement and begins phase E2 of his SMC is called the attacker, the other player, who occupies the zone, is the defender. All the combat units and leaders of the same side, assembled in a given zone, are termed a Force. Battles occur between an attacking force and defending force.

Combats are mandatory, but the defender may attempt to evade, and thus leave the zone

8.1 Evasion

The defender may attempt to evade combat, if it has at least one leader in the zone. To do so, he throws 1d6, if the result is less than the VS of the leader present in the zone (the best VS if there are several leaders), the defender may evade the combat in by moving one zone, into an adjacent zone (whatever the cost in PM might be), free of enemy combat units or of friendly forces armies with whom stacking is not permitted under the Limits of movement.

Note : Two zones separated by a strait are treated as adjacent.

Evasion cannot be made into zones where there are attacking forces. If no zone is available, the evasion fails.

Example : A Roman unit of the Enemy of Rome may not evade into a zone outside the Roman Empire or into a zone occupied by Quades combat units.

Each leader who succeeds in evading may only do so with the number units that his CC permits him to move.

8.2 Resolution of combat

If defender accepts combat, or if his evasion attempt fails, a battle occurs.

All the combat units of two players and all the leaders in the zone are obliged to participate in the battle. The two players total the PF of their force then calculate the odds (rounded in favour of the defender). *Example* : a force of 55 PF attacks a force of 37 PF, the odds 55/37 = 1,48. 1,48 is less than $3/2 = 1,5$, the odds are rounded to 5/4. They then check the **Table of Battle**, to get the result of the combat, applying all the modifiers listed there.

Design Note : the **Table of battle** is inspired by that of **Imperium Romanum II** (as enthusiasts will have noticed), for the force odds, with some notable adaptations in the results obtained.

8.3 Winner and loser

The winner of the battle is shown in bold in the result on the **Table of Battle**. The loser must leave the zone under the same limits as for evasion (See 8.1). If retreat is impossible the combat units and their leaders are eliminated.

Results

Design Note : The results may appear very « bloody », as an ancient battle always ended with combat losses of over 80% of the defeated army. In **Imperator**, elimination or reduction of a unit are never complete (See **9.2 Adjustments**), these notions correspond more to the reduction or to the destruction of the operational capacities of a unit, for the current campaign (that is to say a year).

E = All the combat units of the force are eliminated

A = All the combat units of the force are reduced, units already reduced are eliminated.

1/4, 1/2, 3/4 = Reduce 1/2, 1/4 or 3/4 of the units (in number of units, not in number of PF), up to the limit of the number enemy units reduced or eliminated. Always round the number of units in the owner's favour.

Example : The attacker has 6 combat unit, the defender 9. The result is **1/2 / A**. All the units defender's units are reduced (those already reduced are eliminated). The attacker must reduce 1/2 of 9 which is 4.5 units, rounded to 4 (if he choses to or is required to reduce units already reduced, they are eliminated).

R = No losses

Note : If the winner player must reduce more units that he possess, he limits the reduction to all of his units. *Example* : 2 units in normal state attack 4 reduced units, the result of the combat is $\frac{3}{4}$ - A ; The winner is the attacker, who must reduce 3 units. Because he only has 2, he limits reduction to those 2 units.

8.4 Leader death

The leaders a force which suffers a E result or a force which cannot retreat after combat are eliminated.

Civil War only :

Augustus, Caesar or Usurper leaders, present in the battle zone, are eliminated if their force is defeated and must retreat (as required by the result from the Table).

Design Note : In a Civil War, an Emperor or a Usurper only exceptionally survived a personal defeat. In effect, the legionaries, impressed by the winner's support, do not wish to die for their defeated leader.

8.5 Modifiers

These are listed in the **Table of Battle** and use the following concepts:

Average Quality. This consists of the QT of the combat units in the same zone (the force), which is used for battles. The calculation is as follows : the players take the average QT of their units of in the zone, always round down to the lower whole number. *Example* : The Average Quality of a force composed of the XIIe Fulminata (1), of the IIIe Gallica (1) and of the Vexillation of the Danube Front (3) is of 5 divided per 3 = 1,66 rounded to **1**.

Tactical Bonus. In a battle, the BT of a force is the best BT of the leaders present in the battle zone. If a force has no leader, the BT for the battle is found by calculating the average BT of the combat units comprising the force (same method of calculation as for Average Quality).

Political Capacity (used only during a battle between 2 Roman forces, during a Civil War). For a battle, the CP of a force is the best CP of the leaders present in the battle zone (it is 0 if there is no leader)

9. Reinforcements and adjustments

9.1 Reinforcements

General Rule

In **Imperator** there are reinforcement Romans camps and combat units. Each possesses an entry date.

Reinforcement Camps

The 5 Roman Reinforcements camps are designated on the map (with a different symbol from the others), but they are not treated as existing until phase A. of the game turn of the year of their construction.

The dates of construction are the following :

169 : Lauriacum and Castra Regina

196 : Rhesaenna, Singara and Castra Albana

Regarding the adjustment rules (See **9.2**), the Rhesaenna and Singara zones are treated as part of the Roman Empire after 196. They are integrated into the Orient Front.

Reinforcement units

These have an **R** symbol on their counter.

The units enter play in the zone of their base camp or city, during phase D. of the game turn corresponding to the year of their constitution. The reinforcement vexillations are not deployed on the map, but are available in phase C. of the game turn of their constitution.

The dates of constitution, and the base camps or cities are shown on the **Legion Deployment Table**, under **Reinforcements**.

9.2 Adjustments

The military campaigns followed, in the Roman era, an annual cycle, punctuated by the passage of the seasons. The adjustments in phase F. correspond to the return to winter quarters.

These occur, during phase F. of each game turn, in the following order :

9.2.1 Adjustments relating to fleets

The position of the two markers fleets is checked. If the markers are not in their starting port, they are eliminated and only return to the game 5 turns later, during phase D. (Reinforcements). Place the marker on the turn track to remind you of its return to play.

Example : the Ravenna fleet is on the open sea during phase F. of the game turn of 178. It is removed from play, as well as the units which are on board (these return to play immediately, See **Adjustment of combat units and of leaders Romans**, but the leaders are eliminated). The Ravenna Fleet marker is on the 184 box of the turn track and returns to play as a reinforcement during phase C. of the turn of 184.

9.2.2 Adjustments of combat units and of Roman leaders (of both sides)

- The Roman combat units of the Roman player which are outside the Roman Empire are placed in their starting camp zone on their reduced side. If the starting camp zone (See **Legion Deployment Table**) is occupied by a unit of the Enemies of Rome player, place them on their reduced side in any other zone of their Front with a camp. If they are all occupied, place them on their reduced side in any non-frontier province zone (at the choice of the Roman player).
The leaders outside the Roman Empire with their units are moved with one of the units with which they were stacked. The leaders alone in a zone outside the Roman Empire are eliminated.
- The combat units and the leaders of the Roman player in the interior of the Roman Empire stay in position if they are adjacent (including across a strait) to a combat unit of a Minor or Major Peoples at war with Rome, or an enemy Roman combat unit, or if they are in their own front (within non-frontier provinces for the Rome garrison units). Otherwise, they return to the zone of their starting camp (of their starting city for the Rome garrison units). If this camp is occupied by the enemy, the units are placed in the camp, unoccupied by the enemy, with is nearest the starting zone. The units of the garrison of Rome, remain in place if Rome is occupied by the enemy. Combat units are reduced if they are in a zone devoid of a city, port or camp (if they are already reduced, they remain reduced and are not eliminated). The combat units already reduced are turned back to their normal side if they are in a zone with at least one city or a camp ;
- The combat units and the Roman leaders of the Enemies of Rome player (the Usurper, his generals and their troops) stay in position. The combat units are reduced if they are in a zone devoid of city, port or camp (if they are already reduced, they remain reduced and are not eliminated). The combat units already reduced are turned to their normal side if they are in a zone with at least one city or camp.
- The Roman combat units of the Roman player which have been eliminated during the game turn are replaced in their starting camp zone on their normal side. If the starting camp zone is occupied by an Enemies of Rome player unit, place them on their reduced side in any other zone of their Front with a camp. If they are all occupied, place them on their reduced side in any non-frontier province zone (at the choice of the Roman player).
- The Roman combat units of the the Enemies of Rome player which were eliminated during the game turn are placed their normal side in the zone with the Usurper who

controlled them. If the units in a zone devoid of a city, port or camp, they are placed on their reduced side.

Exception : Vexillations use a different rule. During phase F. of each game turn, they remain in place if they are in the Roman Empire. If the units in a zone devoid of a city, port or camp, they are turned on their reduced side, or eliminated if they are already reduced. They cannot be recreated during phase C. of the following turn, following Rule 3.4.

If they are outside the Roman Empire, they are redeployed to the zone containing the nearest camp (if more than one the player chooses). They remain, in this case, on their present side (normal or reduced). The leaders stacked with them follow them in their redeployment.

9.2.3 Adjustments relating to the number of vexillations

Once all the above adjustments are completed, the Roman player checks the number of vexillations already in play on the map. He must ensure that there are always 3 reduced combat units (legions), for each vexillation that is on the map. These groups of 3 combat units must be from the same Front as the vexillations. If this is not the case, he turns on their reduced sides the necessary number of legions, chosen freely [from that Front?], to arrive at the number required.

Example : After the adjustments of combat units, there are on the map two vexillations of the Danube, of which one is reduced, and one vexillation of Germania. Amongst the legions of the Danube Front, 4 are reduced and all the legions of the Germania Front are on their normal side. The Roman player must choose 2 legions of the Danube and 3 of the Rhin and turn them on to their reduced side.

Note : Following a usurpation and the change of sides by legions, if the Roman player does not have enough reduced or reduceable legions, in any front, to support the number of vexillations in play, he must remove vexillations, to correct the situation.

9.2.4 Adjustment of units and of the status of Non-Roman Peoples

During phase F. of each game turn :

- The Minor Peoples all of whose combat units have been eliminated are pacified. Their combat units are not replaced on the map. The combat units of a Minor People pacified by force (not by a *stratagem*, See *exception* below) cannot be used for 5 years and the People cannot declare war, via the use of a *stratagem*, until after this period. They are placed on the corresponding box on the Turn track to record their return
- *Example* : The Roxolani are pacified during phase F. of the turn of 202. The Roxolani combat units are placed on the 208 box on the turn track. During phase C. of the turn of 208, the Roxolani may once again declare war and their units may be deployed on the map.
- The Minor Peoples with at least one combat unit already on the map (whether reduced or normal) remain at war with Rome. Their combat units remain on the map in their current position and are turned to their normal side, **if they are reduced and are in one of their starting zones or a zone containing at least one city, if they are reduced**. The combat units eliminated are replaced in their starting zones, on their normal side;
- Major Peoples all of whose combat units are eliminated are considered to be pacified. All their combat units and their leaders are replaced on the map, by the player who controls them, in their starting zones. The units are placed on their normal side and the leaders are placed on their Pax Romana side and the People is at peace with Rome. The marker of Major People pacified by arms (not by a *stratagem*, See *exception* above) is removed from the cup used for declarations of war (Phase C. of the game turn) and is not used for 5 years. It is placed on the corresponding box for its return to play on the turn track. Declaration of war by a *stratagem* is also impossible during this period. *Example* : The Quades are pacified during phase F. of 179. The Quades marker is not returned to play, it is placed on the 185 box of the game turn track. During phase C. of the turn of year 185, it is replaced in the cup and the Quades may once more go to war with Rome (by random draw or via a *stratagem*), See 6.1 ;
- The Major Peoples with at least one combat unit already on the map (whether reduced or normal) remain at war with Rome. Their combat units already on the map remain where they are and are turned over onto their normal side, **if they are reduced and they are in one of their starting zones or in a zone with at least one city**. Their combat units eliminated during the turn are replaced in their starting zones on their normal side. The « generic »

leaders (See 4.1) which were eliminated are returned to play during phase C. of the following turn;

- Armenia retains its status (Romain or Parthian) and its unit, if it is eliminated it is replaced in the Armenia zone.

Exception : If a Major or Minor People is pacified via a stratagem, the limit of 5 years of peace does not apply, and the People in question may declare war again the next year, via a stratagem or the random draw of the marker of the People in question.

10 . Victory

Victory is decided by Victory Points (PV). These are recorded with the markers units, tens and hundred on the PV track.

PV collected during play

The Roman player scores :

- 1 PV per battle won with a total (attacker + defender at the start of the battle) of 35 PF or more ;
- 1PV per Enemy of Rome leader eliminated in combat or assassinated.

The Enemies of Rome player scores :

- 1 PV per battle won with a total (attacker + defender at the start of the battle) of 35 PF or more;
- 1PV per Enemy of Rome leader eliminated in combat or assassinated. (CHV : that's what it says !)

PV collecting during of the campaign score phase (F.)

The Roman player scores

- 1 PV per Minor People pacified by force (See 9.2) ;
- 1 PV if Augustus (or an Augustus) is in Rome ;
- 1 PV if Armenia is Roman ;
- 1 PV if no Civil War is in progress ;
- 2 PV per Major People pacified by force (See 9.2) ;
- 3 PV if the marker turn is on its *Pax Romana* side;
- 3 PV if the *Coup d'état parthe stratagem* is placed in Ctesiphon ;
- -2 PV per zone with Roman units with a *Mutinerie stratagem*;
- -3 PV per Front in excess of the limit of Reserve Fronts (See 3.3).

The Enemies of Rome player scores :

- 1 PV per **non Roman** combat unit in a zone in one of the Fronts of the Roman Empire ;
- 1 PV if Armenia is Parthian ;
- 1 PV no Praetoria Cohortis unit is in Rome ;
- 2 PV if the Intrigue in the Senate *stratagem* is in the Rome zone;
- 3 PV if a usurpation is in progress ;
- 3 PV per **Non Roman** combat unit present in a zone of non-frontier provinces ;
- -1 PV if the turn marker is on the *Pax Romana* side ;
- -2 PV per zone with of Persian units and a *Mutinerie stratagem*.

Level of victory

The player having the most PV at the end of a scenario is declared winner (unless there are different instructions in the scenario).

If the winner has more than twice of PV, the victory is decisive.

If the winner has more than five times as many PV, the victory is definitive.

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TABLES

Combat Table

1d6	Odds									
	1/3 and -	1/2	2/3	4/5	1/1	5/4	3/2	2/1	3/1	4/1 and +
-2 and -	E / R	E / R	E / R	A / R	A / R	A / R	A / 1/4	A / 1/4	A / 1/4	R / R
-1	E / R	E / R	A / R	A / 1/4	A / 1/4	A / 1/4	A / 1/2	A / 1/4	R / R	R / R
0	E / R	A / R	A / 1/4	A / 1/4	A / 1/4	A / 1/2	A / 1/2	R / R	R / R	3/4 / A
1	A / R	A / R	A / 1/4	A / 1/2	A / 1/2	A / 3/4	R / R	R / R	3/4 / A	1/2 / A
2	A / R	A / 1/4	A / 1/4	A / 1/2	A / 3/4	R / R	R / R	3/4 / A	1/2 / A	R / A
3	A / R	A / 1/4	A / 1/2	A / 3/4	R / R	R / R	3/4 / A	1/2 / A	1/2 / A	R / A
4	A / 1/4	A / 1/2	A / 1/2	R / R	R / R	3/4 / A	1/2 / A	1/2 / A	1/4 / A	R / A
5	A / 1/2	A / 1/2	R / R	R / R	3/4 / A	1/2 / A	1/2 / A	1/4 / A	1/4 / A	R / A
6	A / 1/2	R / R	R / R	3/4 / A	1/2 / A	1/2 / A	1/4 / A	1/4 / A	R / A	R / A
7	R / R	R / R	1/2 / A	1/2 / A	1/4 / A	1/4 / A	1/4 / A	R / A	R / A	R / E
8	R / R	1/4 / A	1/2 / A	1/4 / A	1/4 / A	1/4 / A	R / A	R / A	R / E	R / E
9 and +	1/4 / A	1/4 / A	1/4 / A	R / A	R / A	R / A	R / A	R / E	R / E	R / E

Results :

These are shown in the following fashion : result of the attacker / result of the defender

The winner of the battle is shown in **bold**. The loser must leave the zone, if he is not eliminated.

- E = All the combat units of the force are eliminated.
- A = All the combat units of the force are reduced, units already reduced are eliminated.
- Reduce 1/2, 1/4 or 3/4 of the units (in number of units, not in number of PF), with the limit of the number of enemy units reduced or eliminated. Always round the number of units reduced in the owner's favour.
- R = No losses.

The leaders of a force which suffers an E result are eliminated.

Civil War only :

The leaders Augustus, Caesar or Usurper, presents in the zone or after a battle, are eliminated if their force is beaten and must retreat (as required by a result obtained from the Table).

Dice Modifiers:

a) + BT of the attacker – BT of the defender .

b) -1 if an Enemies of Rome force (Non-Roman units only) is the defender in a zone outside of the Roman Empire.

c) +1 if an Enemies of Rome force (Non-Roman units only) is the attacker in a zone outside of the Roman Empire.

Where combat is between Forces composed only of Roman units (Civil War) :

d) +1 if the attacker has a CP higher than the defender .

e) -1 if the attacker has a CP lower than the defender .

Note : all modifiers are cumulative

Column Modifiers:

a) Move the result on column to the right if the attacker has an Average Quality superior to that of the defender .

b) Move column to the left if the attacker has an Average Quality lower than that of the defender .

c) Move the result of 2 columns to the right if the attacker has an Average Quality double (or more) that of the defender .

d) Move the result of 2 columns to the left if the defender has an Average Quality double (or more) that of the attacker.

Note : a) and c), as well as b) and d) are not cumulative.

Events Table

One of the players throws 1d6 and 1d10 and adds the two scores. The total gives the n° of event that occurs immediately :

1d6 + 1d10	Events
1	Unhealthy Rome. The cosmopolitan capital of the empire is struck by an epidemic, All the combat units in the Rome zone are turned to their reduced face. If an Augustus is in Rome, he suffers the results of Event n°4.
2	Year of disastrous weather. The movement allowances of all the leaders and of all combat units are reduced by 1 for the entire turn.
3	The legions are discouraged. In all combats, the Romans suffer a malus of 1 to the dice, against them.
4	Illness of the legitimate emperor. Augustus is gravely ill, he may not leave the zone in which he is located for the whole year. If he must leave the zone in which he is placed, following a lost battle, he dies. <i>Note</i> : If there are two Augustuses, the player choses the ill Augustus. The BT of the ill Augustus is not taken into account in any combats.
5	German warlike vigour. In the battles in which at least one unit of German Nationality participate, the Enemies of Rome player receive a bonus of 2 to the dice, in his favour.
6	Political Agitation in Rome. The Senate is in uproar, Augustus (or at least one of two, if there are two) must stay in or return with all speed to Rome (use all his PM on the most direct route) and stay there for the rest of the turn.
7	Hard Winter. The total number of SMCs for the turn is reduced by 1.
8	Pacific Influence of the Gods. The number of SMC for the turn is reduced to a total of two (one for each player , starting with the one with the initiative).
9	Neptune's Rage. Tempests and pirates make sea voyages risky. Naval movement is prohibited all turn.
10	Tenacity of the Enemies of Rome. At the end of phase E., the Enemies of Rome player receives an extra SMC, in addition to those for the turn.
11	Donative to the Praetorians. In all the battles in which all the Praetoriae Cohortis combat units participate, the Romans benefit from bonus of 1 to the dice in their favour.
12	Donative for the legions. In all combats, the Romans have a bonus of 1 to the dice in their favour.
13	Plague in the East. All the combat units on the Orient Front or in the Armenia, Parthian, Adiabene and Osrhoene zones are turned to their reduced side. Those that are already reduced are removed from play for this game turn. The leaders do not suffer the effects of the Plague.
14	Armenian Changeability. Armenia changes sides. Change the Armenian status marker.
15	Famine in Germania. All the German Peoples are reduced. In all the battles in which a German combat unit participates, the Enemies of Rome player suffers a malus of 1 to the dice to his disadvantage.

Note : The bonus and the malus for battles, noted in the Table of Events, are either positive, or negative, depending on whether they benefit attacker or defender .

Example : Event 3 gives a malus of 1 to the Romans. If the Romans are attacking, the dice modifier for battle resolution will be –1 to the dice, if they are the defender it will be +1.

Legion Deployment Table

British Front :

Ile Augusta at Isca, VIe Victrix at Eburacum and XXe Valeria Victrix at Deva

Rhine Front:

Ie Minervia at Bonna, VIIIe Augusta at Agenatrate, XXIe Primigenia at Mongutiacum and XXXe Ulpia at Castra Vetera

Danube Front:

Ie Adiutrix at Brigetio, IIe Adiutrix at Aquincum, Xe Gemina at Vindobona, XIVe Gemina at Carnuntum, Ie Italica at Novae, IVe Flavia at Singidunum, Ve Macedonica at Troemsis, VIIe Claudia at Vinimiacum, XIe Claudia at Durostorum and XIIIe Gemina at Apulum

Orient Front :

XIIe Fulminata at Melitene, XVe Apollinaris at Satala, IIIe Gallica at Emesa, IVe Schytia at Antiocha, XVIe Flavia at Cyrrhus, VIe Ferrata at Caparcotna, Xe Fretensis at Aelia Capiatlina, IIIe Cyrenaica at Bostra

Southern Front :

IIIe Augusta at Lambaesis, IIe Traiana at Nicopolis and VIIe Gemina at Legio

Rome :

Praetoria Cohortis, Equites Singulares, Urbanae Cohortis (1 counter)

Lugdunum :

Urbanae Cohortis (1 counter)

Reinforcements :

169 : IIe Italica at Lauriacum – Danube Front

169 : IIIe Italica at Castra Regina – Danube Front

170 : A supplementary vexillation for the Danube Front

194 : Praetoriae Cohortis at Rome – non-frontier provinces

196 : Ie Parthica at Rhesaenna – Orient Front

196 : IIe Parthica at Castra Albana – non-frontier provinces

196 : IIIe Parthica at Singara – Orient Front

196 : Urbanae Cohortis at Rome – non-frontier provinces

197 : A supplementary vexillation for the Orient Front

Leader Arrival and Death Table

		Throw 1d10 per leader during phase D of the game turn of each year listed below.									
Leader	Start	<1	<2	<3	<4	<5	<6	<7	<8	<9	Death
Lucius Verus	161	165	166	167	168	169	170	171	172	173	174
Marc-Aurèle	161	176	177	178	179	180	181	182	183	184	185
Avidius Cassius	161	176	177	178	179	180	181	182	183	184	185
Martius Verus	161	176	177	178	179	180	181	182	183	184	185
Stadius Priscus	161	176	177	178	179	180	181	182	183	184	185
Tarrutienus Paternus	169	186	187	188	189	190	191	192	193	194	195
Claudius Pompeianus	169	186	187	188	189	190	191	192	193	194	195
Helvius Pertinax	169	191	192	193	194	195	196	197	198	199	200
Macrinus Vindex	169	191	192	193	194	195	196	197	198	199	200
Basseus Rufus	169	191	192	193	194	195	196	197	198	199	200
Maximianus	175	191	192	193	194	195	196	197	198	199	200
Commode	175	191	192	193	194	195	196	197	198	199	200
Perennis	180	191	192	193	194	195	196	197	198	199	200
Quintus Aemilianus	180	191	192	193	194	195	196	197	198	199	200
Didius Julianus	(a)	191	192	193	194	195	196	197	198	199	200

Pescennius Niger	185	207	208	209	210	211	212	213	214	215	216
Clodius Albinus	185	207	208	209	210	211	212	213	214	215	216
Septime-Sévère	185	207	208	209	210	211	212	213	214	215	216
Valerius Valerianus	190	207	208	209	210	211	212	213	214	215	216
Aselius Aemilianus	190	207	208	209	210	211	212	213	214	215	216
Marius Maximus	190	207	208	209	210	211	212	213	214	215	216
Biggus Dickus	190	207	208	209	210	211	212	213	214	215	216
Fabius Cilo	190	210	211	212	213	214	215	216	217		
Claudius Candidus	190	210	211	212	213	214	215	216	217		
Claudius Claudianus	190	210	211	212	213	214	215	216	217		
Novius Rufus	195	210	211	212	213	214	215	216	217		
Laetus	195	210	211	212	213	214	215	216	217		
Caracalla	205	213	214	215	216	217					
Géta	205	213	214	215	216	217					
Flavius Maternianus	210										
Opelius Macrinus	210										
Vologèse III	161	176	177	178	179	180	181	182	183	184	185
Chosroes	161	181	182	183	184	185	186	187	188	189	190
Vologèse IV	(b)	191	192	193	194	195	196	197	198	199	200
Vologèse V	(c)	213	214	215	216	217					
Artaban V	(c)	213	214	215	216	217					

In this table, the arrival date of each leader is shown in the **Start** column:

The leaders are placed on the map, with any friendly unit, during phase C. of the game turn indicated (unless otherwise stated in the Scenarios).

Exceptions :

(a) Enter game via **4.5 Special Rule : Succession of Commode**

(b) Enter game on the turn following the death of Vologèse III

(c) Enter game on the turn following the death of Vologèse IV

The death of each leader is checked during phase D of each game turns corresponding to the years listed in the table. One throws 1d10. If the result is less than the number listed, the leader dies and is permanently removed from play. The **Death** column shows the year in which death is automatic.

Example : For Lucius Verus a result of 6 keeps him alive in 170, but the same result of 6 will kill him in 171. If he is not dead already, Lucius Verus will automatically die in 174.