

# CAESAR IN GAUL



## DESIGNED & DEVELOPED BY CRAIG A. JOHNSON

In mid-March of 58BC Julius Caesar embarked on a campaign to conquer Gaul. It began with thwarting the Helvetii from rampaging throughout the Roman province, and ended in 51BC a year after the defeat of all the Gallic forces at Alesia. The surrender of Vercingetorix, brought a swift, victorious, end to Julius Caesar's conquest of Gaul.

### **RULES:**

*CAESAR IN GAUL* is a war game about one of the world's most famous military generals and the Roman Legions that he commanded. This game covers an eight year period from 58 BC to 51 BC and includes scenarios for each year's campaigning season as well as a

campaign game. This game portrays Julius Caesar's conquest of Gaul on a strategic level, and includes the influences of Britain and Germany. The rules are divided into sections; the basic rules which apply to the mechanics of the game, rules for the campaign game, advanced, and optional rules. The scenarios are presented in historical order.

### **GAME EQUIPMENT:**

1. Game Map Board
2. Roman and Gaul playing pieces
3. Rules
4. 120 Cards.
5. Two pair of dice
6. Concealed Movement sheets
7. A Battle playing aid
8. Combat Results Table

### **THE MAPBOARD:**

The playing board represents the type of terrain over which the actual campaign was waged. A hexagonal grid has been imposed on the map for movement. These hexagons will be referred to as hexes. The terrain features present on the playing board are shown on the Terrain Effects Chart. Black and gray mountain terrain is impassable. All partial lake and sea hexes are playable by land forces, so long as some terrain is visible in them.

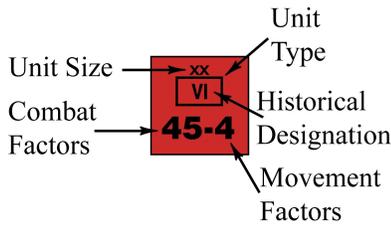
### **UNIT COUNTERS:**

The playing pieces are referred to as counters. They represent the forces that fought in the conquest of Gaul. The counters are identified by color and markings.

The following color code is used to identify the units:

Legionary	Red, black text
Roman Levies	Pink, black text
Allied Tribes	Red, white text
German, Iberian	Yellow
Gauls	Green

An example counter is shown here:



**Movement Factors:**

The number of movement points the unit may spend in a turn.

**Combat Factors:**

The strength of the unit in combat - either attacking or defending.

**Unit Type:**

The units classification which may change its attack, defense, or movement capabilities depending on the terrain.

**Historical Designation:**

For Legions, the Roman numerals represent the historical Roman unit that was involved in the campaign.

**Unit Size:**

The number of combat soldiers the unit has.

Unit Size:

**Symbol**

XX	Legion 4000-5000
X	Half-Legion 2000
III	Mob - about 2000
II	Cohort or War band 500-1000

**Unit Representation:**

The various units in the game are represented with different colors, and different markings and identifiers. The majority of them are shown in the next column:

	Legionary cohort (Light Infantry)
	Light Infantry
	Medium Infantry
	War-Band
	Cohort Auxiliaries/Levies
	Heavy Cavalry
	Cavalry
	Double Cohort
	Heavy Infantry
	Artillery
	Siege Tower
	Legionary Eagle
	Transport Barge
	Ship (Gaul)
	Galley (Roman)
	Siege Status
	Concealed Movement
	Bridge
	Naval Engineers
	Razed Town
	Fortress / Fortification
	Supreme Leader
	Leader

**SEQUENCE OF PLAY:**

Each turn is divided into a Roman and a Gaul player phase. Each player phase is divided into recruiting, movement, and combat. Game play proceeds as follows:

1. The Roman player advances the Turn Marker on the Time Record Chart, signifying the new turn.
2. Leaders may then recruit. They must forfeit their movement to recruit new levies (pink), mercenaries, and possibly legionary sub-units (red). Caesar may also recruit levies, mercenaries, or legionary sub-units as well as raising new legions when available.
3. Bridges are then constructed by Eagles with full legions. Siege towers and Artillery are also constructed, and siege turn markers incremented.
4. Ships are constructed next
5. The Roman player rolls for the weather. This is only necessary when ships are in use.
6. Ships are moved and may transport ground units from one coastal hex to another.
7. The Roman player moves some or all of their remaining units in accordance with the rules for movement.
8. Each battle is declared and resolved in whatever order the player indicates, according to the Combat rules.
9. The Roman player ends their turn by consuming supply, and reducing un-supplied units according to the optional supply rules.
10. The Gaul player advances their Turn Marker on the Time Record Chart, signifying their portion of the new turn.
11. Leaders may recruit an additional cavalry unit from tribes with the horse resource. They may also recruit mercenary units as permitted.
12. Leaders may upgrade smaller mob units to heavy infantry for tribes with the iron resource. They may also upgrade light infantry to mercenary units.

	Combat Legions +1	All Units	1MP
<b>Clear</b>			
	Combat Attacks -2	All Units	Impassable or Optional Rule 2MP
<b>Alpine</b>			
	Combat Attacks -1	All Units	1MP
<b>Mountains</b>			
	Combat Usually -2	Light Infantry Others Cavalry	1MP 2MP 3MP
<b>Forest</b>			
	Combat Attacks -3	Cavalry Prohibited All Others	2MP
<b>Marsh</b>			
		None - see other terrain in hex	
<b>Towns</b>			
		None - see other terrain in hex	
<b>Villages</b>			
	Combat Defender x2	None - see other terrain in hex	
<b>Fortification</b>			
		None - see other terrain in hex	
<b>Rhine</b>			
	Legions +1 Defending	All Units	1MP
<b>Bridges</b>			
		None - see other terrain in hex Red - Province Green - Tribal	
<b>Borders</b>			
		None - see other terrain in hex	
<b>Coast</b>			
		Naval Units	1MP
<b>Ocean</b>			
		Roman Units and Auxillaries/Levies 1/2 MP	
<b>Road</b>			
		Legions	0 MP
<b>River</b>		All Others	1 MP to cross

13. The Gaul player moves some or all of their units in accordance with the rules for movement.

14. Each battle is declared and they are resolved in whatever order the

player indicates, according to the Combat rules.

15. Siege Markers are incremented.

16. The Gaul player consumes supplies for besieged units, and reduces un-supplied units according to the optional supply rules.

The above cycle is repeated until the campaigning season has passed. For scenarios, a winner is then declared according to the Victory Conditions of the individual scenarios. The campaign game has additional steps that must be taken that reflect the events of the winter months. This is addressed later in the campaign game section of the rules.

### MOVEMENT:

The movement cost associated with each terrain type is shown on the Terrain Effects Chart to the left:

1. A hex grid has been superimposed over the map for movement. Unit counters use this hex grid.

2. A player may move all, some, or none of their units.

3. Each counter has a Movement Factor, a numeric value representing that unit's ability to move. Movement Factors are actually Movement Points, which are used to enter the various terrain contained in the hexes on the map. Each hex has a movement cost associated with its terrain type. Minor rivers have a cost associated with crossing them, plus the cost of entering the hex on the other side of the river. Movement point costs for entering particular types of terrain may be different for various unit types.

4. Each unit may be moved some, all or none of the movement points shown on the counter in accordance with the rules of movement and the terrain cost in points for each hex.

5. Each counter may move any direction or in any combination of directions according to its movement capabilities.

6. Units movement factors are not transferable and points not used cannot be accumulated.

7. All movement must be completed before any combat resolution for battles begins. (Exception: Overrun Attacks).

8. A player may not move counters during their opponent's portion of the turn, nor may any counter be moved more than once. Once a player has declared that they are done moving their pieces, the legal moves for those pieces are committed. Units moved illegally must be returned to the space they started the turn on, and cannot be moved for that turn.

9. Units must stop when entering a hex containing enemy units, even when they are in fortifications. (Exception: Overrun Attacks).

10. Units starting their turn in a hex with enemy units in it may move out of that hex, but must stop in the next enemy occupied hex they enter. (Exceptions: Fortifications, Ambush, and Overrun Attacks).

11. Units may use the land portion of these river hexes on both sides of the river as if they were separate hexes. Combat will initiate if one player attempts to cross to an enemy occupied hex.

12. Razing a town or village ends that units movement.

13. Geneva (N25): Units may not lift a siege they have placed on the town and travel south to M25, they must first take the town to proceed to that hex. No units may move from Geneva (N25) to M26 across the lake.

14. Valid coastal hexes must have some clear (or other terrain) showing in them, they cannot be completely black coast line.

15. Units that are transported by ships cannot make any other movement in that turn, but they may participate in combat in the hex they are transported to.

### STACKING LIMITS:

Each hex of the board represents about 15 miles of terrain from edge to edge. Within this territory it is possible to maneuver many cohorts, war-bands, or legions. Historically,

Caesar marched most of his legions about the countryside together. Therefore, there are no stacking restrictions in this game. Each player may put as many units in a hex as they wish. Germanic and Gaul forces can occupy the same hex but may not engage in combat together with Roman units. They may not garrison the same village together.

### Concealed Movement

All Gaul formations get a CM marker even when they exceed 12 in number. The Roman player may use eagle markers in the same way. The Roman forces are concealed by the Eagle. Any units not under an Eagle are visible. Ambushes are completely invisible.

### OVERRUN ATTACKS:

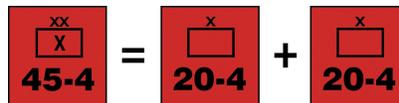
1. Whenever units enter an enemy occupied hex during the Movement Phase with sufficient combat strength to create 6-1 odds or better, an Overrun situation is created, and the defending enemy units are removed from the map board. This elimination occurs immediately at the moment friendly forces entering the enemy-occupied hex achieve 6-1 odds. Battle board conditions are ignored for this calculation.
2. Units whose combat factors were used to create the Overrun attack, and units moving through the hex later in the turn are not required to stop in that hex and may continue moving.
3. When the hex is other than clear terrain, the moving player must leave adequate units to meet 6-1 odds in the hex for the overrun attack to be successful.
4. Units in fortifications may not be eliminated by Overrun attacks.
5. Units in Fortifications may move out of the fortification to overrun enemy units in the same hex.
6. Overrun attacks occur in the Movement Phase. During Combat, all attacks with odds greater than 5-1 are rolled on the 5-1 column.
7. Units used in Overrun attacks may also attack in the Combat Phase.



### LEGIONS:

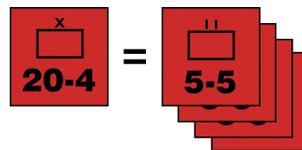
The Legion was the basic combat division of the Roman empire. Each legion in this game will consist of 8 cohorts of 600 men each. Every Legion has an eagle that represents it's standard bearer, leaders, and staff – armorers, scribes, engineers, stewards, servants, cooks, and tents for the rest of the legion.

1. These early Roman legions are represented by two separate counters, the 45-4 Roman legion, designated with the legions number (roman numerals), and it's associated eagle counter. If a legion suffers losses due to combat, the legion counter is removed and replaced by a half-legion counter and four cohort counters. Losses are taken from these legionary cohorts.



2. The Roman player can freely break down any legion into the two half legion counters that comprise it. This must be done in the movement phase.

4. The Roman player may never voluntarily break down a half-legion counter. Half-legion counters can be broken down only due to combat losses.



5. When a legion is broken down into its component parts, the separate parts may move independently. The eagle must remain with the half-legion counter with the same roman numerals as the eagle.

6. When this is not possible, the eagle may not move. Another legion (or a free half legion) must pick up the lone eagle. Four legionary

cohorts can also be consolidated in the hex for a half legion unit to be reassembled.

7. The infantry units of a legion automatically reform into a full Legion counter when the component parts, and the Eagle, occupy the same hex. The following combinations can be used:

- a. Two half legions and an eagle.
  - b. One half-legion, four legionary cohorts, and an eagle.
  - c. Eight legionary cohorts and an eagle.
  - d. Four legionary cohorts, or one half legion (unmarked) can reform into the half legion with the same roman numerals as the eagle.
8. Any enemy ground unit or leader may capture and transport an eagle.



### EAGLES:

Eagles do not move on their own. They require legionary infantry of at least a half legion strength. Any number of eagles may be carried by a single 20-4 or 45-4 unit. Eagles may breakdown and combine both legionary and auxiliary units. They may build bridges, artillery, fortifications, create naval ports, and ford rivers. Eagles consume 1 supply point per turn and may supply any number of Roman, and auxiliary units within 6 hexes. They may not supply another Eagle's 45-4 or 20-4 with roman numerals. Lone Eagles still consume supply. Legions and numeral half legion units must derive supply from their own eagle. Eagles may not recruit mercenary cohorts, and cannot break down or assemble allied tribal units.

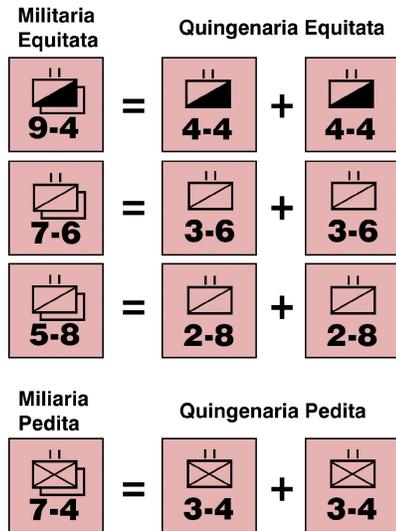
Eagles do not add die roll modifiers to combat as Leaders do. They do not rally routed units either. Eagles cannot be eliminated, they are captured instead.

### Capturing Eagles

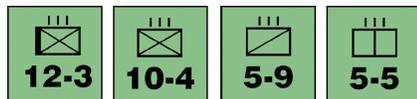
On the battle board, when there are no remaining units in the combat forces boxes (including the cavalry

box), and no units are available in the reserves to be moved into them, any Eagles in the reserves are captured. Eagles are recaptured in the same way that they are lost.

### ROMAN AUXILIARIES:



1. Double cohort auxiliary units may voluntarily break down and will automatically reassemble when a leader or eagle is present.



### GAUL FORCES:

1. Mobs break down into war-bands only as a result of combat and then a leader must be present to do so.
2. 12-3, 11-3, and 10-4 units break down into two 5-4 war-bands
3. 5-5 light infantry break down into two 2-5 light infantry units.
4. 5-9 cavalry break down into two 2-9 cavalry units.
5. 9-5 infantry war-bands may not break down and are considered a single unit.
6. When a leader combines two 5-4 units, they always become a 10-4 unit.
7. 12-3 Heavy infantry units that break down in combat while defending automatically cause the attacking player to suffer an additional AL1 even when not called for on the combat results table. This does not apply to the destruction of

routed units by pursuit cavalry.



### LEADERS:

1. Each side has two types of leaders. A Supreme Leader, and regular Leaders. The Roman player has Caesar as the Supreme Leader. His helmet is different than the other leaders. The other leaders are legion commanders, lieutenants, deputy commanders, or allied tribal leaders - chiefs. The Gaul player has Vercingetorix as their Supreme Leader. The Germanic tribes have Ariovistus as their Leader. Some tribes have the name of the tribe on their leader counter. These are referred to as 'named' leaders. Some tribal leaders have no tribal name on them, one is provided to the Gaul player for each province when no named leaders are in active revolt.

2. Leaders have the following abilities:

- a. Add one (or two for the Supreme Leader) to the die roll for attacks, or subtract from an attackers roll when defending. This bonus also applies to a relieving force when a leader is under siege and vice-versa. The leader is present in the hex, but not in the battle.
- b. Assemble cohorts into double cohorts (Roman), or war-bands into mobs (Gaul). Roman leaders may not break down allied tribal units in combat or vice-versa.
- c. Rally routed combat forces and return them to the reserves, in combat.
- d. Break non-mobile supply caches into mobile supply trains during movement.
- e. Destroy supply caches in towns or villages without razing the village. A ground unit is also required for this. A leader cannot raze a village alone, only supplies.
- f. Recruit auxiliaries/levies, legions, mercenaries, and mobs in accordance with the recruiting rules of the scenario or campaign.

When no named leader is available to the Gaul player from the active tribes, an un-named leader is provided to one of them when they are activated. This is done for each province with active tribes that the Roman player has previously entered.

Aquitanian, Gaul, Belgian, and Briton leaders may attempt to activate inactive tribes within their own province the same way the Roman player attempts to subjugate them. A roll of two dice less than or equal to the Morale of the tribe will succeed in activating the tribe. The Supreme Leader gets a -2 on this die roll. Only one attempt can be made per tribe each year. The tribes morale is changed to 9 when activated unless it was originally higher. Units for these activated tribes may not move the turn they are activated.

Gaul, Briton, & Belgica, leaders may convert some existing units into full strength mercenary units, once per month. Existing 5-5 light infantry may become archer or slinger mob units. Cavalry units may become velite cavalry mobs. Only the Briton leader can convert cavalry units into heavy chariots or chariot archers. Regular infantry units cannot be converted into mercenaries. This conversion requires the leader and unit to be in the same village for the full turn together.

### Capturing Leaders

Leaders may be captured or killed in combat. Combat results that would require the elimination of a leader counter (DE, D2, etc.) automatically trigger a roll on this chart instead:

#### Roll Result

<b>1-2</b>	Escaped
<b>3-5</b>	Captured
<b>6</b>	Killed

If the leader escapes, he may return to the same combat but may not rally routed units that battle round.

Leaders can only be captured by

enemy formations that contain a leader. Without a leader only the 'Killed' result can be attained. The leader would escape instead of being captured.

Captured leaders must remain with an enemy leader.

Leaders that escape may remain in the same hex or retreat up to two hexes. They may retreat across rivers and thru enemy units by themselves. They may not remain within a fortification, but may retreat into one.

Leaders are re-captured under the same conditions that they are captured, except that they want to be re-captured. A die is still rolled, a six indicates the the leader was killed in the attempt.

Un-named captured leaders are returned to stock after combat ends. Allied leaders are replaced the next time the tribe is activated.

Only leaders, with tribal names on them, may be captured and returned to Rome as hostages. They are taken off the map and held by the Roman player when the combat ends. The tribe is removed from the Gaul players control and its morale factor is reset to seven at the end of the campaigning season. These tribes automatically pay tribute to Caesar of 50 coins per year. They will not revolt due to the presence of Roman units in their territory. Un-named leaders are returned to stock when captured. Named Gaul leaders that are killed are returned to stock also.

On the last turn of each campaigning season, all captured Roman leaders are ransomed back. Caesar has the option to pay 1000 coins himself, or the leaders family will pay the ransom. When the family pays the ransom, the leader is returned to stock, and Caesar permanently loses 2 votes in the Senate.

Captured leaders on both sides may be exchanged. When exchanged, Roman leaders are returned to Vienna (M21), and Gaul leaders are returned to any village of the Gaul player's choice. Captured named leaders can potentially save Caesar 1000 coins when exchanged.



### Caesar:

The Roman supreme leader is the only leader that may recruit new legions. All new Legions raised must be from a walled Roman town in Cisalpine Gaul. Place the Eagle in the hex chosen during the recruitment phase, and the actual 45-4 legion unit at the end of the turn. Caesar must also be present in the hex for the full turn. Beginning with the fourth campaigning season (55BC) new Legions can be raised from any walled Roman town, or fortified village of an allied tribe. Caesar must still be present.

Caesar may always recruit 5-5 Legionary cohorts instead of Auxiliaries - rolling 2d6 with a 5 or more on the roll. Caesar adds a +2 to combat attacks and most other rolls as well. His presence in a battle allows three legionary units to fill the combat forces boxes instead of two.

### Caesars Capture:

The Gaul player gains 500 victory points for the capture or death of Caesar. If Caesar is captured before the introduction of Vercingetorix, the leader that captured him will force an armistice between his tribe and Rome. Roman and allied forces must immediately leave the tribes territory. The tribal leader must take Caesar to the tribes fortress, village, or walled village to sign the armistice. The terms of the armistice are for the next 1d6 seasons. No Roman units, or Axillary may enter the tribes territory.

Caesar is then ransomed on the last turn of the campaigning season depending on which year he was captured:

58BC 1500 coins, 57BC 2000 coins, 56BC 2500 coins, 55BC 3000 coins, 54BC 3500 coins, 53BC 4000 coins, 52BC 4500 coins, 51BC 5000 coins.

Tribute of 32 supply must be delivered to the tribe by the last turn of each campaigning season the treaty is in effect. A tribute of 500 coins must also be paid to the tribe at that time. The tribes morale is frozen after

adjustments for the current year are made - until the armistice is over. The tribes forces are not activated until the armistice is over.

Being captured costs Caesar 8 points of Mob influence, and 3 votes in the senate are permanently lost. A motion is put forward in the senate each year the armistice is in effect to void it. Only if it passes, may Roman units enter the tribes territory and engage its automatically activated units. Upon this violation, the tribe is activated at maximum variable forces available. All tribes bordering this tribe are also activated with normal rolls on the variable forces chart for their units. If any are allies of Rome, they are replaced as if Vercingetorix had turned them. If this tribe is later enslaved or its leader captured, Caesar will regain 5 Mob influence and permanently lose another 2 votes in the senate.



### Ariovistus:

The German leader appears with Germanic units only when four or more Germanic tribes are in play. The leader may be removed from play for the campaigning season by moving it to any Rhine hex and declaring an intent to do so. The German leader is returned to stock where it may return the next time four tribes or more are active in the game. Germanic tribes that have supplanted Gallic or Belgian tribes are not counted as Germanic tribes.

If captured or killed, two tribes at random are permanently removed from the list of available Germanic tribes. (Also see Germanic Invasion)



### Vercingetorix:

The first Gaul tribe to reach a twelve morale factor ushers in the existence of the Gaul supreme leader - Vircengetorix. If more than one tribe reaches a twelve morale factor at the same time, the Gaul player may choose which tribe to place the supreme leader with. He must be

placed with an active tribe in Gaul, and may not leave the Gaul province. In subsequent years, when no active tribes are present on the first turn of the campaigning season, the Gaul player must place the Supreme Leader on any Gaul province hex on the first turn of the season.

If the Supreme Leader has not appeared by the winter phase of 52BC he automatically enters the game.

The Gaul Supreme Leader may fortify his accompanying units at the end of movement. At least one infantry unit is required to do this. His presence in the game allows Gaul units to raze friendly villages to deny the Roman player supply and income. These can be active or inactive tribes in the Gaul province. A leader and at least one combat unit is required to do this for each village razed. Once razed, the tribe cannot be subjugated by the Roman player that season.

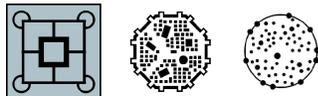
Only Vercingetorix can kill captured leaders. He must be in the same hex to do this.

He may declare any walled village that he is in as an unassailable position. He may do this once per season. The Gaul player must make this declaration prior to a Roman siege tower being constructed outside the fortification. The Roman players may not assault the fortification once declared.

Only the Gaul supreme leader may attempt to turn tribes of Roman Allies, or Gaul tribes who's leaders have been captured. He must roll 2 dice less than or equal to the tribes morale, and he receives a -2 bonus to the roll. If successful, the captured leader counter is returned, representing a new leader. He may activate other Gaul province tribes as normal leaders do.

When a Roman ally tribe is activated in this way, the Roman player must remove allied units from his forces to match the forces that the Gaul player activates. When Roman units are within these tribes walled villages, the Romans are placed

outside the walls. All supply in the hex remain inside with the Gaul forces.



#### **FORTIFICATIONS:**

There are several types of fortifications in the game: Roman marching camps and tribal opidiums are indicated by the gray fort markers. There are also walled tribal villages, and walled Roman towns that are considered fortified. Marching camps are built by legions at the end of their movement. Opidiums are provided to activated tribes with no walled village present in their tribal area.

1. All fortifications assist defending units by multiplying their combat factors by 2 (in defense only). Naval factors and missile units are not doubled by fortifications.

2. There are three Fortifications on the map H9, QQ17, RR18. These have the status of walled villages but no revenue is generated from them being razed.

4. Fortifications can be attacked normally when the attacking forces have constructed a Siege Tower.

Fortifications can also be assaulted without a Siege Tower at a -2 attack penalty. These assaults are hasty frontal attacks and as such cannot coordinate Naval or Artillery support if it is present.

5. Siege Towers must be constructed at the start of the players turn and require a leader or eagle and enough combat force units to achieve 1-3 odds or better on the battle map. At least one infantry unit must be included to build the tower. The towers are not mobile, and are destroyed when no friendly infantry units remain in the hex. Some combat results can destroy a siege tower. (see Relieving a Siege.)

6. In some situations a starvation siege must be initiated to take the fortification. The siege begins when the Siege Tower is constructed and ends when the city is taken due to

depletion of enemy units from supply shortage, surrender, or the Siege Tower is destroyed.

7. The Roman Legions may build marching camps on any hex that they can move to except in Marsh terrain at the end of movement. The Eagle is required to do this, and at least a half legion infantry unit is also required to build it. Auxiliary cohorts and allies cannot build fortifications. Only one marching camp fortification is permitted per hex. Only one red Roman legionary unit and Mercenaries may defend from a marching camp. Any number may reside within. Auxiliary and Allied units must remain outside these fortifications. The legion(s) may still choose to fight with the auxiliary and allied support units outside the marching camp instead, but they lose their 2x bonus. Should the legion choose to abandon its allies and auxiliaries after any combat round, it may retire to the marching camp with its supply intact. No retreat card is needed to do this. Combat rounds may continue if the attacker chooses.

8. Fortifications cannot be moved.

9. Fortifications thus constructed are automatically destroyed when no friendly units remain to maintain them.

10. Razed towns and villages cannot be fortified by either player.

11. Ships may resupply, re-garrison, or withdraw forces from fortified coastal hexes. Opposing ground forces, including artillery, are ignored so long as friendly units garrison the fortification.

12. Walled villages of allied tribes and open villages of previously enslaved tribes may be used as fortifications by the Roman player and allied units even when the tribe has not been activated. All Roman, Auxiliary, and Allied units are permitted inside walled tribal villages and walled Roman towns. Only one red legionary unit may defend from a walled tribal village, and two are allowed to defend from walled Roman towns. Allies, Mercenaries, and Auxiliaries are

allowed to defend in walled towns and villages, but not marching camps.

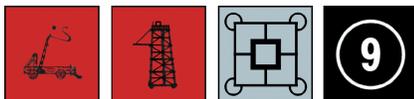
13. Routed units in Fortifications are destroyed when combat ends and enemy units still remain in the same hex.

14. Units forced to retreat from a fortification under siege are destroyed unless they have a leader and ships available. The leader may then transport retreating units using all ships available up to their full movement allowance.

15. The Roman player may elect to upgrade Roman towns without walls to Walled Towns having fortification capabilities. This is for the campaign game only. One town may be selected each winter beginning in 57BC. When using the optional money rules, the cost is 500 coins per town.

16. Double fortifications may exist in the same hex. In these cases the Roman player can defend against all attackers from his fortification, while maintaining a siege against another fortification.

17. Geneva and Vienna have the status of walled villages when a marching camp marker is placed on them. If upgraded later, these towns receive the full status of Roman walled towns.



#### **SIEGES:**

1. A siege is initiated by an attacking force that includes a leader or eagle and enough units to achieve 1-3 odds, at least one unit must be an infantry unit. The tower is built during the movement phase and the designated units may not move, recruit, or build artillery in that turn.

2. The hex must have a walled town, walled village, or a fortification marker.

3. An active siege is indicated with a black siege number, starting with one, which is placed on the board with the siege tower in the hex at the same time the tower is constructed.

The black marker is incremented each turn in the movement phase.

4. The defending units are considered to be inside the besieged town, village, or fortification and receive a bonus of their defense factors being multiplied by two if assaulted.

5. Odds of at least 1-3 must exist to maintain a siege. Opposing forces may need to be set out on the battle board to determine this. When odds are worse than 1-3, the siege is lifted and the siege tower returned to stock. Without a siege tower, units may enter and exit the fortification without engaging enemy forces in the hex.

The siege turn marker is incremented at the start of the Roman player's turn in the phase that siege towers are constructed.

6. There is the possibility that besieged forces may surrender. At the start of the combat phase the besieging player rolls 2 dice to determine this. The turn number of the siege (the black counter number) is added to the die roll. A single +1 is added for any number of leaders, and +2 for the supreme leader. +1 for artillery, and +1 if under naval blockade (any number of opposing players ships present). Besieged forces may subtract similarly for the presence of their leaders, ships, and artillery.

A total of 12 or more is needed for Aquitanian forces, 15 or more for Gaul, Briton, Belgian and Allied forces to surrender. A total of 18 is needed for Roman Auxiliary forces, and 20 when red Roman legionary forces are present under siege. When mixed force units are under siege the roll must be for the most difficult present.

8. Fortifications under siege can still be attacked. There can be no remaining enemy forces outside the fortress when making an assault upon it.

#### **RELIEVING A SEIGE:**

1. Units must stop movement when entering a hex with enemy units in

it, but only a siege tower marker prevents those units from entering a fortification in that same hex.

2. Sieges can be lifted by the destruction of the siege tower marker. This allows external forces to enter, or internal forces to leave. The siege can only be maintained when the besieging player has at least 1-3 odds, when the forces outside the fortification fall below 1-3 odds, the siege tower marker is removed and the siege is lifted.

3. A player may send a relieving force to assault the besieging forces and join with the units under siege or withdraw them. In either event, the two forces are combined - either inside the fortification or outside.

The relieving force must battle the besieging forces first. Only the following combat results will destroy the siege tower marker - DR, DM, DL1, DL2, ½ DE, DE. If the relieving force fails to attain one of these combat results, it is unable to join with the units under siege. They must remain in the same hex, outside the fortress, with the enemy units.

Conversely, an attacker's siege is lifted when they roll an AR, AM, AL1, AL2, ½ AE, or AE.



#### **GARRISONS:**

1. Roman walled towns each have a permanent non-mobile garrison consisting of two infantry double cohorts (7-4 infantry units). This garrison is not placed on the map until enemy units enter the same hex. It is considered to be inside the city defending the walls with a Fortification marker.

2. Garrisons may be used with other defending units and may also be taken as losses in place of those units.

3. Garrisons lost in this way are not replenished until the last friendly unit has left the town.

4. Razed towns do not have garrisons.

5. Garrisons do not consume supply.



### ARTILLERY:

1. Only Roman Legions may build artillery units. They may build them on any hex that they can move to. The Eagle is required to do this, with at least a half legion size infantry unit. Auxiliary/Levies and allies cannot build artillery but may use them.
2. The artillery unit is built during the movement phase and neither the legionary unit or the eagle may move, recruit, or build a siege tower in that turn.
3. Artillery units can only move with an Eagle, and reduce the legions movement by one.
4. Artillery units are automatically destroyed when no friendly units remain to maintain them.
5. Only one Artillery unit may be counted in combat.
6. Naval units are automatically destroyed when an artillery unit occupies the same hex with them and there is no fortification to separate them. The ships have the option to retreat two hexes when the artillery unit is first constructed, or is moved outside a fortification and ships are already present.
7. Artillery units provide a +1 modifier for combat within the hex they occupy, including naval engagements (when the artillery is on land).
8. Artillery counters may be transported by barge or allied ship from one port to another. They must transport with an eagle and are considered stowed as part of the Legions baggage and supply. They cannot be used while at sea.



### SHIPS:

1. Ships must move before ground units move.
2. Ground units may not move after being transported by ship.
3. Ships cannot be captured, and can

only be attacked by other ships or artillery in the same hex.

4. The Gaul player rolls for ships on the variable forces chart for all active tribes having naval resources, the Roman player must have an ally with naval forces available (and may actually provide some of their own ships). The ally does not need to be active for the Roman player to construct ships.

5. The Roman player may order the construction of ships within the borders of an allied tribe with naval resources. The Roman player must build or use an existing fortification on a coastal hex within the tribes territory. An Eagle creates the Roman naval engineer unit, which is placed inside the fortification, and a light war galley or barge can be produced every two turns.

6. Naval engineers provide a +1 defending to friendly units in the hex.

7. When using the optional money rules, the costs associated are: Naval Engineers 50 coins to recruit, three coins per turn pay. Light war galley - 100 coins, Barges - 50 coins.

8. The Naval Engineer unit is responsible for building the ships, if it is destroyed or removed from the fortification, ship production stops.

9. The Roman player may not build deep water vessels like the Gauls and allied tribes have.

10. Gaul ships may enter dark blue sea hexes. Roman Galleys and Barges may not and are immediately destroyed if they do so.

11. Barges may transport troops over light blue sea hexes and the Rhine river. A Leader or Eagle is required to do this.

12. A single Barge can transport one legion with eagle, any number of leaders, one artillery, and up to eight supply points. Or they may transport three non legionary counters, or 24 supply points - eight supply points counting as a single unit.

13. They may transport any number of units in this way so long as they have movement points to do so.

14. Roman naval vessels may be maintained over the winter with a

50% loss rate. 50% of ships by type are retained (rounded down). Allied vessels are returned to stock. At least one Legion must make its winter quarters on a fortification where ships are produced to do this.

15. Ships may be used in the same way as artillery for combat on coastal hexes, no fortification is required to use them for naval support in this way. Their unmodified combat factors are added to the total combat forces, and each combat factor for each ship is used as a die roll modifier also.

16. Each Gallic ship may transport three mobs each turn if a leader is present.

17. Roman galleys cannot transport ground units.

18. Units transported must be unloaded in the same turn either at a fortified port or on a coastal hex.

19. Ships cannot navigate rivers other than the Rhine. They may not navigate the Rhine off the game map and must stop at hex MM35.

20. All ships must end their movement on a coastal hex or fortified port. Ships left in open sea hexes are lost at the end of the Gaul player turn.

21. Barges are eliminated when encountering enemy ships. They may be involved in naval battles, but if their escorting combat ships are lost, they, and the units they are transporting are also lost.

22. Leaders lost at sea roll on the chart for capturing leaders. If captured they are placed with the enemy leader from the battle. When this is not possible, they escape instead. Leaders that escape are returned to the nearest friendly forces.

### BLOCKADES:

1. Ships may blockade an enemy fortified port by moving to the hex and remaining there. Enemy ships must eliminate these blockading ships before they can deliver supplies or reinforcements to the fortification.

2. When artillery is present in a

fortification, friendly ground units must have the fortification under siege to prevent the artillery from moving outside the fortification and causing the ships to retreat. Besieged units must exit the fortification and make at least one combat round with a DR, DM, DL1, DL2, ½ DE, DE result for the artillery to cause any enemy naval units to retreat.

### WEATHER:

1. Weather affects only ships. The Roman player rolls 2d6 for the weather at the start of each turn and consults this chart:

Roll	Result
2-5	Calm
6-7	Normal
8-12	Stormy

**Calm:** The Gallic ships movement is reduced by two points. This includes Roman allied fleets. Movement for Roman light galleys remains unchanged, but their combat factors are doubled for naval battles.

**Normal:** No changes.

**Stormy:** Roman ships may only move along coastal hexes. They may not transport or enter open sea hexes. Roman ships attacked on coastal hexes and forced to retreat are lost. All Gaul ships gain two movement points and may enter sea hexes and transport ground units.

### COMBAT:

1. Battles occur when two or more opposing units or stacks of units occupy the same hex. Battles can take several rounds of combat to resolve. At least one round of combat must occur unless one side is within a fortification.
2. Combat occurs in the Combat Phase of a player's turn after movement is finished.
3. The player that has just moved is considered the attacker.
4. A battle may contain only those

units in a single hex. Separate hexes, even when adjacent, are considered separate battles and may not be combined.

5. All units, on both sides of the battle are included in the ensuing combat and are not withheld unless under siege.

6. There can be more than one battle in the same hex. There may be occasions where there are Romans, Gauls, and Germans in the same hex. There can also be cases where a relieving force causes the besieger to make two attacks – the first against the relieving force, and continuing on to assault the fortification when it is complete. The attacker is not required to continue after defeating the first force.

### TERRAIN AND COMBAT:

1. Clear: Any number of Eagles gain a single +1 to the attack die roll - even when attacking fortifications (but not while defending in them).

2. Rough: All attacks by all units are at -1 to the combat die roll.

3. Forest: The following modifiers are applied to the combat die roll based upon the units placed in the combat forces boxes on the battle board. Un-fortified infantry units are +2 defending. Defending pure cavalry formations is zero. Elephants and Chariots defend in the forest at -2. They may not be placed in the cavalry box in forest hexes. Eagles and all units in their hex defend at -2 in the forest, includes defending from within marching camp fortifications.

The Roman player may not place units in the Cavalry box when combat occurs in a forest hex. The Gaul player can. Cavalry cannot destroy routed units in forest hex battles. Cavalry units may still 'Charge' in forest terrain.

4. Marsh: All attacks by all units are at -3 to the combat die roll. Cavalry may not enter Marsh hexes.

5. Impassable terrain: (Optional) all attacks at -2.

### EXPLANATION OF CRT:

AE Attacker Combat Forces are Eliminated

½ AE Half of Attacker Combat Force factors are Eliminated

AL2 Attacker loses or reduces two Combat Force counters

AL1 Attacker loses or reduces one Combat Force counter

AM Attacker rolls a Morale check for his units, (-X on die roll)

AR Attacker Combat Forces Routed – roll 1d6 - 1-3 one unit, 4-5 two units, 6 all three units

NE No Effect, no further combat rounds, the battle has ended.

AL1/DL1 Attacker and Defender lose or reduce one Combat Force counter

DR Defender Combat Forces Routed – roll 1d6 - 1-3 one unit, 4-5 two units, 6 all three units

DM Defender rolls a Morale check for his units, -X on die roll

DL1 Defender loses or reduces one Combat Force counter

DL2 Defender loses or reduces two Combat Force counters

½ DE Half of Defenders Combat Force factors are Eliminated

DE Defenders Combat Forces are Eliminated

1. When percentage losses (50%) cannot be met exactly by the removal of units, additional units must be removed until the percentage loss has been met. No 'change' is returned. Exception: Certain mob and double cohort units can be broken down to their component parts to satisfy losses if a friendly leader counter is present in the hex.

### RESOLVING COMBAT:

You will need four things to resolve a battle:

- a. Battle Board.
- b. Combat Results Table.
- c. Two six sided dice.
- d. The attacking and Defending forces (counters).

1. Place the Battle Board, dice, and Combat Results Table in an area that both players can share away from the map and other game parts.

2. The battle location is marked on the map. Each player takes the counters associated with the battle and places them on the Battle Board. The defender places his units first.

3. Naval engagements are resolved first in their own private battle. They do not need to use the Combat Playing Aid and are totaled for each side. The same Combat Results Chart is used. Combat results that have no effect on naval units are ignored. Remaining ships on both sides may apply their factors to the ground combat, both as combat factors and die roll bonuses. Transported ground units may disembark after combat is resolved and join any land battle in the same hex.

4. In land combat, each side fills the Combat Forces box with three counters from their available forces. The three squares within the Combat Forces box represent three counters that will begin the combat round. The remainder are placed in the Reserves box.

Supply trains from the hex are placed in the supply box. Leaders, artillery, and naval units have their own box, and one cavalry counter may be placed in the Cavalry Box by each side - only when they have a cavalry unit available in the hex, and all three spots in the Combat Forces are filled. Cavalry units may not be placed in the Cavalry Box by the Roman player when battle occurs in a forest. Defenders in fortifications may not use the Cavalry box. Units attacking out of a fortification may use the Cavalry box.

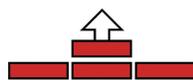
Eagles and captured eagles are always placed in the Reserve box. Missile units are placed in the reserves box so long as there are other combat units to take positions in the combat forces boxes. When there are not enough, they must be placed in the combat forces boxes also. The units in the Combat Forces box, all leaders, ships, and cavalry in the cavalry box will be the units that engage the enemy directly. The factors of these counters are totaled for the attack and defense strength.

The Roman player has special rules for placing counters in the Combat Forces box: Only two red legion counters may be placed in the three Combat Force boxes in any combat round, the third space must contain an Auxiliary or allied unit. If Caesar is present in the battle, three are allowed. Roman units have special rules for defending in fortifications. (See Fortifications 7 & 12)

3. The odds for the combat round are then calculated. Add up the combat factors of the counters in the Combat Forces, Leaders, and the Cavalry box for each side. Odds greater than 5-1 are rolled on the 5-1 column. Odds worse than 1-3 are not allowed and in these cases the counters for both sides are returned to the map, the battle being over. Siege tower markers are returned to stock when the odds are less than 1-3.

4. Roll both dice, add them together, add any modifiers for Leaders, artillery, naval forces, terrain effects, and results of the Maneuver Cards (when applicable). Find the result on the Combat Results Table based on the odds and the resulting number. Consult the tables legend and resolve the results on the Battle Board.

5. When all the defenders forces are composed entirely of cavalry units (including leaders if any) and the attacking players forces have no cavalry units in their combat forces boxes, the defender may retreat and avoid all further combat. This applies to battles in any terrain.



#### **TACTICAL MANEUVERS:**

Tactical maneuvers are represented in battles by the use of the Tactical Maneuver Cards and the Tactical Results Chart. Each player has eight of these Maneuver cards. Based on the cards the players select as their tactical maneuver, a combat modifier is applied to the battle. This modifier can range from -3 to +3.

1. Tactical Maneuver cards are only

used for battles that occur in clear terrain hexes.

2. They are not used for battles with fortifications, walled towns, or walled villages.

3. Before the dice are rolled to resolve a combat round, each player secretly chooses one of the tactical maneuver cards to represent their actions. The two cards are then simultaneously revealed, and checked against the Tactical Results Chart where a die roll modifier is found for each card combination. There are conditions where the cards played will result in no further combat for the battle. This is usually where one (or both) players choose the Retreat card and the opposing player does not pursue with a Frontal Attack. Players withdrawing from battle with the retreat card must leave any supplies they have in the hex, and retreat two hexes of their choosing. When both players choose a strengthen card, no combat occurs for that round, but combat may continue. There are situations where this delay tactic may be useful to rally routed units.

4. Take the die roll modifier from the Tactical Maneuver Chart and apply it to the other modifiers and add them to the roll of the dice.

#### **MULTIPLE COMBAT:**

1. The attacker may initiate as many combat rounds as they wish to resolve the battle. They may quit at the end of any round and combat for that battle ends. The battle may end before all opposing units are eliminated. The defender does not have an option to counter attack when the attacker chooses to end the combat. They must wait for their turn to initiate an attack.

The following steps comprise the new combat round on the battle board for each player:

1. Units move from the combat forces boxes and cavalry box, to the reserves - cavalry that charged is required to do so.

2. Units move from the reserves to the combat forces boxes and cavalry

box - Consolidating into larger units in the process when leaders or eagles are present.

3. Each leader attempts to rally each routed unit.
4. AMBUSH: place the next two counters from the line of forces into the reserves box.
5. Leaders & eagles consolidate broken units into larger units in the reserves. Routed units must be rallied to the reserves before they can be combined into larger units.
6. Calculate the odds, and die roll modifiers, roll the dice, resolve the outcome.

#### **ENDING COMBAT:**

The battle automatically ends under the following conditions:

1. The Combat Forces box is completely depleted of counters on either side and no combat units exist in the reserves box to replace them.
2. A NE result was rolled on the Combat Results Table.
3. Maneuver cards played resulted in a retreat by one or both players (no Frontal Assault played to counter it)
4. A morale check for either side on the Combat Results Table results in an NE effect.

When situations arise where the battle ends in situation (1) above - no Combat Forces, the opposing player does the following:

- a. Attempt to capture each of the opposing player's Leaders in the battle. Eagles are captured automatically.
- b. Any captured eagles or leaders are re-captured. Roll a single die for each leader to see if they are killed on a 6.
- c. Siege Towers and Artillery of the affected player are destroyed. Fortifications are captured. (They are not razed until ordered.)
- d. Supply trains are captured or destroyed.
- e. Any routed counters may be pursued and destroyed by the opposing players cavalry in their Cavalry box. The attack strength of the cavalry unit determines the

maximum number of routed counters that the cavalry can destroy. When the affected player has opposing cavalry in their cavalry box or reserves, this elimination is prevented. Cavalry may only eliminate routed units in this way when the battle occurs in terrain other than forest.

f. Routed units in Fortifications are destroyed when combat ends and enemy units still remain in the same hex.

g. Any remaining defending counters are retreated by the attacker. This takes precedence over a retreat maneuver card.

#### **RETREATS:**

1. The defender may retreat from battle when his combat forces boxes consist solely of cavalry forces. This can be done before battle starts.

2. Units may retreat into a friendly fortification (not a marching camp) if one is within 2 hexes. Legions may retreat into a marching camp in the same hex only when the Roman player successfully plays a retreat maneuver card, or has all cavalry units in the combat forces boxes.

3. Retreats cannot cross rivers, impassible terrain, or thru hexes with enemy units.

4. When a unit cannot retreat the full two hexes, into a friendly fortification, or no retreat is possible, the units are eliminated instead.

5. Gaul and Germanic units do not have to be retreated enmasse using a Concealed Movement marker, the Roman player may break them up into individual units and retreat them separately to different hexes.

6. Roman legions retreat together with their auxiliaries/Levies. Multiple legions may be retreated to different locations. Allied units can be retreated individually. The Roman player determines which units are with each legion.

7. Legions cannot fortify after retreating.

8. Retreating units may not take any supply, artillery, or siege towers with them.

#### **NEW COMBAT ROUNDS:**

The beginning of each new combat round starts with the attacker declaring a new round. On the battle board:

1. Both players may withdraw counters from the Combat Forces section to the reserves and replace them with fresh counters from the reserves (this includes the cavalry box). Results of a previous morale check may prevent this.

2. When Leaders or eagles are present, War-bands can be combined into Mobs and Cohorts into Double Cohorts automatically. Allies require their own leader to do this.

3. Both players may attempt to rally routed units with their leaders. Each leader may attempt to rally each unit in the routed box by rolling a 5 or 6 with a single die. Supreme Leaders need a 4, 5 or 6. Rallied units are placed in the Reserves box. Routed units that fail to rally remain in the routed box until the next round where the attempt can be made again.

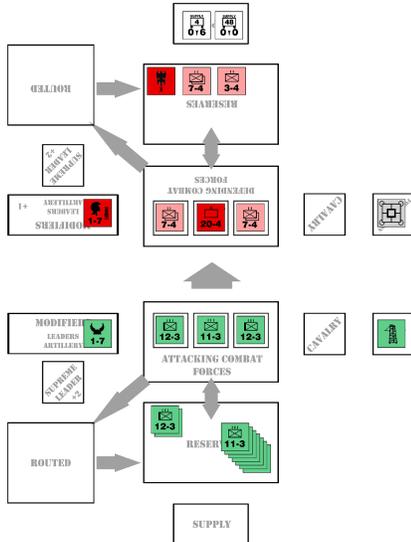
4. Players may not voluntarily move units to the routed box.

5. Players may replace the cavalry unit in the cavalry box with a fresh cavalry counter if they have one.

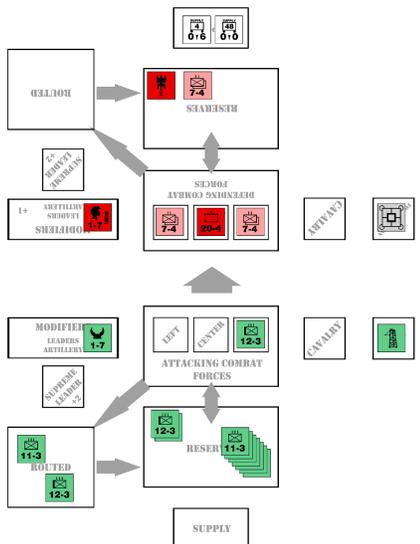
6. The cavalry box must be emptied and the cavalry counter placed in the combat forces box when fewer than three Combat Force counters are available.

**EXAMPLES OF COMBAT:**

**Example 1:**



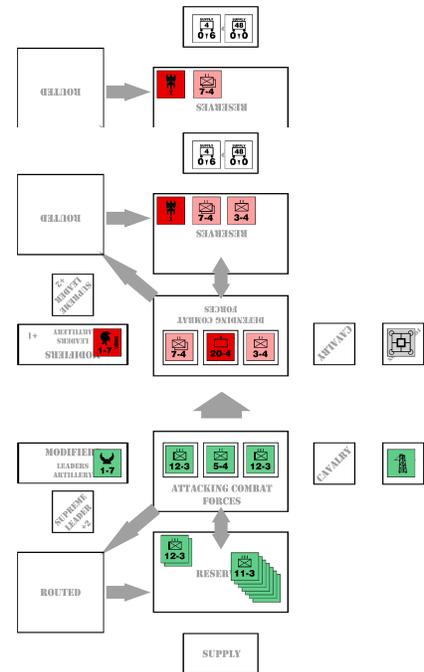
The Gauls are assaulting a Roman marching camp at Geneva (N25). They have 36 combat factors in the Attacking Combat Forces box plus their leader. The Romans have 35 defending, but they are times two due to the fortification that they are defending in. The odds are 1-2 for the Gaul player's attack. Each side has a leader, and the fortification is in clear terrain, so there are no modifiers to the die roll. The Gaul player rolls two dice



totaling 9. The result is read from the Combat Results Table - AL1/DL1. Both sides suffer a single unit loss. Since both players have leaders present, each may reduce a counter rather than losing a whole

one. The losses are taken from the Combat Forces box on both sides. The Roman Player chooses to break a 7-4 Double Cohort in to two 3-4 infantry and loses one of them. The Gaul Player breaks the 11-3 counter and replaces it with a 5-4 infantry war-band.

The Gaul player chooses to continue the combat. Each player uses their leaders to rally routed units, and replace the reduced units in the Combat Forces box with fresh forces from the reserves. The counters in the Combat Forces boxes are the same as they were in the first combat round. The odds remain the same. The Gaul player rolls the dice and this time a 7 is rolled. The Combat Results Table is consulted. An AR is indicated affecting the Gaul player. The attacking combat forces are routed and a single die is rolled. A 4, requires two counters to be routed. The Gaul player selects the 11-3 and one of the 12-3 counters to be moved from the Attacking Combat Forces box to the Routed box.



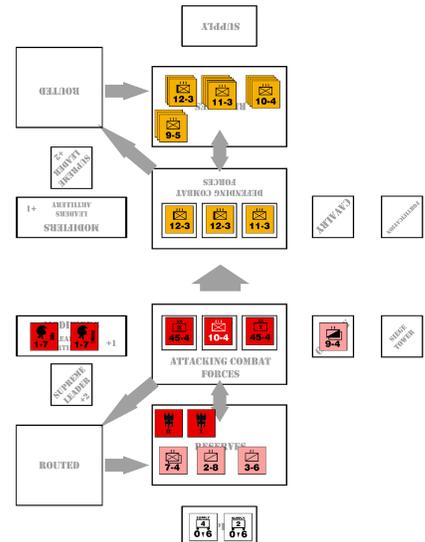
The combat round is over, and the confident Gaul player elects for another round of combat. They place a 12-3 and an 11-3 from the reserves into the Attacking Combat Forces

box and attempt to rally the two routed units with their leader. A 5 or 6 is needed to rally each of them and a 1 and 6 are rolled. The 12-3 unit is returned to the Reserves box and the 11-3 remains in the routed box.

The counters and odds remain the same, and the Gaul player rolls the dice. A 6 is rolled this time requiring an attacker morale check. A total of 5 is rolled with the dice and a +1 is added for the presence of a Gaul leader. A 6 on the Morale Check chart indicates a normal rout and the reserves refuse to be moved to the Attacking Combat Forces box in the next round. The Gaul player rolls a 5 for the normal rout, and must move two counters to the routed column. Since only a single 12-3 infantry counter remains the odds for continuing the attack fall below 1-3 and are not allowed. The battle must end. The Gaul player has enough other units to maintain the siege and the assault can be made again in the next Gaul player's turn. The routed units must retreat two hexes by the Roman player.

**Example 2:**

In this example, two legions have reached an advanced column of Germanic barbarians entering Gaul. They are in clear terrain, and without a leader. The Roman player has +1 for having a leader present, and +1 for an eagle fighting in clear terrain. The odds are 111 to 35, or 3-1, +2.



The combat maneuver cards are chosen by both sides. The Gaul player realizes his mistake and plays a retreat card, the Roman player is expecting this and plays a Frontal Attack card, the Roman Player has a +3 on top of the +2 they already have. The die are cast, and a 9 is rolled, +5 equals 14 at 3-1. The table indicates DE. All three units in the defending combat forces box are removed and returned to stock.

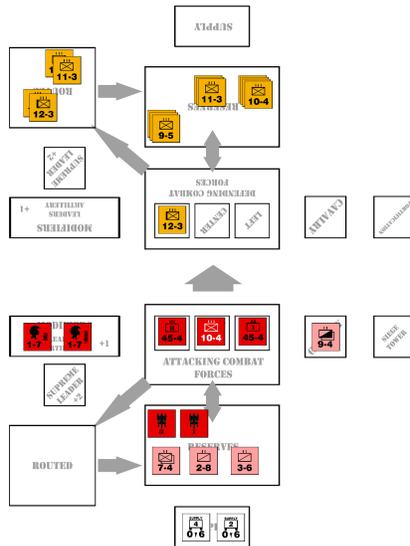
The Roman player wants another round of combat. The Gaul player puts three fresh counters into the box. The odds remain the same. The maneuver cards are selected and played, the Roman plays a frontal attack again and the Gaul player has selected a reinforce right card. The Roman has a -2 on his die roll now, which reduces the bonus to zero. A 7 is rolled, DR - Defender Routs. The Gaul player rolls a 4 and two counters are placed in the routed box.

The Roman player indicates another combat round is needed, the Gaul player places two fresh units into the combat forces box from the reserves. They have no way to rally the routed units, so they remain in the routed box. The Gaul player plays a reinforce left card, and the Roman player plays a strengthen right card. The Roman receives a +3, totaling +5 at 3-1. A 3 is rolled, making it an 8. A defender morale check is called for. The Germans have no modifiers,

and roll a 4. A die is cast for the normal rout, a 4 is rolled. Two counters are placed in the routed box.

The Roman indicates that they want another round of combat, the odds are 111 to 12, the 5-1 column must be used. The Gaul player selects a strengthen center card, and the Roman picks a reinforce right. The modifier is zero +2. A 5 is rolled, +2 equals 7 - DL2. The remaining 12-3 heavy infantry is returned to stock.

Because a defending heavy infantry was broken 1 step, the Roman player must choose between losing an entire 10-4 allied infantry or suffer a one step loss of the 9-4 cavalry unit. There is no allied leader present to reduce the allied infantry. The Roman ally 10-4 unit is lost.



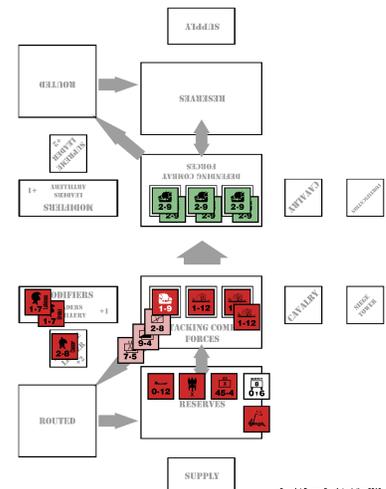
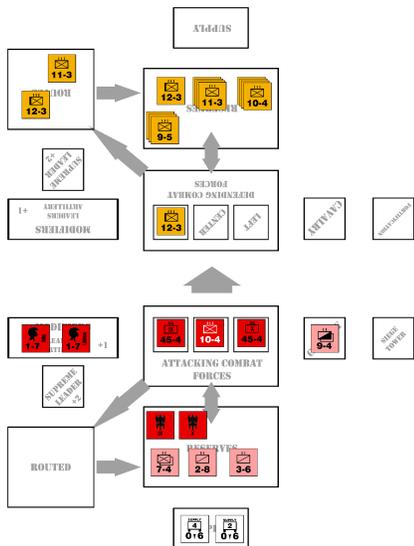
The Roman player indicates another round is needed, and puts the 7-4 infantry from the reserves into the Combat Forces box. The Gaul player places fresh units into the combat forces box. The odds remain 3-1, +2. The Gaul player plays a retreat card, the Roman, a reinforce left. The modifier is zero. The die is cast and a 6 is rolled, +2 equals 8. Another defender morale check. The Gaul player rolls a 10, and a No Effect result is attained, no further combat. The 9-4 Roman cavalry may destroy up to nine routed counters, all four are returned to stock. The counters for both players are returned to the map. The German forces are still

retreated by the Gaul player two hexes because they played a retreat maneuver card successfully.

**Example 3:**

The Roman player is attempting to reinforce a besieged fortification of their ally the Atrebat in Hex QQ17. The Gaul player has blockaded it with the entire fleet. A single Roman legion and allied units in the fortification are not shown.

The weather is normal and there are no changes to the values of the Roman fleet. The Roman player has 4 factors from ships and 9 from missile units on the ships. Making the odds 13 to 12 or 1 to 1. The Roman player has +3 to the die roll for leaders. The artillery unit has no effect aboard ships. The Roman player rolls a 2 on the die, +3 is a 5 - an AR result is indicated. A 6 is rolled for the routed forces and the Roman player moves 3 ships of his choice to the routed box. Optionally, one of the Roman leaders is killed or captured. A 5 is rolled on that die and since the Gaul player has no leader, there is no effect. The Roman player continues the attack. The two Roman leaders roll one die each to rally each of the routed ships. Two return to the reserves. Caesar rallies the remaining ship to the reserves. Only the allied ship with the missile units remains to fight for the second round. The odds are 1 +9 making 10 to 12, or 2-3 odds with a +3 on the die roll. The Roman player rolls a 10



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brought up to attack. The odds are 30 to 52 or 1-2 at -4. The cards are played, the Gauls gets a +1 modifier. The die are rolled and the CRT calls for an AE. The Gaul player ends the combat, his forces are not required to retreat.

The stakes in this battle were very high, Caesar could have been killed with a roll of 12 on the dice, and they were dropped several times. Had the German's luck held, they may have been able to crack the legion and taken the bridge. The XIV legion would have been lost, and there would have been no way to recover the eagle.

**Example 6:**

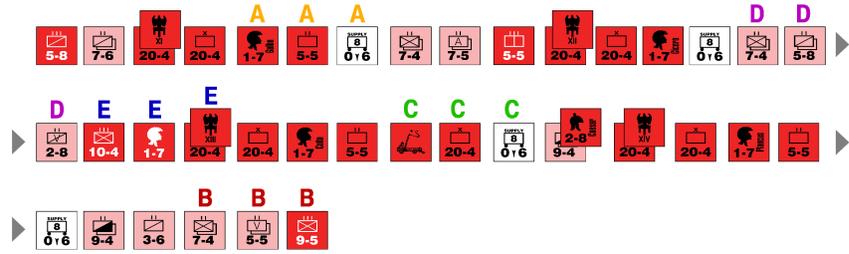
The Santones, Lemovici, and Petrocorii are in revolt and have sent their best units to U9 where Vercingetorix has organized an ambush next to the Opidium in U8. While waiting for the Romans to arrive from the northeast, the Gaul leaders have upgraded two existing units to mercenaries. A token force garrisons the Opidium. Caesar and four legions with replacements, levies, and allies arrive with artillery and the ambush is sprung.

The Roman units are lined up in single file. The legions are broken in two parts and paired with their eagles as a single unit, as is Caesar with his Germanic bodyguard. The Gaul player must consider which three units will be the focus of the attack. There are several options, indicated by letters.

A – the weakest point in the line with only 6 factors defending. The biggest drawback to this attack would be the legion and a 7 strength unit in the reserves on the first round of combat.

Option B, attacking the tail end of the column has the advantage of being able to wipe out a large number of support units before a legion shows up – and then they will arrive one at a time.

Option C gets Caesar in the combat quickly in an attempt to kill or capture him, but he will have a legion and a half at his disposal on



the second round of combat.

Option D will gut the column of some valuable units, but you run the risk of two legions showing up at the same time a few rounds later. Option E has the best chance of capturing an eagle and cleaning out a number of support units in the process. You would have to abandon the attack when Caesar and another legion show up though.

As you can see there is a lot to consider ambushing a formation of this size, there is also much consideration by the Roman player in arranging the column in the first place. There is another option: being Vercingetorix, and knowing that you have to kill or capture Caesar, you could just attack him head on. Putting him and his body guard, a legion and an 8 factor supply on the board immediately. Caesar would pick the 20-4 and the artillery for the reserves.

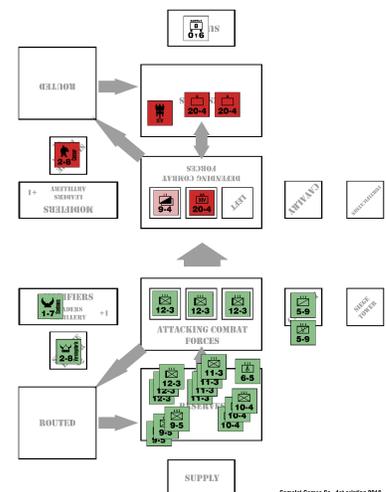
The Gaul player will know in a couple rounds of combat if its going to be successful, and can quit when the odds get bad. Vercingetorix will do pretty well defending in the forest against these legions as long as he can hang on to his missile units. Caesar could throw three legions at him and have 2-1 odds -1 and have to face a lot of heavy infantry defending. It could be an expensive counter attack in the Roman turn.

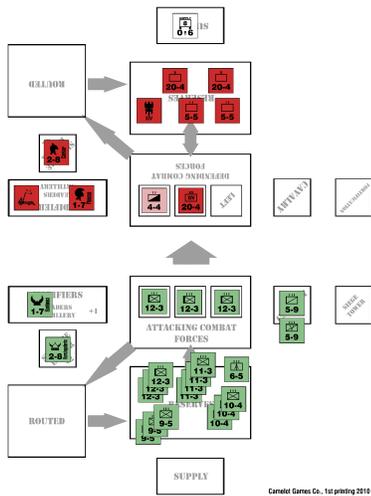
The Ambush plays out with the initial set up like this: (right) The supply is moved from the combat forces box to its own box since there are other units that will be defending it. Caesar is moved to his box as well. The bonus modifier for Caesar can't be used on the first round of combat.

The Gauls have 55 factors to the Romans 31, making it 3-2 odds. The Romans have a -2 for the Legion defending in the forest. And the Gauls have a +1 for the ambush, +1 for a leader, and +2 for Vercingetorix. This makes a total of +6. The dice are rolled, 5 +6 is 11 – DL1. Caesar opts to reduce the 9-4 cavalry.

A new combat round begins, Caesar selects a leader and an artillery to place in the reserves. The leader is placed immediately in the leader box, his bonus will apply this turn, same for the artillery. Caesar moves the other two 20-4 units to the combat forces boxes, making three of them. The Romans now have 63 defending making 2-3 odds and the modifier is down to +2. The Gauls roll a 9 +2 is 11. A DR result with a 4 rolled requires two of the 20-4 units to rout. Caesar selects the two unnumbered 20-4 units.

The third combat round begins. Caesar puts the 4-4 cavalry back in the front line. Caesar selects two 5-5 legionary cohorts and places them in the reserves. Both routed 20-4 units are rallied and placed in reserve.



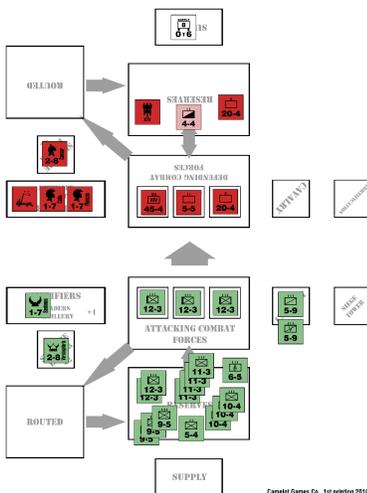


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The ambush failed, only three minor units were destroyed. The Gauls get to defend in the forest against 4 legions in the Roman turn.

Selecting Caesar and a legion to ambush turned out to be a bad idea. One legion could easily have been destroyed and eagle captured if a different attack was made. Several support units could also have been lost with it. Had the Gauls ended combat when there were two routed 20-4 units, the Romans would have suffered a significant loss with their destruction.

The Gauls are at 2-1 odds at +2, the dice are rolled - 3 +2 is 5 which is an AL1DL1. Vercingetorix reduces a 12-3 and sends the broken unit to the reserves and a fresh 12-3 to the combat forces box. Caesar chooses to reduce the XIV 20-4 rather than lose his personal bodyguard, the counter is removed and three 5-5 legionary cohorts appear in the combat forces box. Caesar moves both of the 5-5 units, and both of the 20-4 units to the combat forces from the reserve. This reconstitutes the XIV legion into a 45-4. A leader and 20-4 unit are moved to the reserves. The odds are 55 to 74 or 2-3 +2. The Die are rolled 6 +2 is 8 AL1/DL1 Caesar loses the 5-5 unit and the Gauls break down another 12-3. The Gaul player calls off the ambush - he will be facing two full legions and a half in future battle rounds.



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## CAMPAIGN GAME:

The campaign game begins in 58BC and ends on the last turn of the campaigning season in 51BC, unless circumstances end the game earlier.

We recommend playing some scenarios before attempting to play the campaign game. The easiest scenario to begin with is the fourth - Crassus in Aquitania.

## INITIAL SETUP:

Each campaign year begins with a winter phase. The winter phase for the first year of the campaign game is abridged and is composed only of those items covered here in the initial setup. There is no Political Phase for 58BC.

The Roman player begins the campaign game by selecting one Gaul tribe as a pre-existing active ally of Rome. This tribe will always be active at the start of a campaigning season, Caesar's presence is not required to activate them. Roll up the variable forces for that tribe and place them on the map. The Roman player begins the game with four Legions - VII, VIII, IX, and X. Each legion gets an Eagle, the 45-4 infantry counter with the legion's number, a leader of the Roman player's choice, a fortification counter, and 8 supply. Legion X may be placed in any Roman Town in the Narbonensis province. The other three Legions must be placed in Cisalpine Gaul towns, no more than one Legion per town. These three Legions are inactive and cannot move until there are more than three tribes in open revolt on the map, or any German tribe is activated. They are automatically activated if any enemy forces enter Cisalpine Gaul, any Roman walled town is razed, or an Eagle is captured. They do not consume supplies, and cannot recruit levies/auxiliaries until activated. The Roman player only rolls for Replacements, Caesar is placed in Mutina (A34). When using the optional money rules, Caesar starts with 1500 coins. There is no

political phase to this starting setup. Do not roll for wintering legions, or leader status.

The Gaul player starts the campaign as a normal winter phase, except that the morale of each tribe must be initialized. The Gaul player selects 8 tribes each to have a Morale of 8, 7, 6 and 5. The remaining six tribes, will have a morale of 9. The active ally of Rome will have a 5 morale.

The six tribes selected by the Gaul player to have morale of 9 must each share a common border with another active tribe, this places all the tribes in Open Rebellion adjacent to each other in a common front.

The Gaul player rolls to see if there is a Germanic Invasion for the first season of the campaign game and determines the turns of activation for all active tribes, and then rolls up the variable forces for any that start the game on the first turn, and places them and their leader(s) on the map.



## WINTER PHASE:

When the last turn of a campaigning season is complete, the next year begins with a winter phase:

The Roman Player must resolve the activities of the winter months:

- Events of the Legions.
- Allotment of supplies.
- Activities of Caesar
- Raising New Legions
- Political Phase & Money

The Gaul Player must determine the status of the tribes.

- Tribal Morale
- Open Rebellions
- Turn of activation
- Placement of Variable Forces

## WINTERING LEGIONS:

Half strength legions must be wintered in a town in the Narbonensis province. Legions reduced to Eagles only, must be wintered at Mutina (A34). Legions

may not winter in Germanic tribal areas unless the tribe is allied with Rome. Legions are wintered in clear terrain hexes, and must be at least two hexes away from another wintered legion. A wintered legion consists of the Eagle, the matching numbered legionary infantry unit, a leader, 8 supply, and a fortification marker. If there are not enough leaders to match up with all the legions, legions without leaders must winter in a town in the Narbonensis province. Additional legionary units may winter with a legion, but no more than a single 20-4 unit for any legion.

In cases where Caesar winters with his legions, he must winter in a hex with an allied tribe's walled village. Additional leaders and legionary units may winter with him. Caesar may not winter in the same hex as an Eagle.

Legions may be placed in villages only when that tribe has been enslaved, its leader captured, or the tribe is allied with Rome.

Legions may not be wintered in Aquitania, Belgica, or Britannia until Roman units have entered those provinces.

Legions may not be wintered in Hispania until Roman units have entered Aquitania.

Only Legions that are in Britannia may be wintered there. Eagles in Britannia on the last turn of the campaigning season must be wintered within that province. (Eagles without ground units are still returned to Mutina)

## The Phases:

1. Collect all supply still in play, count the total factors, and return them to stock. The Roman player receives one coin for each factor of supplies remaining on the last turn of the campaigning season. (When using Money and Supply.)

2. Identify any Gaul player fortifications not razed or garrisoned by Roman forces (allies not counted). These represent activated tribes that have not submitted to Rome. Mark the Tribal Morale Chart

with a +1 for these tribes.

3. Identify tribes that were submitted by force to the will of Rome and mark their Tribal Morale Chart entry with a -3.

4. Verify that all tribes that submitted to Rome peacefully and paid 50 coins tribute have their Tribal Morale noted with a -2.

5. Verify that any tribes that reacted with a neutral submission are noted with a +1 to their morale.

6. Return to stock all pink levies/auxiliaries, Roman allies, and Gaul forces. (Caesar's personal body guard remains if in play.) Any leaders under siege are captured or killed, they cannot escape. (see Capturing Leaders).

7. Collect all Roman fleets and transports and place them on coastal fortifications that will be maintained as winter quarters by a legion on a coastal hex. A naval engineer unit is required to maintain the fleets over the winter.

8. Remove all artillery, siege towers, and fortification markers from the board – fortifications that do not have a naval engineer in them, or belong to an improved town.

9. Roman player must select a tribe that they have subjugated by force from any province. This tribe is eliminated from the game. The Roman player makes an example of them, crucifies their leaders, and enslaves their population. Any survivors are assimilated into neighboring tribes. Payment to Caesar begins at 5000 coins, and is reduced 500 coins each subsequent year.

10. Roman player pays all debts associated with razed Roman towns, ransomed leaders, etc. They may build walls for one Roman town that has none for 500 coins. Captured named Gaul leaders may be ransomed back for 500 coins each.

11. Collect all the red Roman legionary units on the map and organize them by legion number, assign one or more leaders to each legion, any additional legionary forces, a fortification, and 8 supply. Place each of these legions using the

rules for Wintering Legions.

12. The Gaul player rolls one die and adds +1 to the morale for that number of tribes (57BC and later). The tribes may be chosen from any province. Calculate the changes to Morale for each tribe, and notes the new morale in the box for the next year. Tribes with captured leaders morale is set to 7.

13. The Roman player selects another ally for the next campaigning season. (see Roman Allies)

14. The Roman player starts the political phase. Remove the cards with "Senate" at the top and a number of votes on the bottom. These are used to tally actual votes. Political cards for offices that have a one year term are returned to the stack. Begin by drawing four political cards at random. Up to six additional cards may be purchased for 500 coins each. Collect office revenues and pay expenses. Tally the Roman player's votes and mob influence, then go thru the list of motions that need to be voted on, and resolve each, one at a time.

15. The Roman player then rolls on the Winter Events chart below.

16. The Roman player then rolls on the Leader chart below.

17. The Roman player rolls for Caesar's arrival on the chart below.

18. The Roman player rolls on the Reinforcements chart and places those units on the map at Mutina (A34). New legions authorized by the senate from this chart do not need to be recruited by Caesar.

19. The Roman player places supply on the Roman towns in "The Province" - Narbonensis, and Cisalpine Gaul – 24 on walled towns, 8 on open towns that were not razed in the last campaigning season.

20. Allied forces and resources for Rome's initial ally are determined and placed on the map. Their leader can be bribed to provide additional forces. (see Roman Allies)

21. Razed markers are collected and returned to stock.

22. The Gaul player roll up the

variable forces and places all tribes in active revolt at the start of the season on the map with their leaders.

23. The Gaul player rolls for a Germanic Invasion. The roll and result is kept secret.

### **Morale Adjustments:**

Adjustments to the existing tribal morale are made in subsequent years for each tribe according to the following:

+1 for any number of Roman Eagles wintered in the tribes territory,

+1 if any villages were razed within the tribes territory that season.

+1 if Germans or Romans are wintered in the province.

+1 if an attempt to make the tribe submit failed - including neutral reactions from Concealed Rebellion rolls.

+1 if the tribe was active in the last season and not subjugated.

+2 if the Gaul supreme leader tried to activate the tribe in the previous campaigning season and failed.

-1 if Germanic tribes or supplanted tribes were present in the province during the campaigning season, and are no longer in the province.

-1 if the tribe is an ally of Rome.

-2 if Vercingetorix is killed or captured - Gaul province tribes only.

-2 if the tribe submitted to Rome in the last campaigning season.

-3 if the tribe submitted by force.

Morale for Belgica and Aquitania is not modified until after Roman units enter their province. Britannia morale may be modified starting in the third campaigning season, 56BC.

### **WINTER EVENTS:**

The Roman player rolls two dice on the following chart for the Events of the Legions over the winter months:

<b>Roll</b>	<b>Result</b>
2-6	Quiet Winter
7-8	Legions relocate to quell rebellious tribe:
1-3	One Legion & Tribe
4-5	Two Legions & Tribes
6	Three Legions & Tribes
9-10	One Legion decimated to half strength.
11-12	Two Legions decimated to half strength.

A quiet winter result means that the Legions are not affected and no changes need to be made after the fall encampment for the winter.

The Roman player chooses the Legions for the other results. For each Legion affected by the Rebellious Tribes result, a tribe is chosen by a random method, from all the tribes of provinces where legions are wintered. The Legion, eagle, and fortification are moved to any hex within the tribal boundary the Roman player wishes. The Legion must come from the same province that the rebelling tribe is in. Each Legion relocated to quell rebellious tribes must roll on the following chart for the result:

<b>Roll</b>	<b>Result</b>
2-7	Tribe Submits to Rome.
8-10	Half of legion lost, tribe submits.
11-12	Legion lost, Eagle captured, tribe in open rebellion.

The tribes moral is reset according to the result above; 2-10 a Morale of seven, 11 or 12 a Morale of nine.

Decimation of the Legions over the winter are due to ambush, disease, and desertion.

### **Leader Changes:**

The Roman player must then roll on the Leader chart for each winter phase after the first year – Beginning in 57BC:

<b>Roll</b>	<b>Result</b>
2-3	No Change
4	1 Leader Killed
5	Add 1 Leader
6-7	No Change
8-9	Remove One
10-11	Remove Two
12	No Change

Leaders removed, return to public life in Rome. They can be recalled when adding leaders as indicated on the die roll later in the game, or with new legions raised. Leaders that are killed cannot return to the game.

### **Caesar's Arrival:**

Caesar's status then needs to be determined. Roll two dice on the following chart:

<b>Roll</b>	<b>Result</b>
2-7	Caesar arrives March III in Mutina (A34)
8-9	Caesar arrives Late – May I in Meduillanum (F31)
11-12	Governatorial Duties - Caesar not present in Gaul.

Caesar may elect to winter in Gaul, and not have to roll on this chart for his arrival in the spring. This can only be done under the following conditions: An Eagle was lost over the course of the campaigning season, or as a result of the Winter Events die roll, or the Gaul supreme leader Vercingetorix was present - even if he is currently captured or killed.

### **Reinforcements:**

New Legions may be raised only if Caesar is to be present in Gaul. In some cases he may arrive with Legionary Cohorts to be used to replenish losses. The Roman player rolls once on this chart:

<b>Roll</b>	<b>Result</b>
2-4	No Reinforcements
5-6	8 Legionary Cohorts
7-8	4 Legionary Cohorts
9-10	2 new Legions
11-12	1 new Legion

If the roll indicates that no new Legions are to be raised, and fewer than ten Legions are in play outside of Hispania, Caesar may elect to raise up to two Legions at his own expense. (See raising Legions under Recruiting)

### **Supply:**

The Roman player places supply counters on the map according to these instructions:

Wintered legions begin the campaigning season with eight supply each.

No supplies are placed on any town or village that was razed in the previous season.

24 supply points in every walled Roman town except Ampurias (B10). Eight supply are placed in Roman towns without walls.

### **Gaul:**

The morale of the tribes must be initially assigned and in later years modified. Each tribe has a morale value - a level of determination to resist Rome. This is reflected by a number between two and twelve. The lower the number, the more likely the tribe is to submit, or even become an ally of Rome. It also determines the level of rebellion in the tribe. There are two types - Concealed rebellion, and Open rebellion.

### **Open Rebellion:**

A morale value of nine or more indicates open rebellion and the Gaul Player must roll for the tribes variable forces and place them on the map.

This is only for the 39 tribes of Gaul. The tribes of Belgica, Aquitania, and Britain are not activated in this way, they must wait until Roman forces have entered their province. The tribes in open rebellion of Britain, Aquitania, and Belgica are all placed immediately on the map when Roman forces enter their provincial borders. Afterward, they are activated each year like the Gauls.

The Gaul player does not have to

place the tribes counters on the map immediately, but may select a turn for activation over the course of the campaigning season for each. The Roman player should not know when the tribes are to become activated.

All the units of tribes in open rebellion must be placed on the map by the last turn of May, or be forfeit for the season.

When the roll for variable forces indicates zero unit counters are to be deployed, and the tribe has no walled village, a fortification counter is still placed for the Gaul player to use, and the Roman to destroy or capture and subjugate the tribe. If captured and not razed, the tribes fortification or village must be garrisoned by a Roman unit or levy/auxiliary on the last turn of the campaigning season, or the tribe is not subjugated.

If the Roman player enters one of these tribe's areas before they are activated, the Roman player rolls to subjugate them. If they succeed, the tribe cannot be activated as the Gaul player has indicated.

When activated, All the tribes counters are placed in a walled or open village within the tribal borders. If no village is available for the tribe, a fortification marker is placed on a hex of the Gaul players choosing (Opidium) and the forces placed within it. A marsh hex or impassable terrain cannot be selected. When placed on a coastal hex, the fortification may also act as a port for ships.

Some tribes have leaders, the name of the tribe is printed on the counters. When the Gaul player has no 'named' leaders from these tribes active, a single un-named leader counter is placed with any active tribe. Only one un-named leader is allowed per province. When a tribe is activated, if there are no remaining leaders in that province at that time, an un-named leader is provided. Leader counters are placed with their units when the tribes forces are placed on the map.

When the Gaul player runs out of

unit counters for activated tribes of Gaul or Germania, no substitutes are allowed. The Roman player should not have to face more units than the game provides.

### **Concealed Rebellion:**

This means that the tribe may revolt when Roman units enter their territory. Two die are rolled by the Roman player when he enters these tribal areas and they may add one for the presence of an Eagle and another two for Caesar himself. If the total is greater than the tribal morale number, the tribe submits to Rome and no forces are deployed. The Roman player receives 50 coins in Tribute. When the roll equals the tribal morale number, the tribe is Neutral. No tribute is paid, and no forces are deployed. When the roll is lower, the variable forces for the tribe are rolled up and placed on any hex within the tribal borders by the Gaul player with a fortification marker as an Opidium when no village is available. The tribes morale is changed to 9 when activated unless it was originally higher. The tribe can still be subjugated by the Roman player if they raze or capture the walled village or fortified position in the tribes territory. If captured and not razed, the tribes fortification or village must be garrisoned by a Roman unit or levy/auxiliary on the last turn of the campaigning season, or the tribe is not subjugated.

### **Submission By Force:**

Tribes in open rebellion can be forced to submit to Rome by capturing their walled village or fortification. No subjugation die roll is needed if this occurs. An un-razed village must be held until the last turn of the campaign season by Roman units or auxiliary/levies, or it must be razed.

A tribe can only be subjugated once per campaigning season. Tribes already subjugated cannot be activated later that year. No tribute is paid when using the optional money rules, and no money is gained from

razing opidium fortifications, only villages.

When subjugated, the Roman player immediately rolls on the Gaul variable forces chart, and the Gaul player is required to remove units from the first four infantry types as indicated, from any Gaul forces in that tribes province. (Resource bonus not counted, Aquitanian forces one less unit is removed). When the forces indicated do not exist, they cannot be removed, they are not substituted. Ships, cavalry, and light infantry are not removed.

### **INITIAL MORALE:**

The initial morale factor for each tribe is determined by following this chart:

#### **38 Gaul tribes: (minus Roman Ally)**

**8 tribes get a morale of 5**  
**8 tribes get a morale of 6**  
**8 tribes get a morale of 7**  
**8 tribes get a morale of 8**  
**6 tribes get a morale of 9**

#### **13 Belgica tribes**

**Roll 1d6+6 for each tribe.**

#### **4 Aquitania tribes:**

**Roll (4d6+4)/2 rounded up.**

#### **9 Britania tribes:**

**Roll (4d6)/2 rounded up.**



### **RESOURCES:**

Tribes can have four different resource types, these resources are fixed to that tribe and cannot be given, or exchanged with any other tribe. The resources are only available when the tribe is in open rebellion, or an active ally to the Roman player. The resources available are:

#### **Grain:**

Only the Roman player benefits from this resource. When a tribe with the grain resource becomes an active ally of Rome supplies are placed in the tribes Village or Opidium as rolled:

Roll	Open		Walled
	Opidium	Village	
2-4	0	0	0
5-6	12	18	24
7-8	16	24	32
9-10	8	12	16
11-12	4	6	8

The supplies may not move until a Roman leader or Eagle comes and gets them.

**Iron:**

Only the Gaul player benefits from this resource. A tribe with the iron resource gains an additional 12-3 heavy infantry unit. Leaders may also convert one non-cavalry mob size counter into a 12-3 heavy infantry unit within the tribes borders once each month. Each tribe with the iron resource can do this.

**Ships:**

Active tribes with this resource may provide ships to either player, and are rolled for on the Variable Forces chart. They may only appear in a coastal hex in the tribes territory that has the tribe's Opidium, Village or a Roman fortification (marching camp).

**Horses:**

Tribes with this resource add an extra cavalry unit to the Roman or Gaul player's variable forces. Friendly Leaders may also automatically recruit a cavalry counter of their choice once each campaigning season. For the Roman player, the tribe need not be active to recruit this unit. These tribes can provide only one unit each season from recruiting. The Roman player may select a single or double cohort, or an allied cavalry counter when the tribe is an ally of Rome.



**ROMAN ALLIES:**

The Roman player gets a new ally each winter phase. They may select a tribe from the Gaul province with a

Morale factor of five or less, or a tribe from one of the other provinces. When the province has not yet been activated by the Roman player, the morale of 5 requirement is ignored and the actual morale of the tribe is set to 7 unless it was lower. When the Roman player selects the Gaul province, the Gaul player must disclose all the tribes in that province that are eligible by handing the Roman player the tribes cards for consideration. Tribes in Britannia may not be selected until the winter season after Roman forces first arrive within the province. Belgica and Aquitanian tribes may be selected as allies before the Romans enter these provinces.

Roman ally forces may cross provincial and tribal borders without incurring the activation of the tribes. In a winter phase after the Roman's first Punitive expedition into Germanica, the Roman player may choose a single Germanic tribe as an ally of Rome. This is in place of the Roman player's normal ally selection, and can be done only once. The Germanic tribe does not provide any variable forces other than a personal bodyguard for Caesar. The Roman player may select a single double cohort counter from the list of all Auxiliary units (not Mercenaries) as Caesar's personal bodyguard. This unit moves with Caesar and may never leave him, its movement factors are ignored as well as its type for terrain effects on movement. If reduced to half strength it is automatically replaced at the beginning of the next turn. When completely destroyed, Caesar must return to the tribes starting area to replace it. There is no monetary cost associated with this unit. The German ally's tribal card is permanently removed from the Gaul players list of available tribes to recruit from.

Aside from the initial ally which is always active, Caesar himself must call the other tribes to activation, and may do so from any hex within the tribes boundaries. The tribes variable forces and resources are not placed

on the map until Caesar activates them. The tribe that begins the game as an ally deploys its forces at the start of each season.

The Roman player rolls for the allies variable forces and deploys them to any hex or hexes within the tribes boundaries. Each allied tribe gets a leader.

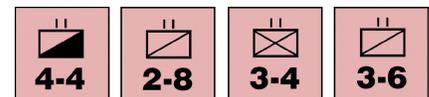
When using money: Leaders of allied tribes can be bribed for additional forces - 50 coins per tribe adds one to the variable forces die roll, and 100 adds two.

Roman allies who's leaders have been captured are replaced the next time Caesar activates the tribe. Captured allied leaders are returned to stock at the end of combat.

When an ally is left inactive the Roman player may still use the tribes territory, including walled villages for fortifications, and for the construction of other fortifications and ships.

Activated allies may have additional resources to provide. (see Resources)

When a ship is shown as a tribal resource, the Roman player may get ships indicated on the Allied Variable Forces chart if rolled. A Legion is still required to create a naval engineer unit for the construction of Roman ships. The Allied tribe may use a Roman coastal fortification as their starting hex, and the Romans may use walled villages of tribes with naval resources as fortified ports.



**RECRUITING:**

During the campaigning season, Leaders and Eagles may recruit levies from un-razed Roman towns, allied villages or Opidiums, and open villages of previously enslaved tribes, up to three times each during the summer campaigning season. The leader or eagle simply rolls on the Auxiliary Forces chart and places the unit indicated with the leader or eagle. The units cannot move the

turn they are recruited, but can participate in battles within the hex that they are recruited. Legions that are recruited do not appear until the end of the turn and may not participate in battles.

Eagles and Leaders may recruit from towns and villages while under siege. Otherwise units may not recruit with enemy forces in the same hex.

Eagles that recruit may not build siege towers, artillery, naval engineers, or bridges in the same turn. Leaders may recruit and hire mercenaries in the same turn.

Gaul and Belgica Leaders may attempt to recruit German mercenaries, or invite germanic tribes into Gaul from any Rhine hex, germanic tribal area, or hex within the province of Germania. Each leader may roll once on the German Incursion Chart. Any Germanic tribes activated in this way appear in specific areas related to the tribal area shown on the game cards. Only one attempt can be made each campaigning season by each Gaul leader. Leaders from, Aquitania, and Britannia may not activate Germanic tribes. Each tribe rolls for variable forces on the Germanic Variable Forces table.



**Recruiting Legions:**

Legions ordered by the senate (Reinforcement die roll) or borrowed by a motion that was passed, appear in Mutina (A34) already recruited. No more than 2 new Legions can be raised in a campaigning season, either by order of the Senate (Reinforcement die roll) or from Caesar's own purse. Up to two legions raised by Caesar, must be recruited by Caesar, and he cannot raise more than two at his own expense until they are paid for by the state. No new legions are allowed, even if indicated by Reinforcement roll, when there are already ten or more legions present

outside of Hispania. Only twelve legions are provided with the game, and Caesar cannot have more than that amount at any time.

All new Legions raised must be from a walled Roman town in Cisalpine Gaul. Place the Eagle in the hex chosen during the recruitment phase, and the actual legion unit at the end of the turn, Caesar must also be present in the hex for the full turn of recruitment.

Beginning with the fourth campaigning season new Legions can be raised from any walled Roman town, or fortified village of an allied tribe. The legion number is chosen from the forces available by the Roman player. A leader is provided with each new Legion.

When Legions are recalled by the senate, the leaders remain.



**REPLACEMENTS:**

The Roman player receives a single regular 5-5 infantry Legionary replacement unit at Massalia (C19) on the first turn of each month. Legionary replacements may be recruited instead of levies by Leaders and Eagles beginning with the fourth campaigning season in 55BC. Caesar may recruit these replacements instead of levies at the start of the game. A die roll of 5 or more (2d6) is needed for recruiting legionary cohorts as replacements.



**RAZING VILLAGES:**

Any infantry or cavalry unit may raze a town or village. This is done as part of movement or after combat. No enemy forces may be present in the hex. The units remaining movement points are expended in the process of razing the town or village. A leader may not raze a town, village, or fortification alone. Gaul and German forces may not raze Gaul, Britannia, Belgica, or

Aquitanian villages, except those allied to Rome. Roman allies may raze villages and fortifications of tribes in open rebellion, but the Roman player receives no benefit from their action. When an ally razes a town, village, or fortification of a tribe in open rebellion, that tribe cannot be subjugated by the Roman player that season.

When a leader or eagle is present the Roman player rolls for supply when a village is razed, and 100 coins if the optional rules for money are being used. 50 coins for open villages. (see Resources:Grain)

Conversely, the Roman player must pay when towns of Roman Provinces are razed. Consult the following chart:

Narbonensis		
Cost	Votes	Mob
100	0	-1
250	-1	-3

Un-walled

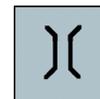
Walled

Cisalpine Gaul		
Cost	Votes	Mob
250	-1	-3
500	-2	-6

Un-walled

Walled

Not only will the Roman player lose money when these towns are razed, they will also lose votes in the Senate, and popularity with the Mob in Rome. (see Winter Phases)



**BRIDGES:**

Only the Roman player may build bridges across the Rhine. At least one Germanic tribe must be active in the campaigning season to build one. This requires an Eagle, a full legion, and takes a full turn. Neither the eagle or legion may move or engage in combat in that turn. Once built the Roman player may send forces across the bridge into Germany on punitive missions. Bridges are automatically destroyed when no friendly units remain in the same hex. Eagles gain an additional +1 bonus when defending a bridge.

Bridges can be captured through combat by eliminating or forcing the retreat of Roman units guarding the bridge. When captured the Gaul player may place three Germanic mobs on the bridge each turn of his choice from the counters available.

### **PUNITIVE MISSIONS:**

To become involved in a punitive mission across the Rhine, Roman units must begin their turn in the bridge hex, they are then removed from the map temporarily for as many turns as desired. When the Roman player chooses, the units are returned to the bridge hex and may move normally in the next turn. If the bridge is destroyed before the legions return, the legions are lost, and cannot be reconstituted.

The legions involved in the punitive mission do not consume supply, they are living off the villages they encounter. Allied units may not participate in these missions.

The Roman player calculates the strength of his punitive mission by multiplying the number of legions that participated, by the number of turns they spent in Germanica, and consults the Punitive Mission chart. The player rolls two dice for the result, +2 if Caesar accompanied one of the legions, and +1 for each legion with a double cohort of cavalry. The chart is consulted and the number of Germanic tribes indicated are removed at random from the list of available tribes until the end of the next campaigning season. The Gaul player must recruit from the remaining tribes, when none exist, they may not be recruited.

### **PROVINCES:**

Only red Roman units and pink Auxiliary/Levy counters with black text can activate a province.

#### **Aquitania:**

All six tribes subtract one unit from the number of variable forces indicated on the die roll (for all unit

types). Aquitania has one leader. An 'un-named' leader counter is provided with one of the tribes in active rebellion. This leader may summon Iberian mercenaries from any hex in Hispania using the German Incursion chart. The forces provided are rolled on the Gaul Variable Forces chart with no modifications. The Aquitanian leader may mix and command Iberians and with his own units. After Roman units enter this province, up to two Legions may be wintered in Hispania.

#### **Belgica:**

These 13 tribes all receive one more unit on the Variable Forces table than indicated on the die roll for the first four unit types, The Nervii receive three additional units. Tribes with resources add two. Two tribes have 'named' leaders, if those tribes are not active, then a single 'un-named' leader is provided with one of the tribes. All 13 tribes fall into open rebellion at the beginning of the fourth campaigning season (55BC) if Roman units have not entered their province.

#### **Britannia:**

These 9 tribes, have a single 'un-named' leader that is placed with one of the active tribes. At the beginning of the third campaigning season the southern most tribes with naval resources may activate if their morale is nine or greater, even if Roman units have not entered Britannia. The tribes are: Dumnonii, Durotriges, and Atrebatas. Gaul, and Belgica forces may seek refuge with these tribes in Britannia. They may also send their forces to the continent. These three tribes may add one extra unit of each type to their variable forces - only so long as Romans have not entered Britannia. The Britannia leader may instigate inactive Britannia tribes to revolt as well.

There are two fortifications Cissbury (QQ17) and Oldbury (RR18). These are treated like walled villages except that if razed, they provide no

coin or supply. All tribes will fall into open rebellion at the beginning of the fourth campaigning season (55BC) if Roman units have not entered their province.

#### **Cisalpine Gaul**

A Province of Rome with several walled cities. Roman legions begin the Campaign Game wintered in this province. New legions are most commonly raised here.

#### **Gaul:**

There are 39 tribes, and many walled villages that act as fortifications. One tribe begins the Campaign Game as an active ally of Rome. Gaul forces may not enter Belgica, or Aquitania until the Roman player has entered them. The Gaul player may enter other provinces at any time.

#### **Germanica:**

There are eight tribes in the Rhine valley on either side of the river. They enter the game with a summons by any Gaul leader from any Germanica Province hex, or by a Germanic Invasion which could occur at the beginning of any year. Three of these tribes on the west side of the Rhine – Nemetes, Tungri, and the Vangiones – become activated anytime Roman or Allied units enter their territory and the tribe is not allied or suppressed. Razing one of their villages will activate them. They can be used for recruiting by the Roman player. These tribes do not have a leader unless a fourth tribe is in play. They may not fortify any villages.

Only when Germanic tribes are active, may the Roman player send punitive missions into Germanica by bridging the Rhine and sending legions to burn their villages.

After bridging the Rhine and engaging in a punitive mission, the number of tribes available to the Gaul player may be reduced, and Rome may take a Germanic tribe as an ally later. (See Roman Allies)

German tribes ignore provincial borders and may enter Belgica or

Aquitania, etc.

If the Roman player has not entered these provinces yet, the German forces are reduced by Gaul forces when the Roman player enters the province. Each activated tribe that has German units present, must exchange one for one identical units to eliminate the German force in its territory. Only active tribes can do this. The Remaining units can be fought by the Roman player.

Germanic units left in tribal areas on the last turn of the campaigning season supplant the existing tribe and are automatically active in the following year. They roll on the Gaul Variable Forces chart the next year.

#### **Germanic Settlements:**

German units still on the map on the last turn of the campaigning season will settle in the tribes territory that their units are in and the Gaul player loses the tribe to the Germans. These new Germanic settlements will always be in a state of Open Rebellion against Rome and their variable forces are rolled on the Gaul table and placed on the map on the first game turn each year. They do not receive or use fortifications, they are not provided any leaders. They do not have to begin in a single hex. These tribes do not use or build ships. When the supplanted tribe is an ally of Rome, Caesar may not activate them. When the German forces migrate to another Gaul tribal area, or are eliminated by the Roman player, control returns to the Gaul or Roman player in the coming winter phase, restarting with a morale value of seven.

#### **Germanic Invasion:**

This may occur at the start of any year beginning with a single die roll of a six. Each subsequent year an invasion does not occur, the roll becomes one number easier. There must be four tribes available, and the leader must also be able to lead them. A Germanic Invasion counts as any time 4 tribes are activated. When Gallic leaders activate a total

of four tribes over the campaigning season, the Romans provoke them, or the invasion occurs by die roll at the start of the season, the number needed is reset to 6 for the next season.

The Gaul player selects four Germanic tribes at random and selects a turn of activation for each, no later than the 4<sup>th</sup> week of July. Their leader must accompany the first tribe activated. The tribes are placed on any red hex indicated on their card.

#### **Hispania:**

The section of this province on the map serves as a no mans land that either player's units may enter. There were occasions during the actual conflict that Caesar had a couple legions in Hispania, and he did not count them as being under his control, even though they were. There are no restrictions on what units may enter this province. The Roman player might want to have legions in Hispania waiting for the Aquitanian leader to come and summon mercenaries. For the purpose of the game, legions in Hispania are not counted when the number of legions under Caesar's control needs to be determined.

#### **Narbonensis:**

This is a new province of Rome, at the start of the game it has one Legion wintered in a town. It has one fixed fortification and two double cohorts of infantry (7-4) that do not require supply.



#### **IBERIAN TRIBES:**

Iberian tribes can be recruited by the Aquitania leader in the same way other leaders recruit Germanica tribes one chance per year. The Aquitanian leader can attempt to recruit Iberian Mercenaries from any hex in Hispania. The Gaul player rolls on the German Incursion chart to determine the number of tribes recruited, and on the Gaul Variable

Forces chart for the forces of each Iberian tribe. Germanic counters are used. The forces are placed in the same hex as the Aquitania leader. Iberian tribes may mix and fight with Aquitanian units. The Aquitanian leader may not reduce or reform Iberian units in battle, they are taken as a single unit loss.

#### **ADVANCED RULES:**

The following rules will add complexity to the game, more experienced players should use them.

#### **AMBUSH:**

Only the Gaul player may set an ambush. Any tribe of any province may do so. A leader is required. The location must be selected first. It must be located in a forest hex, and no enemy units may be present, even when they are in a fortification. The ambush will be sprung on the first enemy units to enter its hex, or any other adjacent forest hex. The ambushing units automatically move to the defender's hex.

The Gaul player removes the leader and ambush units from the board and writes down the hex that the ambush is set in. The ambush is active on the Gaul player's next turn. Once sprung, the ambush includes any of the units that the Roman player chooses to send to the hex. The Gaul player informs the Roman player that an ambush has been set and that he must declare all entry to forest hexes.

The Gaul player receives a +1 die roll modifier for all combat rounds of the ambush. The Gaul player may abort the ambush by placing the units back on the map during his movement phase. These units may move immediately. When the ambush is sprung, the Gaul player may withdraw without starting combat and retreat two hexes if desired.

The ambush leader may continue to recruit, upgrade, and hire mercenaries as if he were in a village

of the tribe at the ambush location.

Collect the Roman units subject to the ambush. If necessary consolidate all the supply units into 8 Factor supply counters with only one remaining smaller unit. Arrange all the counters in a row as if they were in a single column marching order. Order them according to the following rules: (when units are available)

One allied cavalry unit first, followed by one Roman cavalry unit. Then a legion may follow: Eagle and its 20-4 numbered unit together as one, and then its 20-4 other half, the leader, artillery, and one 8 factor supply follow in line. All legions are laid out this way. You may follow up a legion with a second legion or insert any number of additional supply, auxiliary/levy, or allied units between legions. Additional Legionary cohorts and half legion units may be integrated into any Legion in any location. Any unit may be the last unit of the formation. Caesar and his Germanic body guard mercenaries are treated as one unit.

The Gaul player picks a location in the column to attack, by selecting 3 adjacent units. These units are placed on the battle board for the first combat round. Two additional adjacent units are placed in the reserves at the start of each combat round. They must be taken from left, right, or both sides of the ambush point. This is done until all the units available are placed on the battle board.

If the Gaul player is able to select three initial units that are not eligible to be placed in the Combat Forces boxes, they are destroyed instead – leaders may be captured or killed. For each supply unit destroyed, one of the Gaul units in the combat forces area must retire to the reserves.

The Roman player receives no bonus from leaders, or artillery on the first combat round of the ambush. Routed units are automatically destroyed at end of combat, regardless of cavalry

presence.

#### **FORCED MARCH:**

Roman Leaders and Eagles may attempt to force march all Roman units in a declared hex. (not allies) One supply point is consumed immediately in the attempt and must be present in the declared hex. A single die is rolled - 4,5 gains one movement point, a 6 gains two. Any number of Roman leaders in the Hex may add a single +1 to the die roll, and Caesar may add +2 to the die roll.

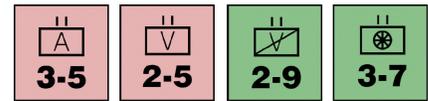
Gaul units can also be force marched, but only when Vercingetorix is present. He receives a +2 on the die roll, his leaders +1. No supply is needed. Belgica, Britannia, and Aquitanian units may not.

#### **TACTICAL CARDS:**

When playing solitaire, it is occasionally necessary to remove the Retreat card from the attackers hand. Occasionally this is necessary for the defender also. No other cards should be removed, and cards from both sets should be taken at random.

#### **CAPTURING LEADERS:**

When the attacking player rolls a two or a twelve (unmodified) in any attack, a leader may be killed or captured in battle. This is in addition to other instances where leaders can be killed or captured. When a two is rolled, a leader from the attackers force is selected, when a twelve is rolled one from the defender is selected (if present). Supreme leaders cannot be selected if there are other leaders available. The Escape result has no effect and the leader may continue with the battle, but they may not rally routed units that round. The opposing player must have a leader present in the battle for a Capture result, otherwise it is treated as an Escape result. The attacker always chooses the leader affected.



#### **MERCENARIES:**

Additional variant unit counters representing Archers, Slingers, Velites, Chariots, and Elephants are available to be recruited as mercenaries in the game. Roman Leaders may hire them (not allied leaders or Eagles). Any pink Auxiliary unit may also be hired as a mercenary. They are recruited from any town, allied, or open village, one per leader per campaigning season.

Gaul leaders may recruit mercenaries only when their supreme leader is present in the game. Britannia leaders may always recruit mercenaries when their tribes are active. Belgica leaders may only recruit mercenaries when the Nervii are active. The Aquitanian leader cannot recruit these mercenaries at all, he may only recruit Iberian tribes.

The Gaul player's leaders may recruit one full Mob size unit per month from any village, or friendly fortification, or ambush site. Chariots may only be recruited in Britannia and are considered to be cavalry units.

Missile units are: Slingers, Archers, and Velites indicated by an S, A, and V within the counter's box.

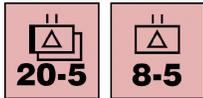
Missile units may apply their combat factors to attacks from the Reserve box, and cannot be voluntarily taken as losses from the Reserve box. Their factors are not doubled inside of fortifications.

Velite Calvary and Chariot Archers may not 'charge' in attack. They may not be used from the Reserves, and must be placed in the Cavalry box (or one of the three front line boxes). They may be placed in the cavalry box with other cavalry units. They can be taken as losses. They can eliminate routed units in the same way as other cavalry units. Roman units are recruited as single Cohorts, and may be combined into double cohort units.

Mercenaries are returned to stock at the end of the campaigning season.

Missile units may add their combat factors to naval engagements, so long as they are being transported on ships involved in the combat.

Gaul, Briton, & Belgica, leaders may convert existing light infantry and cavalry units into full strength mercenary units, once per month each. Existing 5-5 light infantry may become archer or slinger mob units. Cavalry units may become velite cavalry mobs. Only the Briton leader can convert cavalry units into heavy chariots or chariot archers. Regular infantry units cannot be converted to mercenaries (12-3, 11-3, 10-4, 9-5). When the optional rules for money are in use, Roman mercenaries have the following costs: 25 coins per combat factor, plus one coin per turn to payroll for each cohort.



**Elephant Mercenaries:**

These units were so rare that they were never used in Gaul, and their use in Roman armies was also very rare, but they were available from Numidia and other sources. They existed in foreign armies and they are included as a variant.

These units can only be recruited by the Roman player from the towns of Narbo (E12), or Massalia (C19). If routed, these units cannot be rallied. Routed elephants immediately destroy all other routed units in the Routed box. Their presence in battle causes a -3 on ALL morale checks, and +1 to ALL rout rolls (both sides of the combat). Routed elephant units are destroyed when the battle ends. Elephants are considered to be cavalry units.

**CAVALRY CHARGE:**

Cavalry units are allowed to double their attack strength in a 'charge' attack. The unit must be withdrawn to the reserves in the next combat round. Charges cannot be made against fortifications. Defending units cannot 'Charge'. A unit may 'Charge' from any combat forces box

or the cavalry box. Units may 'Charge' even when in forest terrain. Velite Cavalry and Chariot Archers may not 'Charge'. Charging cavalry units may automatically eliminate one enemy missile counter from the reserves for each enemy unit routed in the combat round they charge.

**OPTIONAL RULES:**

The following rules add complexity to the game, you are not required to use them, and both players must agree which optional rules are in play.

**10 COHORT LEGIONS:**

Even the early Roman legions had ten cohorts, and the mechanics of this game uses only eight of them. Typically every legion had a couple cohorts on detail for various reasons: supplies, foraging, lumber, etc. Players may choose to add an additional two cohorts to each legion, 5-5 legionary infantry counters. Losses would come from these units first. This is included as an optional rule because it strengthens the Roman player.

**GERMANIC MYSTICISM:**

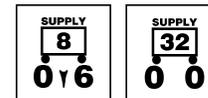
Tribal shamans regularly read runes to foresee the outcome of battles. This played out significantly for the Romans in 58BC when Caesar learned of a prophecy for victory after the full moon. He attacked immediately and routed them instead. For each battle involving Germanic tribes you can roll on this chart and apply the bonus to the Germans in that battle:

Die	Roll	Rune	Name	Meaning	Bonus
2	∩		Uruz	Strength	+1
3	∩		Hagalaz	Disruption	-3
4	∩		Eihwaz	Defense	-2
5			Isaz	Standstill	+0
6	∩		Uruz	Strength	+1
7	∩		Dagaz	Break through	+2
8			Isaz	Standstill	+0
9	↑		Tiwaz	Victory	+3
10	∩		Algiz	Protection	-1
11	∩		Uruz	Strength	+1
12	∩		Algiz	Protection	-1

This optional rule provides the Germanic tribes with some added strength for taking on the Romans, and some unpredictability as well.

**IMPASSABLE TERRAIN:**

The gray and black impassable terrain becomes passable with a two point movement point cost and offers -2 on all attacks.



**SUPPLY:**

Leader, naval, and siege units do not require supply.

All other Roman units, levies, auxiliaries, and mercenaries require supply.

Each eagle uses one supply factor per turn (one week). Multiple eagles stacked together in the same hex still consume a single supply point each turn for each eagle. A single Legion can support any number of cohorts and legionary subunits within six hexes not occupied by opposing forces or impassible terrain. Supply is distributed through the legion to all auxiliary/levy cohorts and legionary cohorts within six hexes of the eagle. When out of supply they are reduced to half strength units when a leader or eagle is with them, otherwise they are removed.

Supply points are consumed at the end of the players turn. A legion that has no supply to consume at the end of the turn is reduced to a 20-4

legionary cohort. 20-4 units are reduced to a single 5-5 legionary cohort. 5-5 cohorts are removed from play when out of supply.

The eagle of a legion completely reduced by lack of supply is left in the hex until a Roman eagle or leader picks it up, or any unit from the Gaul player takes it. It can be reconstituted with an open 20-4 unit (no Roman numerals in its box).

Gaul supply are not tracked until their units are besieged. On the turn that the Roman player constructs a siege tower, the Gaul player rolls on the chart below and places the number of supply factors indicated in the besieged hex:

Roll	Open	Walled
	Opidium Village	Village
2-4	0	0
5-6	12	24
7-8	16	32
9-10	8	16
11-12	4	8

Number of supply counters Available for siege

- +12 Per Leader
- +24 Vercingetorix

The Gaul Player may voluntarily eliminate some ground units or supply to modify the length of the siege. A leader must be present to do this. If the Gaul player wishes to destroy supply without a leader present, he must destroy all supply present in the hex. The fortification is not destroyed when under siege. The Gaul player may also send some units out of the fortification to attack the besieging forces, but 1-3 odds or better must be met. At the end of the Gaul player's turn one supply factor must be removed for each ground unit under siege. When the siege is broken or lifted, the supply factors are returned to stock. The Roman player may capture the supplies if they successfully take the fortification by assault. No additional supply are provided to them for razing the village. Allied tribes are treated like Gaul units, except that they do not get to roll for

supplies when besieged, they must use what ever supplies the Romans have left them.

Roman non legionary forces, besieged or out of range of an eagle, may draw supplies from any already present in their hex using one supply point for three counters present each turn. Leaders and Eagles need not be present to do this. Roman units on the roads may draw supply from any town the supply can travel from where supply is present. No leader is required to do this. Automatic garrisons in walled Roman towns do not consume supply.

Wintered legions begin the campaigning season with eight supply.

Starting in the third campaign season, the Roman player receives eight supply points on the first turn of each month in Massalia (C19).

Counters are provided for supply:

Supplies of eight factors or less are considered to be mobile - baggage trains. Larger supply factors are immobile and must be located in a town or village. Leaders and eagles can break up supply caches into smaller mobile units, they must be in the same hex at the time. Supply factors from one thru eight have a movement of six hexes or 24 hex sides when traveling on rivers. They may not travel on hex sides belonging to open water hexes. A downward pointing arrow on the counter indicates the hex side that the unit is on. The hex the counter lies on determines which side of the river the supply has landed upon and the hex that would be need to be occupied to control it. If a supply counter is not on a river hex-side it must expend a movement point to move onto one. When moving into a hex with a river, the supply counter may begin using any river hex side in the hex for river movement.

Supplies can move by themselves and do not require escorting units.

At the end of the Roman player turn all supplies in the same hex are combined automatically.

Capturing supplies occurs when an opposing players ground units

occupy the same hex as the supply unit and it is not contested by enemy forces.

A 'retreat' battle maneuver card that succeeds will result in all supply units in the hex being lost to the opposing player.

The Gaul player's forces always destroy supplies when they capture them. The Roman player might receive supply from each village they raze (not opidiums) when a leader is present. Roll on the chart in the resources section. When a leader is present the player may capture or destroy supplies, raze a village, one of the two, or both.



**MONEY:**

The Roman player may wish to incorporate the use of money into the game. This would also have to include the politics of the Senate as well. Caesar grew monstrously rich over the course of his campaign in Gaul, and the Senate was well aware of his popularity with the Mob. Revenues from Gaul paid for many of the games, bread, and circus during this time, and the Mob knew where the money came from.

Incorporating money into the game does not require money game pieces, but they can facilitate keeping track of Caesar's wealth.

Caesar begins with 1500 coins. For historical purposes we will assign each game coin a real value of 10,000 Sesterce (2,500 Denarii). Caesar is able to raise 2 legions from his own purse, and the initial cost to do this is 250 coins for the legion and eagle, and 75 for the Leader. These are yearly charges and if Caesar is required to continue maintaining these legions he must pay these charges at the beginning of each year. Legions also require ten coins per turn for payroll, and leaders, two coins.

Caesar has income from the sale of tribes into slavery (one required each year) 5000 coins is paid for the first such sale and 500 less for each subsequent. Razing a walled village pays 100 coins, and open villages 50. Tribes that submit to Rome on a concealed rebellion die roll pay 50 coins in tribute. Activated allied tribes pay 100 coins in tribute each year. Tribes who's named leaders are captured automatically pay 50 coins tribute each year. Leaders of allied tribes can be bribed for additional forces - 50 coins per tribe provides +1 to the variable forces die roll, and 100 a +2. Captured Gaul leaders can be ransomed for 500 coins each. Likewise, captured Roman leaders can be ransomed by paying 1000. (see Leaders: Caesar for his ransom) The debts of Senators can be paid in exchange for votes. Games, circus, and bread may be bought to appease the Mob.



**POLITICS:**

At this time, the Senate was supposed to be composed of 600 members of the Patrician class. A quorum of 200 was deemed necessary to pass legislation. There were 70 Senators that would oppose Caesar on any measure that came before them, these followers of Cato, cannot be swayed in this game. Initially Crassus and Pompey supported Caesar against these members, but support waned over the eight years Caesar was in Gaul. There are several measures that the Senate must vote on each winter season. See the section below on motions and bills for details. Other important items are the assignment of state offices to Caesar's staff, person, or legionary commanders. The politics portion of the game is

conducted in the Winter phase. For simplicity, we divide the Senate by ten. Caesar needs 31 votes to block passage of bills he does not want passed, and for bills that he does. In the political phase of each winter Caesar draws four political cards, and may purchase up to six additional cards for 500 coins each. Political support for Caesar is determined by year, and rolling dice to represent the votes he can garner from his allies in the Senate. The three most powerful men in Rome and the votes they control are shown on the following chart:

Senate Support Votes

	Caesar	Pompey	Crassus
57BC	1d6+11	1d6+11	3d6
56BC	3d6	1d6+11	3d6
55BC	3d6	1d6+11	3d6
54BC	3d6	1d6+11	2d6
53BC	3d6	2d6	1d6
52BC	3d6	1d6	0
51BC	3d6	0	0

This chart represents the division of the Senate between Caesar, Pompey, and Crassus. The total of the die rolls indicates votes for Caesar. From this, votes are deducted for razed towns for that year and added from offices, and other political cards. The total needs to be 31 to pass or block a motion. Each motion is rolled for separately.

**Motions/Bills:**

- Declare Caesar a Traitor - Each Year
- Recall Legion – each year 53BC
- Extend Governorship - 58, 57, 56BC
- Pay for Legions Raised - as needed
- Authorize new legions - as rolled
- Pay for new leaders - as rolled.
- Borrow Legion – see conditions

**Declare Caesar a Traitor**

Each Year Caesar's political enemies propose that he be brought back to Rome to stand trial for an illegal war, and disband all of his legions. Caesar had subjugated and punished several tribes that had alliance treaties with Rome, and had also paid tribute. This motion's passage

ends the game and the victory conditions are calculated. It was after this motion being passed that Caesar marched his Legions on Rome and crossed the Rubicon under arms.

**Recall Legion**

Starting in Caesar's second term of Governorship, conflicts with the Parthians left the eastern provinces short handed. Marcus Licinius Crassus needed more military laurels to compete with Pompey and Caesar. He took the governorship of Syria so that he could raise legions and conquer Parthia. Son and father, along with about six legions were wiped out in their attempt to extend the empire in 53BC. For Caesar this eliminated a political competitor, but the Senate votes to take two legions - one from Pompey and another from Caesar to bolster the eastern defenses. If Caesar has borrowed a legion from Pompey, then he must lose two legions.

This motion is presented every year until it passes. It is not brought up again.

**Extend Governorship**

Caesar has three years remaining of his Governorship. Each year Caesar may present a motion to extend his governorship for another five years. This motion is presented after the campaigning season of 58BC and for two additional years after that - 57BC, 56BC, 55BC. If it does not pass by 55BC, the game is over and the victory conditions are calculated.

**Authorize new legions**

When the senate appoints Caesar a new legion, he may use it for the campaigning season, and then the Senate must vote for him to keep it. If the vote fails, the legion must be removed.

**Pay for Legions Raised**

Although Caesar can raise two new legions from his own funds in a single year, he would like the state to pay for them. Caesar may propose this motion any time he has legions

on his own payroll. Caesar does not get reimbursed. They are voted on one at a time.

### **Pay for new leaders**

Caesar must pay for any new leaders that are assigned to Gaul, or recruited with new legions. This motion pays ALL current leaders from the treasury. Caesar does not get reimbursed. This motion can be presented any year Caesar is paying for leaders.

### **Borrow Legion**

Caesar may propose to the Senate that he borrow a legion from Pompey. This motion can be raised the winter after an Eagle has been lost or captured, even if rebuilt. Once it has passed it cannot be introduced again. The Legion awarded starts at Ampurias (B10).

### **POLITICAL CARDS:**

These cards represent political offices that Caesar, or his agents and leaders may hold. Caesar may discard political cards that he doesn't want, cannot afford, or has not attained support for (ie Tribune). Income and costs associated with these offices are calculated for all 12 months of the year.

### **Aedile**

This is the lowest office, its duties cost Caesar 100 coins per year. It does gain three popularity points with the Mob and a senator's vote. This office is held for one year.

### **Curule Aedile**

This office is assigned to someone with a more prestigious blood line, and carries more weight with the senate. Its duties cost 100 coins per year, and has less influence with the mob - only two popularity points. It does influence two senators to vote for Caesar. This office is held for one year.

### **Censor**

This office generates 50 coins per month income. This office is responsible for counting the

populous of towns and provinces, and it also determines who belongs in which social class. It provides one popularity point with the Mob, and one senator's vote. This office is held for one year.

### **Quaestor**

This office is that of a treasury auditor. It provides an income of 100 coins per month, and is held for one year.

### **Praetor**

This office is responsible for holding and paying for games and festivals. It costs 500 coins per year, and adds five to Caesar's popularity with the Mob. This office is held for one year.

### **The Tribune**

A Tribune of the Plebs requires a Mob popularity of 50. The card is forfeit if Caesar's rating is lower. This office may veto the call for Caesar to be declared traitor without a vote, or any other motion presented that Caesar does not want to pass. This office adds five points to Caesar's popularity with the Mob, and is held for one year.

### **The Governor**

Caesar, or one of his agents, is appointed Governor of a province. An income of 500 coins is garnered each year, and influence over three senators is guaranteed. This political card is held for five years.

### **Senator**

Caesar can pay the debts of a senator (500 Coins) in exchange for that senator's vote on a single motion. These cards can be held year after year until needed, and are removed from the deck after use. Payment is made when the card is used.

### **The Mob in Rome:**

We track Caesar's popularity with the common people of Rome (Plebs) by using a simple scale from zero on up. Caesar's Popularity begins at zero. He may purchase grain for the citizens of Rome at a cost of 100

coins, Wine for 500, and pay rents on lower dwellings for 1000. He may do each of these things only once each winter in the political phase. Purchasing grain gains him one point, Wine two, and paying rent three. All other influence with the Mob is through attaining offices.

Caesar may not retain the office of Tribune without having at least a mob popularity rating of 50.

**VICTORY CONDITIONS:**

Each scenario has its own victory conditions, which are based on a two player game. For the campaign game there are two different sets of victory conditions:

**Solitaire Game:**

For Solitaire play the victory conditions are based upon Caesar's preparedness for the civil war. This is mostly dependent on the total number of legions under his control, the amount of money he has accumulated, and the support of the Mob in Rome. Offices held in the final year, and votes in the Senate are secondary.

Each full legion under Caesar's control is worth 10 points, half legions 5, decimated legions 0. Each additional legionary cohort is worth 1 point. Add the Mob's popularity, and Caesar's wealth in coins divided by 400. These three numbers totaled are the Roman player's victory points:

0-100	Failure
101-200	Marginal Failure
201-250	Marginal Success
250-300	Success
300+	Very Successful

**Two Player Game:**

Victory conditions for a two player game are different. The morale of all tribes is totaled. 224 is the minimum possible, and 1344 is the maximum possible, with 784 being the median. Tribes of provinces not entered by the Roman player for the course of the game are all counted at a twelve morale factor for victory points.

The survival of the Gaul Supreme leader is worth an additional 100 points. The loss or capture of tribal leaders, including allies, are worth 10 points each. The capture or loss of Roman leaders are worth 25 points each, Eagles 50, and Caesar is worth 500 points. These points are earned even if the leaders are ransomed or re-captured later. Razed villages (walled or not) are worth one point each to the Roman player, razing open Roman towns in

Narbonensis are worth two points to the Gaul player, Walled towns are five. In Cisalpine Gaul open towns are worth five and walled towns are worth 25.

The Roman adds their points to the total morale of all the tribes and the Gaul player deducts their points from the morale total.

A score of 896 or greater would indicate a general victory for the Gaul player. A score of 672 or less is a general victory for the Roman player. A tally of razed towns and villages will need to be kept each year, and the capture and ransom of leaders as well.

## DESIGNERS NOTES:

This game was initially intended to be an expansion to Avalon Hill's Caesar's Legions. It has turned into much more than that. It has so many distinct features to it, the only recognizable part that remains are the counters. Caesar's Legions was a captivating game and pretty successful for Avalon Hill. It broke the mold of their traditional WWII games and the traditional combat chart that they used. There were two short comings with the game - there were only five scenarios, and there was no campaign game.

Caesar in Gaul covers a much shorter time period, which makes a campaign game more adaptable. It has nine historical scenarios. The rules are more complex as is the combat system, but it remains an intermediate level game, and is highly suited for solitaire play. It has become the sequel game that Caesar's Legions players have always wanted.

The first major change from Caesar's Legions was the combat chart. It had a 3-2 odds column, but no 2-3 column. This was going to be necessary for Gaul forces to attack Roman Legions. After some mulling over the original 1d6 chart, a 2d6 chart was created. With morale being such a major importance in ancient battles and the presence of leaders to rally routed troops, new combat results types were created. The new combat chart has worked out very well.

The new map added an impassable terrain type, fortified villages, and Roman towns. There are a lot of tribes in this game, and morale for each of them is tracked in the campaign game.

Most battles were fought with several legions. The old stacking concept needed to be thrown out. The game has no stacking limitations, instead, a battle board has been introduced as a playing aid that limits the number of units that may directly face each other. This also adds some additional realism to the battles, and a bit of tactics that

you do not get with attacks being simply 'this stack against that stack'. For ancient battles this new combat system works very well.

Supply was a major factor in the historical war. Introducing supply to the game adds a lot of maintenance, and it occasionally causes problems for the Roman player. Light and fast Gaul units can harass rear areas. Legions can be reduced by lack of supply, and the Roman player is occasionally required to raze neutral villages to get them. The Roman player may take more conservative moves and actions due to supply concerns. Supply makes an excellent optional rule for the game.

As for the game map, we really wanted the entire Rhine to be visible, but the German threat needed to be simply that, a threat. There was no way to keep the map scale and include the river fully on the map. This is the battle for Gaul, after all, not Germanica. There were a lot of tribes to place on the map too, and no way to determine which could produce which types of units. Cards were introduced to help. The variable forces chart became a necessity, and using 2 dice for results, tribes could have a large strong force, a normal force, or an insignificant one. By adding resources to the larger tribes and giving them additional forces, a distinction between stronger tribes and weaker ones became possible - (in all probability). Aquitania needed to be a much weaker area. Crassus subjugated these tribes with only twelve Cohorts plus some auxiliaries and a few allies. Reducing the number of tribes and forces was necessary for Aquitania. One of our play test scenarios had to be Crassus in Aquitania, and it worked out nicely.

We tried to use provincial borders from the same time as Caesar, later provincial lines separated northern Gaul from southern. Other games on this subject seem to have missed this point. Any real distinction between the two provinces had to come later after the war in Gaul.

Some counter modifications just seemed natural. Caesar's Legions provided 2-8 and 3-6 Cavalry units with no double cohort unit types for them. I also came up with additional 'variant' counters for the game - missile units. These units certainly existed in these historical battles, but Avalon Hill's original game Caesar's Legions either ignored them or assumed that they were incorporated into the legionary elements. Adding archers, slingers, and velites to the game may add a distinct advantage to the Roman player. If used in conjunction with the 10 cohort legion optional rule, the game might be fairly easy for the Romans. The exotic elephant mercenary variant counters were a wild card thrown in for pure entertainment. Had Caesar actually been able to deploy elephants in a battle, the Gauls would surely have routed.

We could not introduce politics to the game with out money. The money aspect of the game works much smoother than the political aspects, there is a lot of solid data for the application of money to the game. Historically, Caesar had the full support of Crassus and Pompey early on as part of the First Triumvirate. Support waned over the years with the Death of Crassus in 53BC and Julia in 54BC, Pompey's wife and Caesar's daughter. There were always 70 senators that opposed Caesar at all times. With a membership of 600, it seemed only practical to divide them by 10 to arrive at a 31 vote majority to pass or block motions. We assume that each year, the senators that were opposed to Caesar, would want to call him back to Rome to stand trial for his war in Gaul. Some of the tribes he fought had treaties with Rome and had paid tribute in the past. This political action by Caesar's enemies was not actually presented each year, but it was a constant threat that Caesar had to be prepared for. Eventually they succeed and Caesar was compelled to march his legions on Rome.

## **HISTORICAL NOTES:**

There are numerous documents and books on the Gallic wars, starting with Caesar's own account. We referenced the following books:

"The Battle for Gaul", 1980,  
by Julius Caesar - Anne & Peter Wiseman translators.  
David R. Godine, Publisher, Inc.  
Boston, MA

"Caesar's Gallic War", 1898,  
Allen and Greenough edition,  
The Athenaeum Press,  
Gin and Co., Boston, MA

"History of Julius Caesar, Vol II -  
The Wars in Gaul", 1867  
Harper & Brothers Publishers,  
Franklin Square, New York, NY.

The first problem we encountered were the actual legion numbers that were available and when Caesar received them. Dr. David Potter of the University of Michigan classical studies department was very helpful with this and many other historical aspects of the game. The internet resource Wikipedia was helpful with many things, but sometimes their information is wrong. This was discovered with the Legion numbers available to Caesar. Wikipedia indicates that the 6th legion was with Caesar from the start, when it was actually raised very late in the war. Thus the confusion, did Caesar have four or five legions in 58BC. Four was the actual number. The 10th was assigned to 'The Province' under Labienus, and 7, 8 and 9 were taken from Spain. The winter quarters for these legions in 58BC was also an issue. Dr. Potter indicates that - "the legions at the beginning of 58BC were 7, 8, 9, 10; three of them were at Aquileia in early March." This would indicate for the game that the winter quarters for the 7th, 8th, and 9th legions would have to be in Cisalpine Gaul, and that the 10th was probably in Narbo and reacted early to the Helvetii problem. Dr. Potter also provides the list of

legions in the order that they were raised - As far as we can tell the legions that joined the army did so in the following order: XI & XII in 58BC, XIII & XIV in 57BC, XIV (reformed) & XV (later known as the III). Legio I is the Pompeian legion raised in Cisalpine Gaul for Pompey but retained at this point by Caesar in 54BC. The VI is first mentioned in 51BC (probably raised in 52 from Gauls), and the V is first mentioned in 49BC.

Once this information was determined, the rest was well documented in Caesar's commentaries on the Gallic War.

After developing a list of leaders for the game, I debated removing Crassus, who was killed in 53BC on campaign in Syria with his father against the Parthians. He was replaced by his younger brother, so no special rules were needed to accommodate this. A yearly determination chart for leaders was developed and it seems to cover the situation well.

The political aspects that I incorporated into the game are extremely shallow and really only cover the important aspects of the war in Gaul. They are more important to the victory conditions of the solitaire game than anything else. Entire games have been developed that address the politics of Rome, and I saw no need to add that level of complexity to this game.

Adding money to the solitaire version of the game, brings in some interesting aspects. There is a lot of real data for money in the Roman republic, and there is some accuracy to the way I have implemented it in the game. The amount of money made from selling slaves is the most subjective. This depends on the size of the tribe for the most part. I could have made adjustments for this but I didn't feel it was necessary to reference a chart for the base price for each tribe. As play testing has revealed, selecting tribes to enslave is more about the tribes morale (its

resistance to Rome), and physical location on the map than the number of people you can round up and sell off. Tribes that can provide resources to the enemy, and punishment for past resistance are also to be considered.

Slavery seems to be the biggest money maker for the war in Gaul. Crassus built his fortune with it also. By reducing the amount paid each year for enslaving a tribe, an economic effect is introduced, reflecting diminished demand. Caesar also has revenue from other aspects - tributes from each tribe can be a sizable sum. With 67 tribes in the game, Caesar can potentially collect a large amount each year.

Towards the end of the war in Gaul, the Gallic leaders recognized the importance of capturing or killing Caesar himself. They convinced themselves that the legions would not move from their winter quarters without him. This was unlikely, when Caesar had Gubernatorial duties in Illerium for an entire campaigning season, the legions still reacted to Gallic and Germanic threats. His capture or loss is a significant part of the victory conditions of the game, and players should remember that. If Caesar is killed, the game is essentially over, and the victory conditions should be determined at that time.

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# Roman punitive missions in Germanica:

Number of Legions times number of turns:

Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
2-5	0	0	0	0	0	0	0	0	1S	2S	3S	4S	5S	6S	7S	TS
6-7	0	0	0	0	0	0	0	1S	2S	3S	4S	5S	6S	7S	TS	TS
8-9	0	0	0	0	0	0	1S	2S	3S	4S	5S	6S	7S	TS	TS	TS
10+	0	0	0	0	0	1S	2S	3S	4S	5S	6S	7S	TS	TS	TS	TS

**+2 for Caesar, +1 for each double cohort of Cavalry sent into Germania**

- TS** - All German Tribes suppressed, none available to Gaul player for 1 full year.
- 7S** - 7 Tribes Suppressed for a full year.
- 6S** - 6 Tribes Suppressed for a full year, remove at random.
- 5S** - 5 Tribes Suppressed for a full year, remove at random.
- 4S** - 4 Tribes Suppressed for a full year, remove at random.
- 3S** - 3 Tribes Suppressed for a full year, remove at random.
- 2S** - 2 Tribes Suppressed for a full year, remove at random.
- 1S** - 1 Tribe Suppressed for a full year, remove at random.
- 0** - Germanic Tribes are not suppressed, return all tribes to list available.

## Roman Auxiliary Forces

2-4	None
5-6	
7	
8	
9-10	
11-12	

Roll	Reinforcements
2-4	None
5-6	8 Cohorts
7-8	4 Cohorts
9-10	2 Legions
11-12	1 Legion

Roll	Leaders
2-3	No Change
4	1 Killed
5	Add 1
6-7	No Change
8-9	Withdraw 1
10-11	Withdraw 2
12	No Change

## Leaders

1-2	Escape
3-5	Captured
6	Killed

Narbonensis			
Cost	Votes	Mob	
100	0	-1	
250	-1	-3	
Cisalpine Gaul			
Cost	Votes	Mob	
250	0	-3	
500	-2	-6	

## Senate Support Votes

	Caesar	Pompey	Crassus
58BC	1d6+11	1d6+11	3d6
57BC	1d6+11	1d6+11	3d6
56BC	3d6	1d6+11	3d6
55BC	3d6	1d6+11	3d6
54BC	3d6	1d6+11	2d6
53BC	3d6	2d6	1d6
52BC	3d6	1d6	0
51BC	3d6	0	0

	Cost	Maint
Leader	75	2
Legion	250	10
Mercenaries *	25	1
Naval Engineers	50	3
Galley	100	0
Transport	50	0

## Caesar's Arrival

- 2-7 Arrives March III in Mutina (A34)
- 8-9 Arrives late - May I in Mediolanum (F31)
- 10-12 Governoral Duties - Caesar not present in Gaul

## Wintering Legions Results

- 2-6 Quiet Winter
- 7-8 Legions relocated to quell rebellious tribe -
  - 1-3 One legion,
  - 4-5 Two legions,
  - 6 Three legions
- 9-10 One Legion Decimated to half strength.
- 11-12 Two Legions Decimated to half strength

Legions relocated to quell rebellious tribes must roll on the following chart for the result:

- 2-7 Successfully Suppressed
- 8-10 Half of Legion lost, tribe suppressed
- 11-12 Legion lost, eagle captured, tribe in open revolt.

## Initial Tribal Morale

- 38 Gaul tribes: (minus Roman Ally)
  - 8 tribes get a morale of 5
  - 8 tribes get a morale of 6
  - 8 tribes get a morale of 7
  - 8 tribes get a morale of 8
  - 6 tribes get a morale of 9

- 13 Belgica tribes
  - Roll 1d6+6 for each tribe.
- 4 Aquitania tribes:
  - Roll (4d6+4)/2 rounded up.
- 9 Britania tribes:
  - Roll (4d6)/2 rounded up.

## Supply & Grain Resource

Roll	Open		Walled
	Opidium	Village	
2-4	0	0	0
5-6	12	18	24
7-8	16	24	32
9-10	8	12	16
11-12	4	6	8

Number of supply counters Available for siege

- +12 Per Leader
- +24 Vercingetorix

## German Incursion Table

Roll	German Tribes
2-6	None
7-9	1 Tribe
10-12	2 Tribes

## Roman Allies - Variable Forces

2	0	1	0	0	2	0	0
3	0	1	0	0	2	0	0
4	1	2	1	0	2	0	0
5	1	2	1	1	3	0	0
6	2	3	2	1	3	1	0
7	2	3	2	1	3	1	1
8	3	4	2	2	3	1	1
9	3	4	3	2	4	1	1
10	4	5	3	2	4	2	1
11	4	5	3	3	5	2	2
12	4	6	3	3	6	2	2

## Gaul Variable Forces

2	0	0	0	0	0	0	0
3	0	0	1	0	0	0	0
4	0	1	2	1	0	0	0
5	0	1	2	1	0	0	0
6	1	2	3	2	1	0	0
7	1	2	3	2	1	1	1
8	1	2	3	3	1	1	1
9	1	3	4	3	1	1	1
10	2	3	4	4	2	1	1
11	2	3	5	4	2	2	2
12	2	3	5	5	2	2	2

\* The left four infantry types - All Belgica tribes +1 counter. Tribes with resources other than ships +1 counter. The Nervii +3. All Aquitania tribes -1.

## Germanic Variable Forces

2	0	1	4	2	0	0
3	0	1	4	2	0	0
4	1	2	5	3	1	1
5	1	2	5	3	1	1
6	2	3	6	4	1	1
7	2	3	6	4	2	2
8	2	3	7	4	2	2
9	3	4	8	5	2	2
10	3	4	8	6	3	2
11	4	5	9	6	3	3
12	4	5	9	6	3	3

	Combat Legions +1	All Units	1MP
	Combat Attacks -2	All Units	Impassable or Optional Rule 2MP
	Combat Attacks -1	All Units	1MP
	Combat Usually -2	Light Infantry	1MP
	Combat Attacks -3	Others Cavalry	2MP 3MP
		Cavalry	Prohibited All Others 2MP
		None	see other terrain in hex
	Combat Defender x2	None	see other terrain in hex
		None	see other terrain in hex
	Legions +1 Defending	All Units	1MP
		None	see other terrain in hex
		None	see other terrain in hex
		Naval Units	1MP
		Roman Units and Auxiliaries/Levies	1/2 MP
		Legions All Others	0 MP 1 MP to cross