

Imperator Scenarios (*Frédéric BEY, translated Charthes Vasey*)

Scenarios 1 to 5 appeared in *Vae Victis* n°42 and n°6 in n°43.

Scenario 1 : The usurpation of Avidius Cassius

This hypothetical Scenario (after having been proclaimed emperor by the legions of Syria, Avidius Cassius was assassinated, before starting his campaign against Marc-Aurèle) is designed to familiarise the players with the game's mechanisms.

Rules

The Scenario is played without using the non-Roman leaders and combat units (Ignore the rules regarding them : Declarations of War etc.).

The *stratagems*, and the rules regarding them , as well as the use of the **Event Table** are also ignored. Do not use the **Leader Death and Arrival Table** (no test for death of leaders in phase D. of each turn).

Duration

The Scenario lasts 4 turns. It starts with phase A. of 175 with a usurpation by Avidius Cassius already validated (as if it had occurred in 174).

It ends at the end of 179.

Initiative

The Enemy of Rome player automatically has the initiative during 175.

Starting Positions

Roman Player :

Marc-Aurèle is sole *Augustus*. Commode is sole *Caesar*.

Marc-Aurèle and Commode in the zone of Rome ;

Martius Verus in the zone of Melitene ;

Tarrutenius Paternus in the zone of Durostorum ;

Claudius Pompeianus in the zone of Vinimiacum ;

Helvius Pertinax in the zone of Aquincum ;

Maximianus in Pannonia in the zone of Vindobona

Macrinus Vindex in the zone of Monguntiacum

Basseus Rufus in the zone of Londinium

Enemy of Rome Player (counters turned over) :

Avidius Cassius in the zone of Antiocha

Statius Priscus in the zone of Caparcotna.

Combat units

The Roman combat units are placed according to the **Legion Deployment Table** , for 175. Rome controls all the combat units, except the combat units in the same zone as the leaders of the Enemy of Rome player.

Victory

The player with the most PV at the end of the Scenario wins.. The game ends with an enemy victory in the event of the death of Marc-Aurèle or of Avidius Cassius (see **8.4 Leader Death**).

Scenario 2 : The wars of Marc-Aurèle (161-180)

This Scenario covers the reign of the philosopher emperor, confronted one after the other by the Parthian menace, then that of the Quades and the Marcomans.

Rules

All rules are in use, apart from the **Leader Death and Arrival Table** for the entry of new leaders (no test for the death of leaders in phase D. of each turn).

Duration

The Scenario starts with phase A. of 161. The Parthian Major People and the Osrhoene and Adiabene Minor Peoples are at war with Rome.
It ends at the end of 180.

Initiative

The Enemy of Rome player automatically has the initiative for 161.

Starting Positions

Roman Player :

Marc-Aurèle and Lucius Verus are *Augustus*. Armenia is Roman.

Marc-Aurèle and Lucius Verus in the zone of Rome;

Staius Priscus in the zone of Castra Vetera ;

Avidius Cassius in the zone of Aquincum ;

Martius Verus in the zone of Durostorum.

The Roman combat units are placed according to the **Legion Deployment Table** , as at 161.

Enemy of Rome Player (counters turned over) :

The Parthian combat units and leaders, Vologèse III and Chosroes, are placed freely in the 4 Parthian starting zones.

The Osrhoene and Adiabene combat units are placed in their starting zones.

All the leaders and the combat units of other Major Peoples are placed on the map in their starting zones, with the leaders on their Pax Romana side

Victory

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

Scenario 3 : The Great Civil War of 193-197

This Scenario covers The civil war which torn apart the Empire after the death of Commode.

Pertinax was only Augustus for a few weeks before he was assassinated by the Praetorians. An unscrupulous senator, Didius Julianus, bought the purple from these Praetorians, but 3 generals were at the same moment proclaimed emperors by their legions! A fight to the death ensued between Didius Julianus and his three rivals : Septime-Sévère, Clodius Albinus and Pescennius Niger.

Rules

All rules are in use .

The Enemy of Rome player receives, before the beginning of the game, a usurpation of a Caesar *stratagem* and can use it in 195.

Novius Rufus enters play in 195 in the Thegio zone and Laetus in the zone with Septime Sévère.

All the Non-Roman Peoples begin the Scenario at peace with Rome.

Duration

The Scenario begins with phase A. of 193. with a double usurpation already validated (as if it occurred in 192)

It continues until only one of the following 4 leaders is alive : Didius Julianus, Septime-Sévère, Clodius Albinus and Pescennius Niger.

Initiative

The Roman Player automatically has the initiative in 193.

Starting Positions

Roman Player :

Septime Sévère is sole *Augustus*. Clodius Albinus is sole *Caesar*. Armenia is Roman.

Design Note : **Imperator** is only for two players. You should note that, at the beginning of the Scenario, Septime Sévère being the legitimate Augustus légitime is only an artifice to establish the rôles of the two sides (there were, in fact, 4 distinct historical factions).

All the leaders with an arrival date earlier than 190 are already dead except for those listed below :

Septime Sévère in the zone of Carnuntum ;

Valerius Valerianus in the zone of Aquincum ;

Marius Maximus in the zone of Castra Vetera ;

Fabius Cilo in the zone of Vinimiacum ;

Claudius Candidus in the zone of Argentorate ;

Claudius Claudianus in the zone of Durostorum ;

Clodius Albinus in the zone of Londinium.

Enemy of Rome Player (counters turned over) :

Didius Julianus and Pescennius Niger are *usurpers*.

Didius Julianus in the zone of Rome ;

Pescennius Niger in the zone of Antiocha ;

Asellius Aemilianus in the zone of Caparcotna

All the leaders and the combat units of the Major Peoples are placed on the map in their starting zones, with the leaders on their Pax Romana side

Roman combat units

The Roman combat units are placed according to the **Legion Deployment Table** , as at 193. Rome controls all the combat units except the combat units stacked with the leaders of the Enemy of Rome player.

Victory

The player who controls the last of the 4 leaders cited above is the winner.

Scenario 4 : The reign of Septime Sévère (194-211)

This Scenario covers the wars undertaken by Septime-Sévère, after the liquidation of his rival Pescennius Niger and of his general Asellius Aemilianus (193). Parthians and Maeatae especially were to experience the emperor who was the best general of his times. Will the usurpation of Clodius Albinus, named *Caesar* by Septime, to avoid his collaboration with Niger, disturb play?

Rules

All rules are in use .

The Enemy of Rome player receives, after the beginning of the game, a usurpation d'un *Caesar stratagem* and may use it in 196.

Duration

The Scenario starts on phase A. of 194 with the Parthians, Adiabene and Osrhoene at war with Rome.

It ends at the end of 211.

Starting Positions

Roman Player :

Septime Sévère is *Augustus*. Clodius Albinus is *Caesar*. Armenia is Roman.

All the leaders with an arrival date earlier than 190 are already dead except for those listed below :

Septime Sévère and Valerius Valerianus in the zone of Antiocha ;

Clodius Albinus in the zone of Londinium ;

Marius Maximus in the zone of Melitene ;

Fabius Cilo in the zone of Emesa ;

Claudius Candidus in the zone of Caparcotna ;

Claudius Claudianus in the zone of Rome

The Roman combat units are placed according to the **Legion Deployment Table** , as at 194.

The Roman Player may place 3 vexillations of the Danube Front with any leader. He must choose 9 combat units of Danube Front and turn them to on their reduced side.

Enemy of Rome Player (counters turned over) :

All the leaders and the combat units of Major Peoples are placed on the map in their starting zones, with the leaders on their Pax Romana side, except the Parthians, who are at war with Rome.

Vologèse IV (on his normal side) and all the units are placed freely in the Parthian starting zones.

The Osrhoene and Adiabene units are placed in their starting zones, as these two minor Peoples are also at war with Rome.

Victory

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

Scenario 5 : The Roman Empire, from crisis to renewal (161-217)

The game covers all of the period from the accession of Marc-Aurèle to the assassination of Caracalla! The Empire must for the first time face serious external threats, alongside the rise to power of mediocre emperors in a series of civil wars.

Rules

All rules are in use .

Duration

The Scenario starts with phase A. of 161. The Parthian Major People and the Osrhoene and Adiabene Minor Peoples are at war with Rome.

It ends at the end of 217.

Initiative

The Enemy of Rome player automatically has the initiative in 161.

Starting Positions

As in Scenario 2.

Victory

The player with the plus of PV at the end of the Scenario wins.

Date of alternative start

To shorten the game, it is possible to start the Scenario at any date, by referring to the **Legion Deployment Table** and the **Leader Death and Arrival Table**.

The Roman combat units are placed in their starting camp zone, the leaders already in play with any Roman unit and the leaders already dead (if the start date chosen is after the date in the **Dead** column of the Table) removed from the game.

To start the Scenario use the preceeding year to check whether it was a year of Pax Romana. *Augustus* and *Caesar* are given by the historical dates (see the article in *Vae Victis* 41, page 24).

Scenario n°6 : Caracalla and Géta, the war of the brothers !

Ce Scenario covers a hypothetical situation. What would have happened if Géta had fled Rome, before being assassinated by his brother Caracalla, and attempted to oppose him by force of arms ? It is January 212, Géta is in refuge in Britannia, under

the protection of former generals of his father. Everything is in place for a new civil war !

Rules

All rules are in use .

All the Non–Roman Peoples begin the Scenario at peace with Rome.

Duration

The Scenario begins with phase A. of turn 212, with a usurpation by Géta already validated (as if it occurred in 211).

It finishes at the end of the 217 turn or the end of a turn during which one of the two sons of Septime Sévère (Caracalla and Géta) dies.

Initiative

The Roman Player automatically has the initiative in 212.

Starting Positions

All the leaders with an arrival date earlier than 212 are already dead except for those listed below :

Roman Player :

Caracalla is sole *Augustus*. There is no *Caesar*. Armenia is Roman.

Caracalla in the zone of Rome ;

Claudius Claudianus in the zone of Vindobona ;

Marius Maximus in the zone of Durostorum ;

Claudius Candidus in the zone of Antiocha ;

Fabius Cilo in the zone of Caparcotna ;

Enemy of Rome Player (counters turned over) :

Géta is *Usurper* and benefits from the advantages of usurpation by a *Caesar*.

Géta in the zone of Londinum ;

Valerius Valerianus in the zone of Eburacum ;

Laetus in the zone of Castra Vetera ;

Flavius Maternianus in the zone of Argentorate ;

Opelius Macrinus in the zone of Lambaesis.

All the leaders and the combat units of the Major Peoples are placed on the map in their starting zones, with the leaders on their Pax Romana side

Roman combat units

The Roman combat units are placed according to the **Legion Deployment Table**, as at 212. Rome controls all the combat units except the combat units stacked with the leaders of the Enemy of Rome player.

Victory

The *Augustus* player at the end of the game is the winner.

Scenario n°7 : The First Marcommanic War (by Jean-Philippe Gury)

Under the pressure of new arrivals to Central Europe (Vandals and Burgundians amongst others) the Danubian peoples found themselves between a rock and a hard place and decided to take their chances on the other side of the river. In 169, after several attacks on the Danubian limes in the preceeding year, the Marcomans formed an alliance with the Quades and the Jaziges drove forward in force, sweeping along other barbarians, against the Roman defenses weakened by the plague brought back from the Orient (but recently strengthened by legions IIe and IIIe Italica). The violence of the attack obliged Marc Aurèle to take personal command of the counter-attack.

Rules

All rules are in use.

The Enemies of Rome Player receives a « Foyer de peste » chit before the game begins. The marker may be played each turn no more than two times in the same zone.

Lucius Verus died in 169 and does not appear in this scenario.

Duration

The scenario begins with phase A of 169. The Marcomans, Quades and Jaziges Major Peoples and the Hermunduri, Roxolani and Bastarmi Minor Peoples are at war with Rome.

It ends at the end of the 174 turn.

Initiative

The Enemies of Rome Player has the initiative in 169.

Starting Positions

Roman Player

Marc Aurèle is sole Augustus ; Armenia is Roman.

Marc Aurèle in the zone of Rome.

Avidius Cassius in the zone of Antioche.

Martius Verus in the zone of Emesa.

Statius Priscus in the zone of Caparcotna

Tarrutienus Paternus in the zone of Durostorum

Claudius Pompeianus in the zone of Aquicum.

Helvius Pertinax in the zone of Eburacum.

Macrinus Vindex in the zone of Castra Regina

Basseus Rufus in the zone of Londinium

The Roman combat units are placed according to the **Legion Deployment Table** as at 169.

Enemies of Rome Player

The combat units et leaders of the Marcomans, Quades, Jaziges, Hermunduri, Roxolani and Bastarmi are placed in their starting zone.

The leaders and the units of all other Major Peoples are placed on the Pax Romana side.

Victory

The player with the most PV at the end of the scenario has won. If at the end of a turn the Pax Romana reigns, then the scenario is an automatic Roman victory.