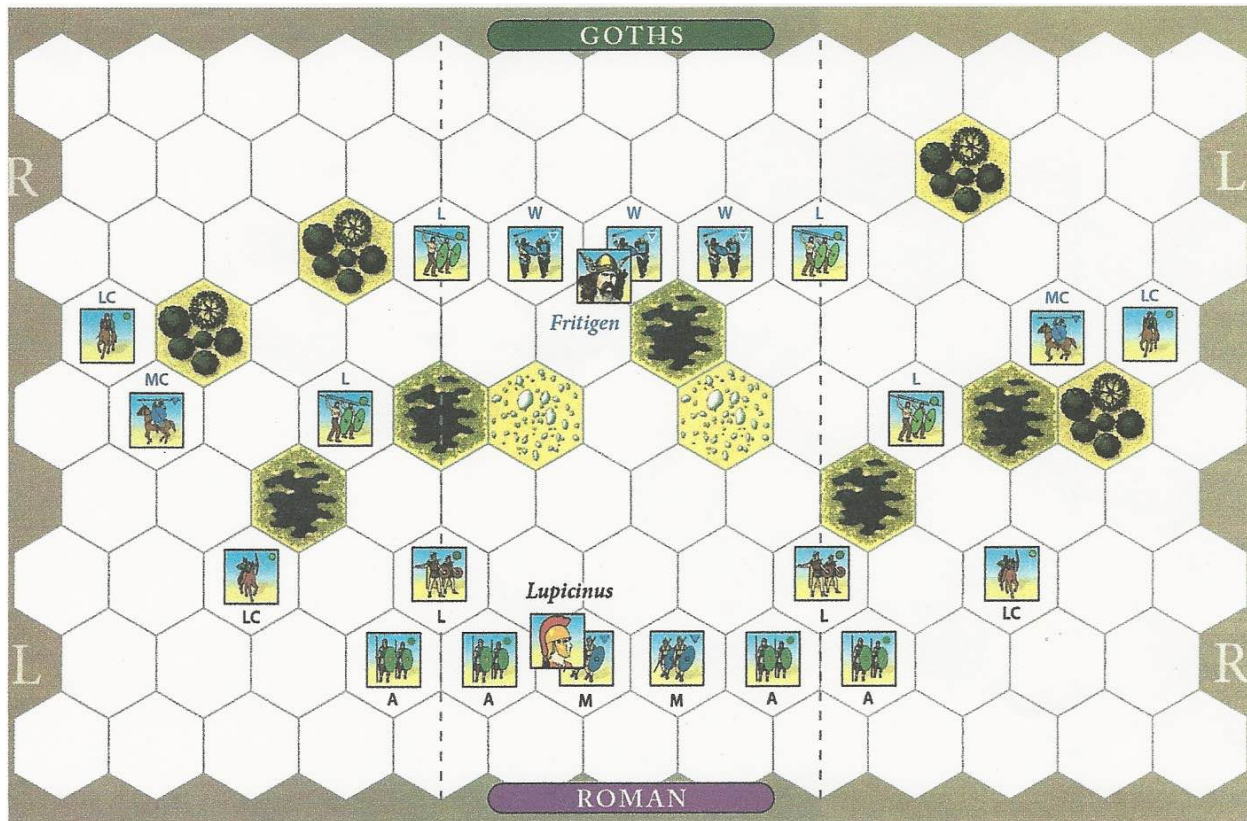# Vae Victis C&C:A Scenarios from issue VV#123

Marcianopolis – 377 AD

Historical Context

Under pressure from the Huns, in 376 the Goths massed at the doors of the Roman Empire and demanded Emperor Valens let them pass the Danube River. To prevent a humanitarian disaster, the Eastern Roman Emperor let the Goths pass and let them settle in sparsely inhabited areas.

The Goths entered Roman territory but stayed in camps where the Romans, overtaken by the scale of misery, were soon no longer able to provide assistance. In addition, endemic corruption in the Roman administration of 'Duke' Maximus, Commander of the Frontier Troops, and 'Count' Lupicinus, Military Governor of Thrace, was siphoning off aid destined for the Goths.

To quiet emerging protests from the desperate Goths, they were transferred to the center of the Empire. But upon arrival in Marcianopolis, Lupicinus treacherously attempted to assassinate Fritigern, the Gothic Chieftain. Fritigern escaped, put the Goths to revolt, and promptly began to pillage Thrace.

Assembling all available troops, Lupicinus sought to destroy the Goths near Marcianopolis but was massacred. Thanks to this victory, the Goths became properly equipped and no army in the vicinity was able to opposed them, allowing them to move freely in Thrace.

War Council

- Goths: Leader: Fritigern, 5 Command Cards. Moves First.

- Eastern Roman Empire: Leader: Lupicinus, 3 Command Cards.

Victory Conditions: 5 Banners.
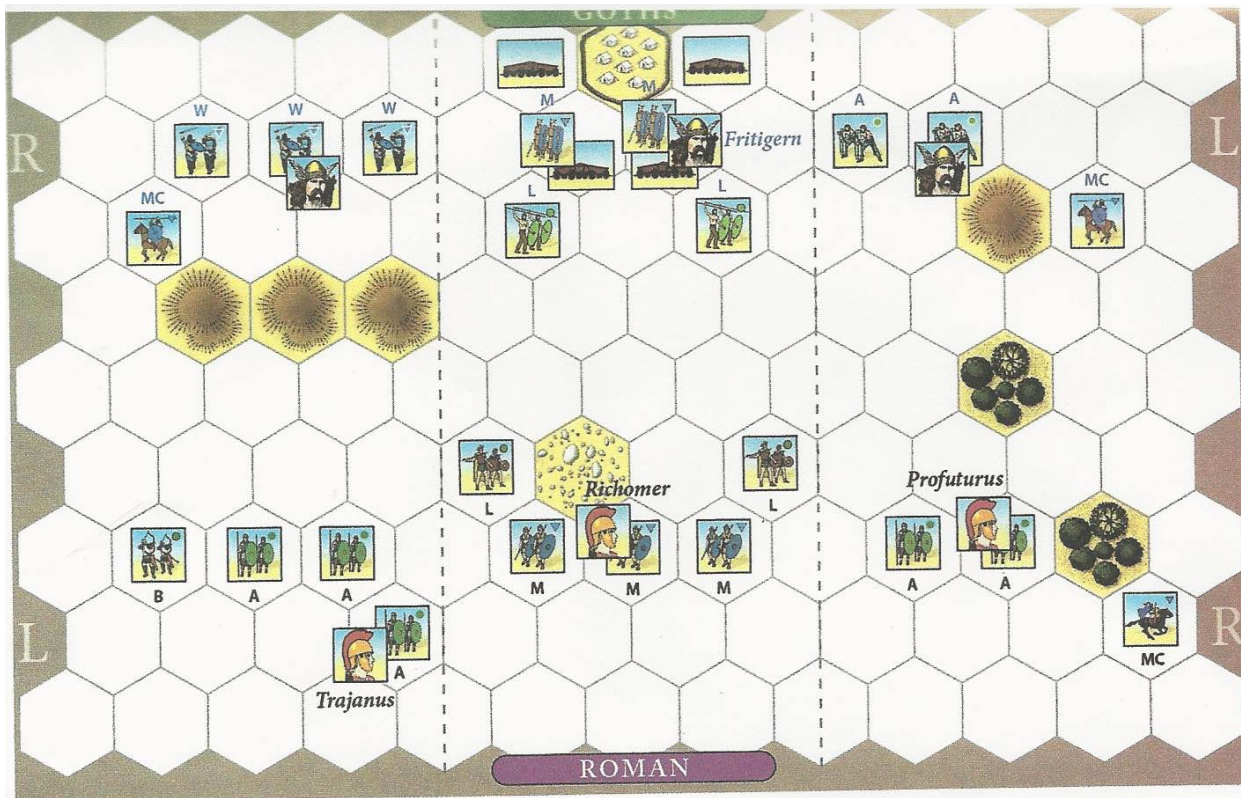
Special Rules: the rules for Imperial Legions are active for the Romans.

The Battle of Saules – 377 AD

<u>Historical Context</u>

After the disaster at Marianopolis (377AD), there were almost no troops left to oppose the Goths in Thrace. Well-equipped after pillaging the baggage of Lupicinus' Army, the Goths were joined by units initially in the service of the Empire but pushed to treason by the unjust treatment of the population.

Pausing his campaign against the Persians, Emperor Valens sent Generals Trajanus and Profuturus at the head of an Army of troops recalled from the Mesopotamian frontier to deal with the Goths. Through incompetence, they did not take advantage of the dispersed enemy troops to destroy them piecemeal. Jointed by General Richomer, Commander of the Western Roman Imperial Guard and sent by the Western Roman Emperor at the head of some troops to assist, the three Generals decided to follow the Goths and destroy their rearguard.

The Roman Army found the Goths were spread thin at the Saules, in the Danube delta, with raiding parties dispersed throughout the countryside. Watching their movement to find a position of weakness, the Roman Army moved too slowly and allowed for Fritigern to recall his raiding parties. Once reassembled, the Goths attacked in the morning, using the high ground on their right flank to their advantage. Realizing that the Roman left flank was crumbling, Richomer used his reserves and his auxiliary corps to stabilize the situation.

The Battle stopped with nightfall with neither side giving ground, but the Romans soon decided to withdraw their troops, not wanting to risk a second day of battle.

<u>War Council</u>

- Goths: Leader: Fritigern, 5 Command Cards. Moves First.

- Eastern Roman Empire: Leader: Richomer, 5 Command Cards.

Victory Conditions: 6 Banners.

Special Rules:

- The rules for Imperial Legions are in effect for the Romans.

- The rules for *Wagon Lager* is active for the Goths

- A Roman unit that occupies a Gothic camp hex gains one Victory Banner. Remove the camp at the start of the Roman turn and gain one victory banner.

- Optional Rule: at the start of the each player's turn, roll 2 dice. If you roll doubles, nightfall is approaching. Put a marker at the side of the board. When three blocks accumulate and neither player has won, the result is considered a tie.
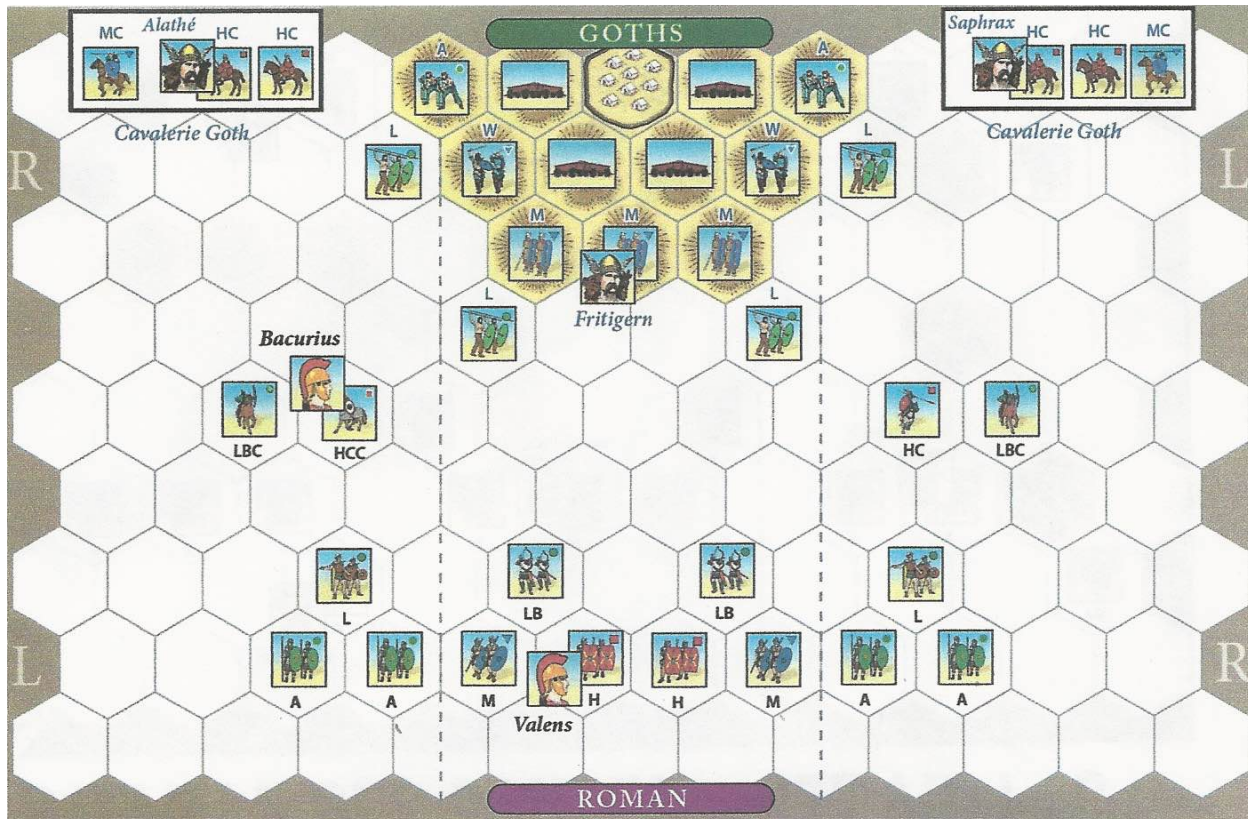
Andrinople – 378 AD

Historical Context

After the battle of Saules (377AD) and the inability of local commanders to finish off the menace of the Goths, Emperor Valens decided to take personal command of the war effort.

He recalled to Thrace his veterans from the Persian wars and decided to move against the Goths without waiting for reinforcements promised by the Western Roman empire. Leaving their baggage trains in Andrinople, the Roman Army arrived in front of the Gothic camp on 9 August.

While waiting for his Cavalry to return from foraging in the nearby countryside, the Gothic Chieftain engaged in negotiations with the Romans. But excited and overwhelmed by the heat, the cavalry of the Roman Imperial Guard escaped control of their commander and began the battle, much to the surprise of the commanders of both camps.

Unfortunately for the Romans, at this moment the Gothic cavalry arrived on the battlefield and attacked the Roman Cavalry who were already engaged. Far from infantry support, they were destroyed by the enemy Cavalry. Without their Cavalry screen, the Roman Infantry were soon encircled and unable to maneuver. Close to panic, the rearguard began to withdraw and the Goths were able to destroy the Roman Army piecemeal, killing Emperor Valens in the process.

The Eastern Roman Empire was only later saved by the intervention of the Western Roman Empire. The campaign against the Goths considerably weakened the entire empire and is cited to be a cause of the Western Roman Empire's collapse less than a century later.

War Council

- Goths: Leader: Fritigern, 6 Command Cards.

- Eastern Roman Empire: Leader: Emperor Valens, 6 Command Cards. Moves First.

Victory Conditions: 7 Banners.

Special Rules:

- The rules for Imperial Legions are in effect for the Romans.

- The rules for *Wagon Lager* is active for the Goths

- A Roman unit that occupies a Gothic camp hex gains one Victory Banner. Remove the camp at the start of the Roman turn and gain one victory banner.

- The Gothic player may place his cavalry after playing the card "Inspired Leader." He places all the Gothic cavalry units on unoccupied hexes that border his edge of the playing board, where they can act with normal activations.

- The Romans must activate the unit Commanded by Bacurius for their first activation. If he does not have a card that permits such an activation, he must discard a card of his choice and activate only this unit.