

Credits
Game & Series Designer:
Joseph Miranda
Game & Series Development:
Keith R. Schlesinger
Map: Mark Simonitch
Counters: Rick Pavek

CAESAR IN GALLIA: THE ROMAN CONQUEST OF GAUL

INDEX

BASIC GAME

1. INTRODUCTION
2. COMPONENTS
3. PLAYING & WINNING
4. SEQUENCE OF PLAY
5. RECRUITING
6. LEADERS
7. FORCES
8. MOVEMENT
9. BASIC COMBAT
10. DISCIPLINE
11. INTELLIGENCE
12. CITIES AND CIVIS UNITS
13. CLIENT FORCES

ADVANCED GAME

14. EVENTS
 15. STRATAGEM MARKERS
 16. TRIBUTE
 17. COMBAT (GENERAL)
 18. BATTLE COMBAT
 19. SIEGE COMBAT
 20. REVOLT COMBAT
 21. LEGION PROMOTION
 22. SUPPLY
 23. PILLAGE
 24. CAMPS
 25. POLITICS (RCW)
 26. GAME EXTENSION
- SCENARIOS FOR CAESAR IN GALLIA



BASIC GAME

1. INTRODUCTION

The *ANCIENT WARS* series of games offers a panoramic view of the campaigns involving the Roman Republic and Empire from 50 BC to 150 AD. The maps link together, permitting players to simulate on an increasingly larger stage and devise their own scenarios.

TRAJAN (published in *S&T* 145, Sept. 1991) simulates the Roman military campaign in the East (in what is now Iraq, Iran, and Kuwait) from 114 to 117 AD. Under the leadership of Emperor Marcus Ulpius Nerva Trajan, the Imperial legions temporarily conquered the Parthian kingdom and extended the Empire's boundaries to their eastern extreme on the Persian Gulf.

ROMAN CIVIL WAR (published in *S&T* 158, Jan. 1993) covers the conflict that took place between the "Caesarians" under Julius Caesar and various "Senatorial" opponents, particularly Gnaeus Pompeius Magnus (Pompey the Great). The civil wars of 50-44 BC destroyed the Republic and paved the way for the Empire.

CAESAR IN GALLIA, the current entry in the series, is a simulation of the Roman conquest of the regions of what today comprise France, Belgium and Switzerland in 58-51 BC. Caesar defeated several coalitions of Gallic tribesmen, repelled a German invasion, and established Gaul ("Gallia" in Latin) as one of the chief provinces of the Roman empire during the course of this conflict.

Each game in the series is designed for two players or two teams. (It is possible to assign a third player or team to control Independent states, but this is usually not very interesting!) One side controls Rome (or a Roman faction), while the other controls the major enemies of Rome (Parthians, Barbarian tribes, or a rival Roman faction). Each side has a number of military units with which it can attack enemy forces and gain control of cities.

Each game is designed to give players a view of warfare from the perspective of ancient generals. Consequently, game components, including the map, units, and rules, are designed to reflect the realities of warfare in the 1st Century BC.

Players should approach the game not as a late-20th century system analysis-trained staff officer, but as Caesar or Vercingetorix.

The **Basic Game** includes all the "standard rules" needed to give players a simpler but historically valid experience. This section also includes "advanced rules" that are used in place of or in addition to certain basic rules. See sections marked (**Advanced Game**) for details. The separate **Advanced Game** section provides completely new rules that are added on to the Basic Game to provide a more complete simulation. When playing the Basic Game, skip over all material following the phrase "**Advanced Game**," and of course ignore the entire **ADVANCED GAME** (Section II) of the rules.

Players who want to gain an overall understanding of the game quickly should read the opening "General Rule" in each section. Follow the more detailed procedures when the rule comes into play. Later, you can read these in conjunction with the Advanced rules to learn the entire system.

The game rules are based on *TRAJAN* in S&T #145 and *ROMAN CIVIL WAR (RCW)* in S&T #157. The rulebook found here may be used in place of those games' rule books. Wherever "RCW" and "TRAJAN" appear in the following rules, the text that follows applies only to the indicated game. A reference to "GALLIA" means that what follows applies only to *CAESAR IN GALLIA*.

2. COMPONENTS

2.1 The Mapboard

Each game map includes the territory on which players maneuver their units, and various game displays used to resolve battles, organize units and perform various other game functions. Each map is overlaid with a hexagonal grid to regulate unit placement, movement, and combat. All maps in the series are based on the one that Claudius Ptolemy did of the Roman world in the 2nd Century AD. It represents this region of the world, more or less, as the Romans saw it then.

The GALLIA map can connect to the western extreme of the RCW map, which in turn connects to the western edge of the TRAJAN map. Owners of all three games may link the maps together to cover the entire Roman world except the Danubian frontier to the northeast. (This will be covered in the final installment in the series, tentatively titled GERMANIA.)

Advanced Game: see Game Extension (26) for ways to create multi-map scenarios. The "Battle Board" and related rules printed in TRAJAN are an optional way of resolving any Battle Combat, if both players agree to use them. (An updated board and optional rules will appear in *MOVES* magazine.)

2.2 Combat Units

The units in a game represent the historical forces and leaders which participated in the original campaign. There are two sets of units in each game's counter mix, representing the two "major powers" in the conflict. These may be further subdivided by color into separate nationalities. In addition, there may be Client units, divided into one or more nationalities and representing smaller states.

Unit Colors:

Blue: Briton (Britannia)
Green: Gallic, Parthian Satrap
Purple: Parthian Core, Senatorial faction
Red: Roman, Caesarian faction
Tan: Clients, Barbarian Clients
Yellow: German

Each unit has the following information printed on it:

Name/ID—the name of a leader, the historical unit designation, or a simple numerical designation for ease of identification. The following is a key to abbreviated leader names:

Ambix = Ambiorix
Ariovtus = Ariovistus

Cassiv = Cassivellaunus
Dumnix = Dumnorix
Parthamas = Parthamaspatres
Vercass = Vercassivellaunus
Vercinx = Vercengetorix
Vologes = Vologases

Unit type—the system of symbols used in the game divides all units into a number of classes. Whenever the rules or charts refer to a general class it includes all types of units within that class. So, for example, if a rule refers to "light armed cavalry" it would include both equites and horse archers. See the "Unit Summary" on the Player Aid sheet.

Combat Strength—each printed factor represents a unit's size in men or ships; see Game Scale (2.8).

Discipline Class—a letter rating of a unit's training and morale. There are five types of discipline:

I: Imperator
V: Veteran
R: Recruit
M: Mob
B: Barbarian

Movement Allowance—the maximum number of hexes a unit may move on the Strategic Mapper march.

Leader Rating (Advanced Game)—the effectiveness of the leader on the strategic level, rated from 1 (lowest) to 3 (highest). The value represents the number of Stratagem markers the leader can play in a single player turn or battle.

Guard Rating (Advanced Game)—certain combat units have an asterisk which helps protect friendly leaders from assassination by Agent stratagem markers (6.6 & 15.5).

2.3 Game Markers

These are described in the "Marker Summary" on the Player Aid sheet.

2.4 Tables & Charts

Those marked with an asterisk (*) are located on a player aid sheet. Some charts can only be found in games listed in parentheses. The Events Table is different for each game. The version of every other table and chart provided in GALLIA always replaces the one found in other games, if any discrepancies arise between them.

The **Battle & Siege Displays (TRAJAN)** can be used for resolving combat in both the Basic and Advanced game. The displays are merely intended to make it easier to sort and handle units when resolving combat. Any blank space on the mapsheet or elsewhere can be used instead.

The **Civis Units box** contains all Civis (city militia) units not currently in play.

The **Client Forces box** contains all Client units not currently in play.

The **Discipline Table (RCW, GALLIA)** is used to resolve Discipline Checks required by combat (plus other activities in the Advanced Game).

(*) The **Leader boxes (RCW, GALLIA)** can hold

all units currently stacked with the indicated leader.

The **March Table (RCW, GALLIA)** determines whether a force can move, and what special penalties and benefits occur.

(*) The **March Table Results chart (RCW)** explains how to apply March results.

The **Off-Map Region boxes (RCW, GALLIA)** are used to hold units currently located elsewhere in the Roman world. **Advanced Game:** Some or all of these boxes may not be used when one or more maps are linked together. See Game Extension (26).

The **Strategic Combat Results Table (RCW, GALLIA)** is used to resolve combat.

The **Terrain Chart (RCW, GALLIA)** indicates the different terrain types and their effects on movement and combat. The GALLIA version is the most current. (The different color patterns for desert on different maps have no effect; treat all desert terrain the same for movement and combat.)

The **Turn Record Track** is used to determine the current year and month. Years are indicated in both Roman (AU=annum urbae, "year of the city [of Rome]") and Christian era dates. Each track is geared to the time period represented by the specific game. Players may have to construct their own "Year" section to conform to different scenarios.

(*) The **Unit and Game Markers Charts** illustrate the various units and markers used in the game, and outline their purpose.

Advanced Game

(*) The **Advanced Battle Combat Summary** describes the effects of loss numbers and of different tactics.

(*) The **Barbarian Council Table (GALLIA)** is used by the Barbarians to mobilize tribal units.

(*) The **Discipline Check Results Key (RCW)** explains how to apply Discipline Check results in combat, training, and tribute.

(*) The **Events Table (TRAJAN, RCW)** provides for random events. Various called "Political Events" and "Historical Events," depending on the game.

(*) The **Formal Siege Table (RCW)** resolves Siege combat. (This is no longer used in the Basic Game.)

The **Res Publica boxes (RCW)** are used to hold all Res Publica markers currently available for use by a player.

(*) The **Res Publica Tables and Marker Summary (RCW)** provides for receiving the Res Publica, and explains how the markers are used once they are received.

(*) The **SPQR Table (GALLIA)** is used by the Romans to get additional support from the Senate and People of Rome.

The **Stratagems boxes** contain all "Expended" Stratagem markers that can be selected and added to the "Available Stratagems" collection, when

called for in the rules. The "Available" Stratagems are the only ones that can currently be expended by the owner for various game functions.

(*) The **Stratagem Markers Summary** (*TRAJAN, GALLIA*) explains how Stratagem markers are used.

(*) The **Supply Table** determines any losses for unsupplied forces.

2.5 Other Equipment Needed

Players must supply one or preferably two six-sided dice. It will help if the dice are differently colored when using the Events Table in the Advanced Game.

2.6 Basic Game Concepts

Barbarian: The tribal enemies of Rome, mostly to the north and west of the Republic or Empire. The tribes are grouped into Gallic, Briton, and German nationalities for game purposes. Each nationality has its own unique unit color.

Barbarian Client: Forces raised among Barbarian tribes loyal to Rome. A set of tan-colored units is provided in *GALLIA* to represent any and all client tribes.

Battle Board: A small playing area used to resolve a battle, if both sides agree to use it.

Caesarian: One of the two sides in *RCW*, representing the faction of Julius Caesar and his followers.

Chief: A barbarian leader, either major (with a name) or minor (labeled simply "Chief").

Civis: The unit representing a city garrison or a colony. The color indicates which major power or Independent Client owns a city/colony.

Client: Various small states that are either Independent, or allied to one Roman faction or the other.

Strategic Combat Results Table (CRT): used to resolve combat when the Battle Board is not used. Unlike many historical simulations, there is no relative comparison of attacker and defender strengths. First one side and then the other consults the CRT, totals its strength, rolls a six-sided die, and applies the results (if any) against the opponent.

Combat Unit: any cardboard counter with a printed combat strength of one or more. Leaders are considered special units, not subject to normal combat rules.

Counter: One of the half-inch cardboard pieces used to play the game.

Discipline Check: A requirement of combat (and certain Advanced Game functions) to consult the Discipline Table and determine the results based on each unit's Discipline Class (the letter in the bottom center of each unit).

Enemy: the side NOT performing the current player turn.

Engineers: Special units that aid a force in movement (and Siege Combat in the Advanced Game).

Force: During movement, all units moving together at the same time. During combat, all units in a hex belonging to the same major power, including any allied Clients. (In Advanced Siege Combat, the garrison, relief force, and besieging force are all separate forces.) All units in a force are required to fight if they can in combat, but can be dropped off during movement.

Friendly: the side performing the current player turn.

Heavy-Armed: soldiers possessing body armor and close order weapons; capable of charges and shock combat.

Hex (short for "hexagon"): one of the six-sided spaces on the map that serves to regulate placement and movement of units.

Hexside: one of six borders belonging to a hex. The kind of terrain traversing a hexside will affect a unit's ability to cross it.

Independent: Neutral, not controlled by either major power in the game. This applies to Clients and Barbarian tribes.

Light Armed: soldiers possessing lightweight shields and little body armor; usually used for skirmishing.

Major Power: One of the two sides in the game, variously representing an empire, kingdom, collection of tribes, or political faction depending on the particular situation being simulated.

Major Chief: Any Barbarian leader with a name. Those marked "Chief" are minor chiefs.

Parthians: Enemies of Rome on the eastern frontier in *TRAJAN*.

Port: any City located in a Coast hex.

Roman: belonging to the Roman Republic or the Roman Empire. In *RCW*, the word applies equally to both the Caesarian and Senatorial factions.

Senatorial: the faction of Gnaeus Pompeius Magnus and his supporters in the Roman Senate in *RCW*.

Unit: generic term for the cardboard counters used in the game. Units are subdivided into Leaders, combat units, and various types of information markers.

2.7 Advanced Game Concepts

Besieged Force: a garrison with any enemy combat units in the hex.

Besieging Force: all friendly units in a City hex containing an enemy garrison.

Colonies: new cities founded by and for veterans; a vital part of winning a following was to finance colonies and keep the soldiers happy.

Disrupted: a result of a Discipline Check during combat, which renders a unit unable to fight and vulnerable to complete destruction.

Garrison: all units inside a city, located beneath a Civis unit or an IN CITY marker.

Guard: a combat unit with an asterisk (*) to the left of its unit symbol; provides special protection to all Roman leaders it accompanies.

Italy, Italian: the peninsula lying south of the river "Padus Flumen." It does not include the cities of Aquileia or Mediolanum, or the island of Sicily.

Impeditus: Supply trains, camp followers, and other things needed or desired by the typical ancient army on the march. In game terms, an Impeditus will protect all units in its hex or off-map region from attrition losses.

Leader Rating: the number of Stratagems a leader may play per player turn, and the number of Special Tactics markers a side may play during the course of a single battle (use the rating of only one leader in the battle).

Missile-Armed: soldiers and "engines" capable of firing arrows, stones, javelins, and other projectiles at some distance from the enemy.

Promotion: upgrading the Discipline Class of legions through training and battlefield success.

Relief Force: all friendly units outside a friendly-controlled City when the hex also contains an enemy besieging force.

Res Publica: "Public Affairs"—the political side of the game.

Stratagems: generic military, political, and intelligence capabilities that leaders gather and expend during the course of play.

Tribute: an operation involving the use of Political Stratagems to subvert and win over armies and peoples without resorting to force.

Units: personages, military forces, and civil hierarchies that participated in ancient the wars. Combat units, leaders, and Civis units are all considered "units."

2.8 Game Scale

Each map hex measures roughly 400 *stade* or 50 Roman miles (74 kilometers) across. Each strength point is 1000 men or 25-50 ships. Each turn represents one month in summer or three months in winter.

3. PLAYING & WINNING

Players may use any scenario found in any game of the series, or devise their own. The game is won by achieving one or more victory conditions. These are described in separate sections covering the Basic Game (3.2) and the Advanced Game (3.3). Other sections apply as indicated. Certain scenarios have different victory conditions.

3.1 Scenario Setup

Select one of the scenarios found in any game of the *ANCIENT WARS* series, or create one of your own. Each side controls all the indicated units, including any friendly Client nations. Independent Clients are not controlled by either side at the start. If no Engineers are listed in a scenario, place one with each Impeditus called for in a scenario. Do not set up the Impeditus units themselves. (Red and purple Engineer counters are provided in the *GALLIA* counter mix.) Place all undeployed

except a Civis in an Off-Map region. For each marker expended, take ONE unit of any kind out of the friendly "Recruits," "Client Forces," or "Civis Units" box and place it with the leader. Each non-Civis unit selected must match the leader's color and nationality. Civis units must match the recruiting side's color (e.g. Roman red, Parthian green, Briton blue). **Other leaders in the same hex may not recruit this turn.**

TRAJAN: A Parthian Core (blue) leader inside a city can recruit one Core, one Civis, or one Satrap (green) unit per stratagem marker. A Satrap leader inside a city can recruit only one Satrap or Civis unit per marker. When recruiting a Satrap, the selection is made RANDOMLY. Invert and mix the units thoroughly before drawing. Note that Parthian units are kept in separate "Core" and "Satrap" recruits boxes.

GALLIA: A recruiting Roman "Chief" must be inside a friendly city located in Gallia or Britannia. He can only recruit Barbarian Client (tan) units.

• **Colony Recruiting:** Instead of treating a settled Colony (12.6) as a normal City, a recruiting Roman leader may recruit ONE Veteran (V) legion by expending a Military stratagem marker instead of a Political marker. All other normal Recruitment rules apply. Place the recruit with the leader. Special veteran recruitment does not affect the colony in any way (i.e., it does not "expend" the Civis unit). Normal or special recruitment (but not both) may be performed in an eligible colony each friendly Recruitment segment.

• **Special Restrictions:** Some units can be recruited only in certain places and in certain ways, as specified below and in Unit Placement (5.4). If players disagree when interpreting these restrictions, settle the matter with a die roll for the duration of the game.

Imperator (I) class legions designated as reinforcements begin a scenario in the "Promotions" box. Eliminated "I" class legions are always placed in the Promotions box. **They never enter play as recruits.** EXCEPTION: Guards.

Guards are the only "I" class units that can be recruited, and are always placed in the "Recruits" box, never the "Promotions" box. They are identified by an asterisk (*) to the left of the unit symbol. The leader expending the Political stratagem can be located anywhere (ignore the usual restrictions). However, there must be at least one 5-point "I" class legion in the leader's hex or region box. Replace one "I" class legion with the Guard unit, and put the legion in the friendly "Promotions" box.

Civis units can be recruited on Pillaged cities, but the presence of a Civis has no effect on a city's Pillaged status. A Civis can also be recruited without a stratagem marker, by removing a "V" or "I" class heavy-armed infantry unit currently located inside a friendly city in a hex containing no enemy units, and replacing it with a Civis. Place the infantry unit in the "Recruit" box (or "Promo-

tions" box if it I-class).

Barbarian tribal units can only be recruited by a Barbarian leader of the same color, located inside a city containing only Civis and/or combat units of the same color.

Barbarian Client units can be recruited through Special Mobilization (5.5) as well as normal recruitment by the Barbarian Client "Chief." Note that the "Alani" and "Barbarian" units cannot be recruited; they can only be received by Events (14).

All other Client units can only be recruited by a leader bearing the same nationality label at the top of his counter who is located inside a friendly city containing his nationality code (12.1).

5.4 Unit Placement

Whether a location is "friendly" is determined by the requirements for control (3.4 & 12.2). If players cannot decide in what region a city is located, settle the matter with a die roll; the result lasts for the duration of the game.

Civis unit—place in any friendly city that contains no Civis unit (12.3), or any friendly controlled off-map region (3.4).

Fleet—place in any friendly port (i.e. city in a Coast hex), or Off-Map region containing Sea terrain and under friendly control.

Barbarian tribal units (all types)—Place on any same-color Civis unit, friendly-occupied City, or Tribal Center of the same nationality. The Tribal Center must not have a Roman unit on or adjacent to it. Ignore all other unit placement instructions for both Basic and Advanced Game. See unit colors (2.2), city types (12.1), and the Tribes Display on the Gallia map for determining colors and nationality.

Elephants—place in cities located in Parthia, Numidia, Africa, and Cyrenica.

All other Land Unit types—any friendly city hex containing no enemy units, or any friendly civis unit in an Off-Map region.

Advanced Game:

The following restrictions are in addition to those in the Basic Game, and do not replace them.

• A unit recruited with a stratagem must be placed with the leader that expended the stratagem marker to obtain it.

• No units may be recruited in a Pillaged city (23.2).

• **Veteran (V) Roman Legions**—place only in Italian cities, the Italia off-map region, and friendly Colonies (12.6).

• **Veteran (V) Roman Heavy Cavalry, Light Armed "Equites" Cavalry, and Light Armed Infantry**—place in any friendly cities except those located in Italia, the island of Sicilia, and the Italia off-map region. "Italia" includes any hex on the Italian peninsula ending with a number higher than "4" (i.e. xxx5 or higher).

• **Light Armed horse archers**—place in cities located in Asia, Cyrenica, Africa, and Numidia,

plus the Syria Off-Map Region.

• **Arab Client units (any type)**—place inside a friendly Arab (D) city, with no enemy units present in the hex.

• **Barbarian Client units (any type)**—those labeled "Alani" and "Barbarian" are placed according to instructions provided by a specific Event (14). All others are placed according to "Tribal Mobilization" in the Tribal Council Table. Ignore all other unit placement instructions for both the Basic and Advanced Game.

• **All other Client units (any type)**—place inside a friendly city bearing the nationality code (12.1) corresponding to the label printed on the counter. Ignore all other unit placement restrictions. *Example:* In order for Cleopatra to recruit a unit, she must be located inside one of the three cities with the "E" code.

5.5 Special Mobilization (GALLIA)

Use only with "Advanced Game Recruits" (5.3) Special Mobilization recruiting occurs before any normal recruiting (5.3).

• **Mandatory Recruiting:** During a friendly Recruiting segment, the Roman side must consult the SPQR Table once and the Barbarian side must consult the Tribal Council Table once. Roll once on the appropriate table. Units are placed according to instructions found on the tables. Note that results may call for the removal as well as the addition of units. *SPQR stands for Senatus Populusque Romae—the Senate and People of Rome.*

• **Optional Recruiting:** In addition to the mandatory dice roll, a side may also roll an additional time on its table for each Political stratagem its supreme leader expends.

(1) The Roman Emperor must be in the Italia Off-Map region to expend a Political stratagem for this purpose. The Barbarian Supreme Chief must be inside a friendly city with a Civis and/or combat units that match his color.

(2) A Political stratagem is expended and the table results applied before the decision whether to expend another stratagem is made.

• **Tribal Mobilization Checks:** During a Movement segment, when a force moves on or adjacent to an unpillaged Tribal Center belonging to an enemy or independent tribe, the enemy side has the option to make a "Mobilization Check." The force must interrupt its movement while the enemy side rolls one die and compares the result to the tribe's Mobilization Value printed on the Tribes Display.

(1) If the die roll is greater than the value, nothing happens and the force resumes moving normally. If it is EQUAL TO OR LESS THAN the value, the tribe mobilizes; follow instructions under "Tribal Mobilization" in the Tribal Council Table. An independent tribe that mobilizes becomes controlled by the side making the mobilization check. If any units are placed directly in the moving force's hex, it must cease moving for the segment.

(2) If a tribe controlled by Rome mobilizes, only tan Client units with the Roman eagle and wreath symbol on the back may taken from the "Client Units" box. The Roman side may select the Client

"Chief" as one of the units, if available and desired.

(3) Once a tribe checks for Special Mobilization, it may not do so again for the remainder of the Roman force's movement. It may be checked again when the next force moves on or adjacent to the same center, if desired.

(4) If a force enters a hex that is on or adjacent to more than one unfriendly tribal center, the enemy side may resolve any or all possible mobilization checks.

• **Mercenaries and Exiles:** If a side controls no tribes but still has any Barbarian or Barbarian Client units, those units remain in play until they are eliminated.

6. LEADERS

Leader counters represent individual military/political figures who participated historically, plus their closest advisers.

6.1 Leader Boxes

All units (except Civis) stacked with a leader (including other leaders) may be placed in that leader's holding box.

6.2 Leaders and Movement

Friendly units of all types (including leaders) may freely move through hexes containing only enemy leaders without stopping. The enemy leaders are immediately eliminated. Otherwise, leaders move and act like any other unit.

Advanced Game: A leader eligible to use Stratagem markers and stacked with a force may exercise **Command**. He must expend a Military Stratagem before the force consults the March Table. Any result of N (no march) and S (scatter) is treated as M (normal march). All other results remain the same.

6.3 Leaders in Combat

• Leaders are not combat units. They never contribute anything to their side's combat strength. If a force contains only leaders, they are automatically eliminated when involved in combat. Leaders themselves are never affected by Discipline Checks or Loss results. However, when all friendly combat units in a hex or off-map region are eliminated, then all friendly leaders there are also eliminated.

• A leader's Discipline Class may be substituted for any ONE combat unit's when a Discipline Check is required. *Example:* an Emperor (I) class leader could change the discipline class of any one other Roman unit with which he is stacked to "I."

6.4 Stratagem Markers (Advanced Game)

During each friendly Stratagem Segment, a side receives a number of Stratagem markers equal to the Leader Rating of its current **supreme leader**. Each friendly or enemy leader currently in the game may play a number of Stratagem markers for various purposes throughout a game turn.

• The number of stratagems a leader can expend

per player turn (either enemy or friendly) is equal to his Leader Rating printed to the left of a leader's symbol on his counter. Place expended markers in the leader's holding box if he has one, or keep track on paper. All expended counters on both sides are returned to the friendly "Stratagems Available" boxes at the conclusion of each player turn. See Stratagem Markers (15) for details.

6.5 Supreme Leaders (Advanced Game)

Each side usually starts with one supreme leader counter. If this leader does not exist or has been eliminated for any reason, then the owner immediately loses all available stratagems. Place all of the markers in the friendly "Stratagems Expended" section of its holding box. Without a supreme leader, a side cannot receive stratagem markers during the friendly Stratagems segment (6.4).

TRAJAN: The Roman player may also not receive off-map reinforcements without a supreme leader.

RCW: The "Imperator" and "Dictator" markers are also removed from the friendly Res Publica box the instant that a side's supreme leader is eliminated, and may only be obtained when a side has a supreme leader.

• A side without a supreme leader may attempt to designate any friendly leader currently in play (except a client leader, "Legate," or "Chief") as the new supreme leader during the friendly Recruiting segment, if it expends the appropriate supreme leader stratagem marker. Follow the procedure outlined for the particular type of supreme leader marker (Imperator, Supreme Chief, King of Kings) in the "Stratagem Marker Summary" of the particular game. *Since loss of the supreme leader means loss of all currently held Stratagem Markers and the cut-off of a regular supply of new markers, the needed stratagem marker must somehow be obtained, usually by winning at least one Battle or Siege. This simulates having the candidate for Supreme Leader prove his military prowess before assuming power.*

RCW: There are no supreme leader stratagem markers in the game. Instead, a side without a supreme leader must expend a Political stratagem marker. The "Heir" (i.e. the leader expending the marker) automatically becomes the new supreme leader. The expended stratagem marker is kept beneath him until he is eliminated, at which point it is returned to the friendly "Stratagems Expended" box. *Having the new leader keep the Political marker he played to become the Heir with him at all times simulates the political damage that resulted from the death of a dominant leader in that period. Just look how many years it took Octavian and the rest of Rome to recover from Caesar's assassination!*

6.6 Leader Elimination

Leaders are eliminated if an enemy force enters their hex, or during a combat segment in which

they are the only units remaining in a force after any other losses are inflicted. Opposing leaders never eliminate each other if they are the only units in a hex.

Advanced Game: Leaders are NOT automatically eliminated when all combat units in their force suffer elimination due to Supply attrition (22.4). An enemy leader may also be eliminated by a successful Assassination, through the expenditure of an Agent stratagem marker (15.5) any time during the friendly side's player turn. See "Stratagem Marker Summary" for details.

7. FORCES

One or more units belonging to the same player in a single hex are grouped together as a single **force**. Units in a hex can be divided into different forces movement, but they **MUST** conduct combat together. Friendly and enemy forces may coexist in the same hex. There is no limit to the number of units that can belong to a single force, except for Civis units.

7.1 Stacking

Having more than one unit in a hex is called stacking.

• There is no limit to the number of units which may stack in a map hex, leader holding box, or off-map region.

• There never may be more than one *Civis* unit in a single hex. Only the side that controls a city or colony site hex may keep or recruit a friendly Civis unit there (12.3 & 12.6). Civis units never move or attack; all they can do is defend.

GALLIA: All Barbarian units in a hex (including Leaders and the Civis unit) must be the same nationality (color) at the conclusion of movement and retreat. Mixing German, Briton, and Gallic units is not allowed, even when Barbarian forces are divided into a garrison and a relief force in the Advanced Game. In off-map regions, barbarians beneath a Civis must be the same color. The Barbarian side must eliminate violators until the stack contains only Barbarians of one color. This does not apply to Roman Barbarian client units.

7.2 Moving a Force

Beginning to Move: One or more units that began the movement segment in the same hex or off-map region box may attempt to leave the hex as a single force. Other units in the same hex or box that have not moved during the segment may form their own force(s) and make their own movement attempts. No unit may be involved in more than one movement attempt per friendly player turn. *Players will quickly discover that the more you divide your units, the more you must roll on the March Table, and the more likely bad things will happen to your troops. It usually makes sense to keep your units together, not split them up!*

Speed: A force begins its movement with a movement allowance (MA) equal to that of the printed MA of the **SLOWEST UNIT** belonging to the

force. The MA indicates how many hexes a force can enter, unless forced to stop by terrain or enemy units. A force may also stop at any point before it expends its entire MA, if the owner wishes. As the force moves, subtract one movement point (MP) from its MA for each hex entered. **EXCEPTION:** River Movement (8.2).

Changing Force Composition: While moving, a force may drop off one or more units in each hex it enters during its movement. *No units may ever be picked up.* Dropping off units (even the slowest moving one) has no effect on a force's current MA. *These restrictions reflect the serious command problems of an era lacking sophisticated long-distance communications. Commanders tended to take a good deal of time collecting their armies, and were careful to keep them concentrated except under unusual conditions.*

Dropped-off units: Once a unit is dropped off from a force, it may move no further that turn. Rotate it 180 degrees ("upside down") to indicate this fact. Land units carried by fleets during Naval Movement (8.2) can only be dropped off in Coast hexes, either with or without the fleets carrying them.

Example: A hex contains the following friendly units: a horse archer (MA=6), a leader (MA=10), and 3 legions (MA=5). The owning player decides that the first force moving out of the hex will contain all the units except two legions, and that it will move Cross Country (see 8.2). The legions left behind may can form one or even two different forces of their own later in the Movement segment. The moving force's MA is 5, equal to its slowest unit type (the legion). The force moves a hex and drops off the legion. Rotate the legion upside down as a reminder that it cannot be moved again during the same Movement segment. After dropping off the legion, the force's current MA is 4; it can move a maximum of 4 more hexes. The force moves 2 of its remaining hexes, and finds itself in a Mountain hex. It must therefore end movement for the segment, because of the terrain. Had the force contained an engineer unit, it could have continued moving (see the Terrain Effects Chart).

7.3 Forces and Combat

All units in a single hex must attack or defend together during combat. No unit may attack or defend more than once in a combat segment. **EXCEPTION:** A Civis unit may never attack, or be used to satisfy losses when a force in its hex is attacking.

Advanced Game: A "besieging force" outside an enemy city may be attacked twice—once by the garrison and once by a relief force in the same hex.

8. MOVEMENT

There are several types of movement from which a player may choose for each force he wishes to move. In order to move, a force must roll on the March Table printed on the map and then follow the result. Engineer units can help a force move into or across difficult terrain.

8.1 Procedure

- Designate the force to be moved.
- Designate the type of movement it will use: Road/Trade Route, Cross Country, River, or Naval. (The force's current location may make some types of movement impossible to use.)
- Roll on the appropriate line of the March Table and apply the result. March results are explained on the Player Aid sheet.

8.2 Types of March

Road or Trade Route—A force choosing this option must perform ALL of its movement on Roads, Trade Routes, or some combination of the two. It may only cross hexsides that contain either a Road or Trade Route symbol.

River—A force choosing to move by River may move TEN (10) hexes. *Ignore printed movement allowances on units.* The force can only enter hexes through hexsides containing River or Lake terrain. To use River Movement a force MUST begin its movement:

- in a River hex containing a friendly city; or
- in any River or Lake hex with at least one Engineer unit, and have at least one Engineer in the force throughout the move. *Engineers were needed to build river transport outside of river ports, which would be well stocked with small craft.*

Naval—A force containing only Fleet units and land units being transported aboard Fleets (8.5) may use Naval movement. *Use only the MAs printed on Fleets when determining the force's MA.* The force may enter only all-Sea and Coast hexes. It may also cross All-Sea and Straits hexsides. A Naval force may not enter a River hex unless it also qualifies as a Coast hex.

Cross Country—A force that does not perform any of the other types of movement described above is considered to be moving Cross Country. It may move through any type of hexes, in accordance with movement restrictions listed below.

8.3 Movement Restrictions

Enemy units—A force using any type of movement (except Naval) must stop moving for the segment when it enters a hex containing any enemy units. A force using Naval movement must stop only when it enters a hex containing any enemy Fleet units. A force may always leave a hex containing enemy units at the beginning of its movement.

Advanced Game: If a moving force eliminates, causes the defection, or gains control of all enemy units in a hex by means of Tribute (16), the force may resume moving without any penalty.

Coast Terrain—When a force is using Naval Movement, it treats a Coast hex as if it were All-Sea. Otherwise, the force uses whatever land features affect the type of movement it is performing.

The advantage given to fleets over land units

reflects the ability of marines and landing parties to interfere with land movement.

Land Terrain—A force moving Cross Country may never enter an All-Sea hex. It must also stop in the first Mountain, Forest, Swamp or River hex it enters UNLESS the force currently contains an Engineer unit. A force with an Engineer may continue moving up to its current movement allowance (7.2). All other types of movement (Road/Trade Route, River, Naval) ignore the effects of land terrain, but are limited in other respects (8.2).

The Engineer units represent engineering capability to build bridges and roads, thereby expediting movement through difficult terrain.

Sea Terrain—A land unit may never enter all-Sea hexes, or cross all-Sea hexsides, except when aboard a Fleet. A land unit may enter Coast hexes and cross Straits hexsides without a Fleet. A Fleet unit can end its movement outside a port in a Coast or All-Sea hex, even when transporting land units. It may remain "at sea" indefinitely.

Advanced Game: Fleets at sea are likely to suffer heavier Supply attrition (22.2).

Straits—A force may cross a Straits hexside if it begins its movement adjacent to the Straits and contains at least one Engineer unit. The force moves across the Strait to an adjacent land hex and ceases movement for the turn. The Engineer MUST accompany the force across the Strait. The only Straits in the games comprising the series are on the **RCW** map at the Hellespont (4810/4910) and the Bosphorus (5007/5107). *Ancient Roman engineers were capable of building pontoon bridges across the Hellespont and Bosphorus, but strong currents made the Straits of Massena (3414/3513), as well as Tsingis (1933/1934) and Gesoriacum (3413/3513) on the GALLIA map, too dangerous in this era except for true seagoing vessels.*

Theater Boundaries (GALLIA)—In the scenarios provided with the game, forces using any type of land movement may not cross the Pyrenae Montes to enter Hispania, or enter North Africa (Mauretania, Numidia) using any type of movement at all.

Colony Sites—Refer to other terrain in the hex, unless Colonization has occurred in the Advanced Game, in which case the hex is considered to contain a City plus the terrain outside the city.

Siege (Advanced Game)—Entry into or exit out of a City or Colony Site under Siege is severely restricted. See Cities (12) and Siege Combat (19) for details.

Tribal Centers (GALLIA)—The instant a moving force enters a hex on or adjacent to an independent or enemy Tribal Center, the enemy side has the option to make a mobilization check. See Special Mobilization (5.5) under Recruiting for details.

8.4 Off-Map Regions

The special geographical regions printed inside boxes on the mapsheet represent portions of the Roman Empire adjacent to specific edges of the hex map. Units may enter and exit the hex map by way of the following off-map Regions or boxes—

TRAJAN : Roman units (only) in the Roman “Off-Map Forces” box can enter or exit from any Roman Road hex on the WEST edge, or any Roman-controlled city adjacent to either the Pontus Euxinus or Mare Internum.

RCW : Any units may enter or exit Gallia on the WEST edge on or north of hex 2519; Hispania on the WEST edge, but only by sea using fleets; Syria on the EAST edge, with units coming or going from Cyprus by sea using fleets.

GALLIA : Roman and Roman Client units (only) may enter or exit Italia on the EAST edge between 4222 and 4236, inclusive. Units coming or going to Corsica must go by sea on fleets.

• **To enter a Region**, a force must expend at least half of its original MA after reaching an appropriate mapedge hex as defined above. If a force cannot meet the requirements for any reason, it can go no further than the last mapedge hex during the current turn. A force that begins in a mapedge hex may always exit, even if enemy occupied. A naval force can enter a mapedge hex containing only enemy land units and still exit. All March Table attrition results apply.

• **To exit a region**, a force must enter an eligible hex along the appropriate map edge, as defined above. Roll normally on the March Table and apply all results received. If anything other than a “No March” result occurs, the force is placed in the hex and can spend up to HALF of its original MA (drop fractions), beginning with the first hex it enters. If the entry hex contains any enemy units other than leaders, the force must stop moving; see “Enemy Units” (8.3).

TRAJAN (Advanced Game): Each time that a force exits the “Off-Map Forces” box, the Roman supreme leader must expend a Political stratagem marker.

Moving between Regions is permitted from the Gallia to Hispania box or the reverse. The force is assumed to be using Road March. If the force receives anything other than “No March,” it transfers from one Region to the other and moves no further that turn. Any attrition results apply.

Advanced Game: Force March results apply if the force is using Force March (8.6).

8.5 Naval Transport

Each Fleet unit may transport up to TEN (10) strength points worth of land units. When calculating strength point limits for any aspect of naval transport, use a unit’s printed value, except for Impeditus units which count as FIVE points each. Each unit must be carried by a single fleet; it cannot be “split up” between two or more fleets. Civis and Camp units may never be transported by Fleets. Units aboard fleets are eliminated if the

fleet they are aboard is eliminated for any reason.

Loading and Unloading: A Fleet and the land unit(s) it will transport MUST begin their movement together in the same Coast or Port hex. Place the land units beneath the Fleet unit carrying them. The Fleet and all units on board must also end their movement together in the same hex. A Fleet may not pick up or drop off land units while it is moving. A force of moving Fleets may pick up and drop off other Fleets, as long as a fleet and its passenger(s) are not separated. Transported land units may unload if the Fleet carrying them ends its movement in a Coast hex or port, even if the hex contains enemy units or Independent Client units. Place disembarked land units on top of all friendly Fleet counters in the hex.

Advanced Game: A fleet can load units from inside a besieged city, and unload units into a besieged city. Enemy fleets may be able to prevent this through interception (8.7) and Battle Combat (18). Any surviving fleets that end movement in a besieged hex may still unload or load units.

Landing Capacity: Fleets may load and unload an unlimited number of land units at a friendly-controlled port. Fleets may load and unload a total of TWENTY (20) combat points worth of land units per friendly player turn in a single Coast hex lacking a friendly-controlled Port. *Example*: A fleet picks up 10 points worth of units from Coast hex 3813. Another fleet disembarks 10 points worth of units in the same hex later in the same Movement segment. No more units could be loaded or disembarked in that hex during the current player turn because the 20-point limit has been reached.

8.6 Forced March (Advanced Game)

At the end of any force’s movement attempt, a leader belonging to the force and capable of playing a Stratagem marker may expend one of his side’s Military Stratagems and declare a Forced March. This allows the force to make a second movement attempt. The force selects a type of movement and rolls on the March Table. It does not have to use the same type for the Force March as it did in its initial march.

- The presence of enemy units in the force’s hex has no effect on its ability to attempt Forced March, or on the outcome. **EXCEPTION**: Interception (8.7).
- A force may attempt only one Forced March per turn, and may do so even if its initial movement attempt failed.

8.7 Interception (Advanced Game)

An enemy force performing March or Forced March that begins in or enters a hex adjacent to one containing any friendly units may be intercepted.

- The intercepting units must be stacked with a leader that is capable of playing a Stratagem

marker, and who expends one of his side’s Military Stratagems.

- Any or all units in the intercepting leader’s hex may then accompany him into the enemy-occupied hex. The enemy force MUST stop and may move no further during the segment, even if it is in a mapedge hex and was about to exit the map (8.4). Intercepted units may not attempt Forced March. Interception has no further effect on movement or combat.

9. BASIC COMBAT

Combat in the Basic Game (hereafter called “Battle”) takes place between opposing units in the same hex on the strategic map. **UNITS IN ADJACENT HEXES MAY NOT FIGHT EACH OTHER**. Battle occurs when a player chooses to attack enemy units during the friendly Combat segment. **Battle is not mandatory**. It occurs only if a side declares an attack during its player turn. Otherwise, no battle occurs. Once a side has decided to attack with any units in a hex, ALL the units in that hex must attack. Units may not be withheld from battle unless they are Civis units, which may not attack under any circumstances.

9.1 Conducting Battle

• **Preparation**: Players should transfer units involved in Battle to any convenient space on or off the map. Use the “Battle” marker to keep track of the hex or Region in which the Battle is occurring. The attacker is always the side conducting the current player turn. The opposing side is the defender.

• **The Attacker** gets to inflict losses first before the defender gets to fight back. Add up the total printed combat strength of all eligible attacking units. Roll a die and cross-index the result with the appropriate strength point range listed on the Strategic Combat Results Table. After applying the CRT results, **any surviving defenders** perform combat exactly the way the attacker did. If the attacker completely eliminates the defending force, then the combat comes to an end. *In ancient warfare, the side which inflicted the first shock of combat usually had the advantage.*

• **Combat results** are as follows:

2, 5, 10, 15: The minimum number of enemy strength factors which must be eliminated from the force not currently rolling on the CRT. The side that owns the affected force must select units whose total strength is at least as much as the numbered result. *Example: if the opponent has only a single 10-point unit and receives a result of “5,” then he loses the entire unit.*

C: The enemy player must make a Discipline Check (10.1) Results are as follows—

P: The unit is not affected.

F: The unit is immediately eliminated.

G: If a *defending* unit, it is eliminated at the end of the battle (but it still gets to fight in the Defender’s combat). If an *attacking* unit, it is immediately eliminated.

Concluding Battle: Once both sides have had an opportunity to fight, the battle is considered over. Return all surviving units to the hex or Region containing the Battle marker, and set the marker off to one side for future use.

9.2 Special Units

• **Civis units** may only defend, never attack. They do not suffer any losses when a friendly force in their hex attacks.

• **Fleets** attack and defend normally, even when involved in combat with land units in a Coast hex. A fleet always uses its printed combat strength. All land units aboard Fleets EXCEPT Chariots and Elephants MUST add their combat factors to the total strength of the friendly force for attack or defense. Units aboard fleets cannot unload before combat, and are eliminated if the fleet they are aboard is eliminated. Fleets make Discipline Checks normally when called upon to do so. Each land unit aboard a Fleet uses its own Discipline Class (not the Fleet's) when required to perform a check.

• **Leaders** have a printed combat strength of ZERO (0) and contribute nothing to their side's strength when resolving Battle. They ignore Discipline Check results, but are eliminated whenever all other friendly combat units in their hex (with a printed strength of one or more) are eliminated in Battle.

• **The Armenian leader** in TRAJAN has a special hold on his followers. If the Armenian leader is eliminated in combat, all Armenian units are permanently removed from play and may not return.

9.3 Cities

Combat against units in cities is resolved exactly the same as combat against units in other types of hexes, although City terrain (9.5) usually affects the outcome.

9.4 Leaders and Combat

Each leader may change the discipline level of one friendly unit to his own discipline level prior to making a required Discipline Check (10.1).

9.5 Terrain Effects

If combat is taking place in City, Forest, Mountain, Swamp, or River hex, the defender reduces by FIVE (-5) the Loss number inflicted on it by the attacker: 15 becomes a 10, a 10 becomes a 5, and a 5 or less becomes 0. "C" results are unaffected and Discipline checks must still be made. **Losses suffered by the attacker are not reduced by terrain.**

9.6 Off-Map Regions

Every unit present in a region must attack and defend as part of a single combat.

9.7 Example of Combat

In RCW, during the Combat Segment of the Caesarian Roman player turn, A Caesarian force of two 5-point legions, two 4-point auxiliary infantry, and three 2-point equites cavalry (all

Veterans) attack a Senatorial Roman force of two 5-point legions (Recruit), one 5-point legion (Imperator class), and leader Cato. The Caesarian player fires first, with a total of 24 strength points. The die roll on the "20-29" line of the Strategic CRT is "4," which yields a "C" result. The Senatorials must make a Discipline Check. Since Cato is a Recruit (R) leader, he can provide no real help to any of his troops. The discipline check die roll is "2," which yields "P" for the Imperator legion and "F" for the Recruits. The Imperator class legion survives but the Recruits rout and are eliminated. This leaves only 5 points of Senatorials, who roll a "3" on the 1-5 line and have no effect against the Caesarians. This ends the battle, in what amounts to an impressive Caesarian victory.

10. DISCIPLINE

All units have a Discipline Class:

I: Imperator—highest possible.

V: Veteran—trained and battle experienced troops.

R: Recruit—trained but inexperienced troops.

M: Mob—untrained rabble in arms.

B: Barbarian—undisciplined but fanatic.

A unit's class is used to evaluate the effect of Discipline Checks (10.1), and to determine selection of Recruits (5).

10.1 Discipline Checks

• Roll one die for all units on the same side in a hex or off-map region. **Advanced Game:** Roll separately for an affected besieging, garrison, or relief force in a City or Colony hex.

• Cross-index the result with each unit's current Discipline class, and apply the indicated result.

Example: A Roman force contains two Veterans and one Recruit. The Roman player is required to make a Discipline Check in combat. He rolls a 3 on the Discipline Table. For Veterans, the result is P (Pass), but for Recruits the result is G, so the Recruit unit "goes berserk."

10.2 Discipline Check Results

These are listed beneath the Discipline Table printed on the map. Units either survive intact or are completely eliminated in the Basic Game.

Advanced Game: Discipline Check results are explained on the Player Aid sheet and at appropriate points in the Advanced rules.

11. INTELLIGENCE

The intelligence rules are mandatory. Ancient warfare can not be understood unless the "fog of war" factor is accounted for. Any player who violates the intelligence rules automatically forfeits the game and is permanently disgraced!

A unit should normally be inverted (turned face down), with its generic symbol showing. This is a unit's "concealed" side. (The exception is Civis units, which can not be concealed.)

11.1 Examining Enemy Units

A player may not examine enemy units in a hex or Off-Map Region unless at least one of the follow-

ing conditions apply:

- A friendly unit enters or currently occupies the hex or Region containing enemy units; OR,
- The opponent voluntarily decides to reveal units in the hex or Region.

Whenever either of these occur, the player flips over the affected enemy units and the opponent may freely examine all of them.

Advanced Game: To reveal enemy units, a player may also expend an Agent Stratagem marker against an enemy-occupied hex, off-map Region, or holding box. See "Stratagem Marker Summary" at the end of the rules book for details.

11.2 Inverting Revealed Units

All friendly units in hexes and Regions that do not contain any enemy units may be flipped to their "concealed" side at the beginning of each friendly player turn.

11.3 Off-Map Displays

Regions (Gallia, Hispania, Italia, Syria): Keep units inverted until an enemy unit of any type enters the Region.

Advanced Game: Keep units inverted until an Agent Stratagem is successfully played, regardless of the presence of friendly units.

Leader Holding Boxes: If units in a hex or Region must be revealed, and there are any leaders present among the revealed units, then all the units in each affected leader's off-map holding box must also be revealed. Otherwise, units in leader boxes remain inverted. Players may want to place a sheet of paper or other obstruction over their Leader boxes to further conceal their forces from the enemy.

Recruits box: Units should always be kept inverted.

Client Forces box: Units are always kept face up.

Civis Units box: Units can be placed on either side, and can not be concealed.

12. CITIES AND CIVIS UNITS

Control of cities printed on the map is one of the keys to victory. To control a city, a side must have at least one unit (even a Leader by himself) "inside" the city. When only one side has units in a city hex, all the units are assumed to be inside. When both sides have units in the same city hex, the side who had units there *first* is considered to be inside while the enemy is outside. Place all units inside a city beneath the friendly Civis, or (if it is not present) beneath an "IN CITY" marker. (Players must make their own IN CITY markers, or use any suitable spare counters.)

Advanced Game: Colonies (12.6) can be created, and behave exactly like Cities once they are, except for special recruiting abilities. Cities are handled differently during Siege (19.1).

DISCIPLINE CHECK RESULTS KEY (Advanced Game)**ADVANCED BATTLE COMBAT (18)****P: Pass**—Unit remains in good order; no effect.**F: Fail**—Unit disrupted; flip over to reverse side. If already disrupted, then eliminate unit.**G: Go Berserk**—Round 1: treat as P result
Round 2: treat as F result
Round 3: unit eliminated**TRAINING (21.2)****P: Succeed**—replace the R class unit with a V class unit.**F: Fail**—no replacement occurs.**G: Mutiny**—eliminate unit in Training if “R” class.
Otherwise, treat as “F.”**TRIBUTE (16)****Target Unit Discipline Check Table Result**

Client	P	F	G
Leader	Loyal	Defect	Defect?
Combat unit	Loyal	Desert	Desert?
Civis	Loyal	Defect	Defect?
Major Power	P	F	G
Supreme Leader	Loyal	Loyal(*)	Loyal?
Leader	Loyal	Desert(*)	Desert?
Combat unit	Loyal	Desert(*)	Desert?
Roman Civis	Loyal	Defect	Defect?
Non-Roman Civis	Loyal	Defect	Defect?
Tribal Center(**)	Loyal	Defect	Hostile

(*) **GALLIA**: If Roman, then treat as “Withdraw” (see below).

(**) Discipline Class “B” (Barbarian).

Loyal: No effect. (Can be overruled by a later “Defect” result against a Client leader.)**Desert**: Eliminate target unit (+).**Defect**: Target unit treated as follows—

- (1) **Civis**: replace with a Civis unit friendly to the side playing the Stratagem. See Clients (13) for details.
- (2) **Client leader**: Client state becomes loyal to the side performing Tribute. If already loyal, the leader himself is eliminated. See Clients (13) for details.
- (3) **Tribal Center**: Gain control of the tribe and perform Tribal Mobilization (5.5). If previously enemy-controlled, enemy side loses a number of Barbarian units equal to the tribe’s Mobilization Value on the Tribes Display (owner’s choice).

?: If the leader playing the Tribute stratagem is stacked with a friendly force that has at least as many strength points as the enemy force, then the indicated result (+) takes effect. Otherwise, eliminate the leader who played the Stratagem.

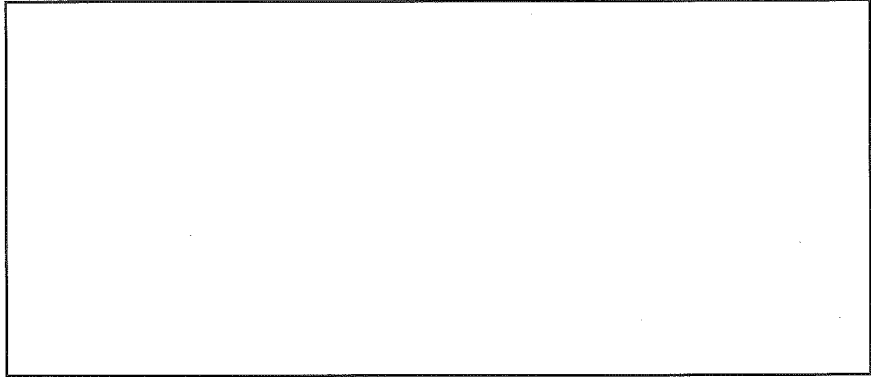
Hostile: (1) If the tribe is Independent, the side not seeking Tribute makes a Tribal Mobilization Check (5.5). If successful, that side gains control of the tribe and performs Tribal Mobilization. If the result is greater than the Mobilization Value, nothing happens. (2) If the tribe is already controlled, the controlling side places one Barbarian unit on or adjacent to any of the tribe’s unpillaged Tribal Center hexes.**Withdraw**: target unit retreats one hex. If the targeted unit is a leader, then all units in the hex retreat. Civis units are not affected in either case. Hex of retreat can contain enemy units, but not prohibited terrain. If a unit cannot retreat, it is eliminated.(+)**RCW**: When a Caesarian or Senatorial unit (not a Client) is eliminated for any reason by Tribute, the side that played the Stratagem has the option to replace it with a friendly unit of exactly the same type, strength and discipline class. It must be placed in the same hex previously occupied by the eliminated unit. If an exact match cannot be made, no replacement is received but the enemy unit is still eliminated.**TRIBAL COUNCIL TABLE (Advanced Game)**

Barbarian side rolls two dice and add the numbers together. All results apply to the Barbarian side only.

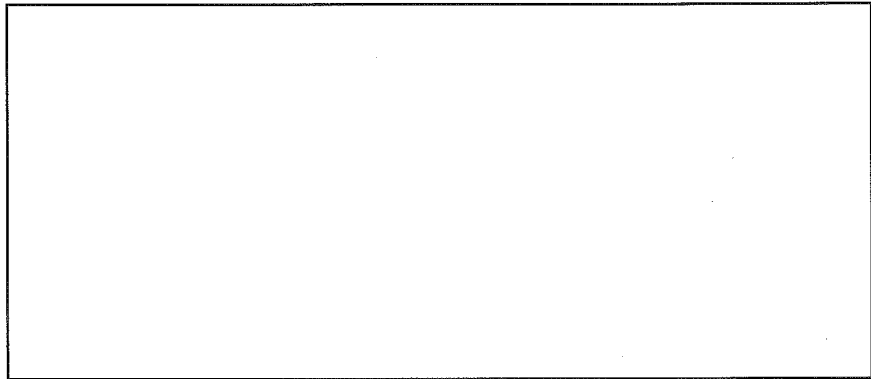
- 2 **No Event**: Nothing happens.
- 3-4 **Major Chief**: Pick at random one major chief from among all those currently available in the Barbarian “Recruits” box. Place him on any friendly unit of the same color. If no unit is available, no chief is received. (A major chief has a name on the counter. All counters labeled “Chief” are minor chiefs.)
- 5-6 **Tribal Mobilization**: Gain control of one currently independent tribe, if available. A number of units equal to the chosen tribe’s Mobilization Value printed on the Tribes Display **MUST** be selected, if possible. Any combat units or leaders *except Major Chiefs* may be chosen. The units must belong to the tribe’s nationality (Gallic/green, Briton/blue, German/yellow), as specified on the Tribes Display. Place each unit on or adjacent to any unpillaged Tribal Center for that tribe. If all the tribe’s centers are currently pillaged or there are no units of the appropriate nationality are in the “Recruits” box, then none are received.
- 7 **Major Tribal Mobilization**: Roll one die and gain control of the indicated number of currently independent tribes, if available. The Barbarian side selects a tribe and places all its units before moving on to the next tribe. Selection and placement is identical to “Tribal Mobilization” above.
- 8-9 **Tribal Recruits**: Receive new units for each friendly tribe, if available in the “Recruits” box. Select a tribe and place all its units before moving on to the next tribe. Selection and placement is identical to “Tribal Mobilization” above.
- 10-11 **Infighting**: Change one friendly tribe from friendly to independent. Remove the marker indicating Barbarian control from the Tribes Display. Also, remove from play a number of units equal to the tribe’s Mobilization Value. The units must belong to the tribe’s nationality (Gallic/green, Briton/blue, German/yellow). Place the units in the “Recruits” box.
- 12 **No Event**: Nothing happens.

Roman Leaders

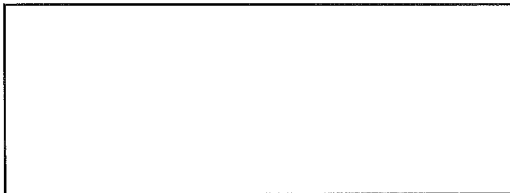
Gaius Julius CAESAR
(Supreme Leader)



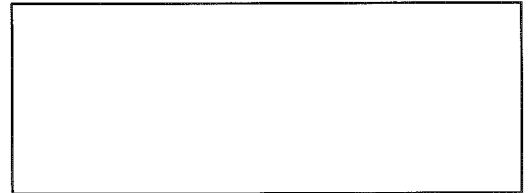
Titus
LABIENUS



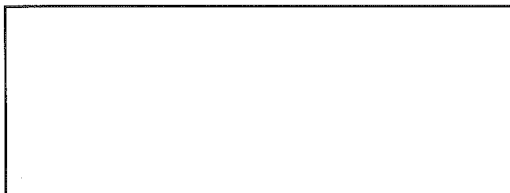
Marcus
ANTONIUS
"Mark
Antony"



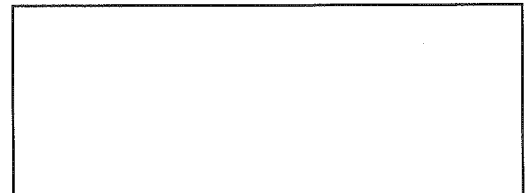
Decimus
BRUTUS



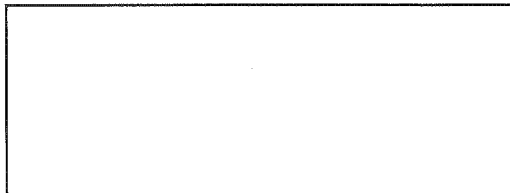
Quintus
CICERO



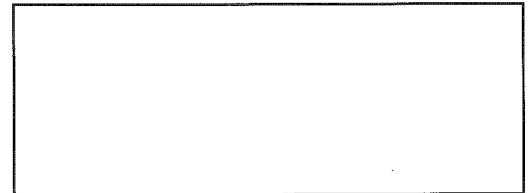
Gaius
TREBONIUS



Quintus T.
SABINUS

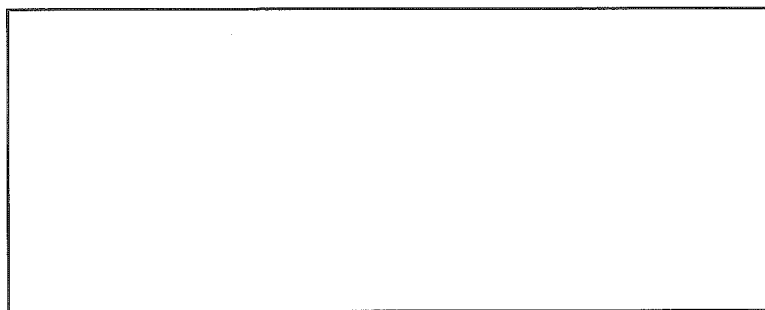


LEGATE

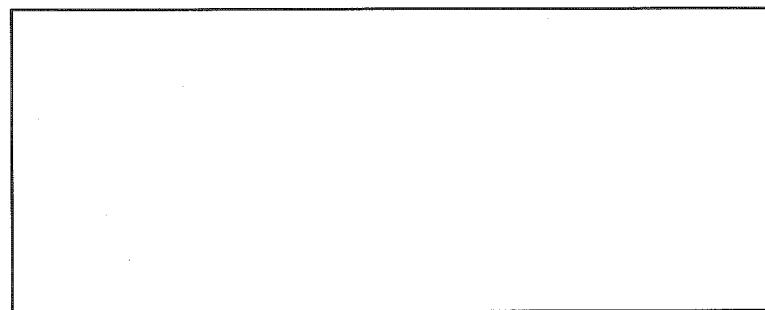


Barbarian Leaders

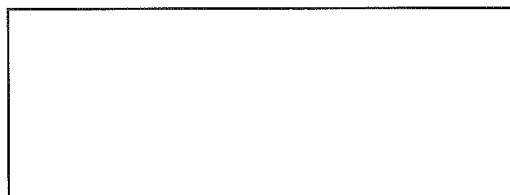
VERCINGETCRIX
("Vercinx")



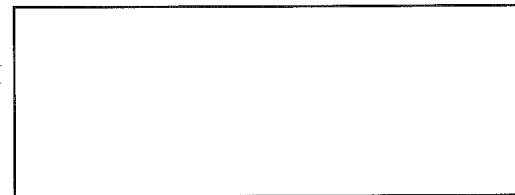
CASSIVELLAUNUS
("Cassiv")



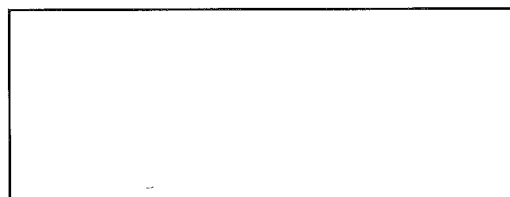
AMBIORIX
("Ambix")



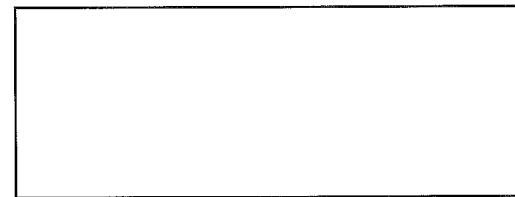
Gallic
CHIEF I



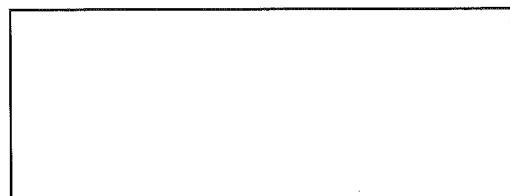
DUMNORIX
("Dumnix")



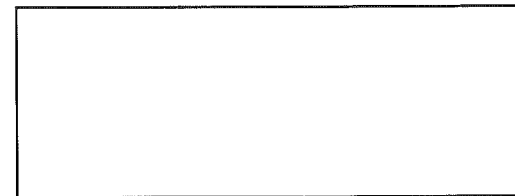
Gallic
CHIEF
II



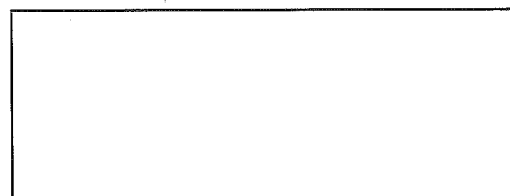
**VERCASSI-
VELLAUNUS**
("Vercass")



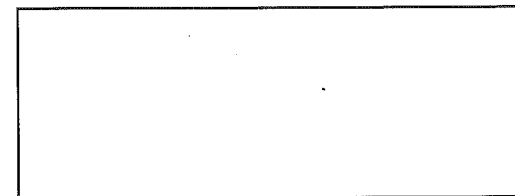
Briton
CHIEF



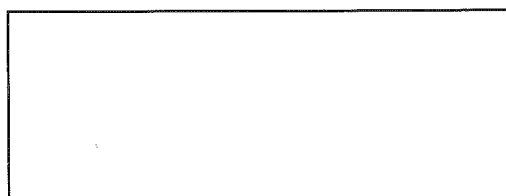
GALBA



German
CHIEF



ARIOVISTUS
("Ariovtus")



ADVANCED BATTLE COMBAT SUMMARY

Loss Numbers

• A numeral (2, 5, 10, or 15) indicates the *minimum number* of strength factors that must be lost from the affected force (owner's choice). Since partial elimination of a unit is not possible, the indicated loss number may have to be exceeded.

• Treat the number as ZERO (0) if—

- 1) The affected force is inside a City during Storm combat; or
- 2) The loss number is equal to or less than the total of heavy-armed infantry and cavalry strength points in the affected force.

Tactics

A side selects ONE tactic prior to rolling on the CRT during each Battle round.

Phalanx: All units may conduct combat.

Skirmish: Only missile-armed units possessing bow symbols may conduct combat. Apply Special Skirmish result.

Assault: Only heavy armed-units (both infantry and cavalry) may conduct combat. Apply Special Assault result.

Maneuver: Only cavalry units (all types) may conduct combat. Apply Special Maneuver result.

CRT Results

If result is shaded or printed in a special color, then the Special Tactic selected by the attacker takes effect. See below, and rule (18.4).

Skirmish—opponent may select only Skirmish or Maneuver tactic during his upcoming round. If opponent cannot use Special Tactics (18.4), then he may not do anything at all during the upcoming round.

Assault—opponent takes a 5 strength point loss in addition to any other losses suffered. This additional loss cannot be reduced or changed for any reason.

Maneuver—opponent immediately makes a special Discipline check in addition to any other losses or results suffered. If opponent has already made a Check, then perform a second. Use the "Battle Combat" section of the Discipline Check Results Key elsewhere on the Player Aid sheet.

SPQR TABLE (Advanced Game)

Roman side rolls two dice and add the numbers together. All results apply only to the Roman side.

- 2 **No Event**: Nothing happens.
- 3 **Troop Withdrawal**: Return one legion of Roman's choice currently in play to the Roman "Recruits" or "Promotions" box.
- 4 **No Event**: Nothing happens.
Political Withdrawal: (Advanced Game) Select any one stratagem from the "Available" box and return it to the "Expend" box.
- 5-6 **New Recruits**: Receive one "R" class legion in the Italia off-map region
- 7 **Veteran Recruits**: Receive one "V" class legion in Italia off-map region.
- 8-9 **Auxiliaries**: Choose ONE unit from the following list and place it in the Italia off-map region: light armed infantry, any cavalry except horse archers, engineer, supply train. The unit must be available in the Roman "Recruits" box, or it cannot be received.
- 10-11 **No Event**: Nothing happens.
Political Support: (Advanced Game) Select any TWO stratagem markers from the "Expend" box.
- 12 **No Event**: Nothing happens.

SUPPLY TABLE (Advanced Game)

Check the Automatic Supply List before rolling

	Die roll					
	1	2	3	4	5	6
Friendly City (besieged)	S	S	S	S	F	X
Open/Mountain/River	S	S	S	S	F	X
Desert/Swamp/Pillaged	S	S	F	X	X	X
Winter (*)	S	S	F	X	X	X
All-Sea	S	S	S	X	X	X
Off-Map Region	S	S	S	S	X	X

X: Out of Supply—Owner eliminates HALF of all strength points in the hex (round fractions UP). Leaders are not affected.

S: In Supply—No effect.

F: Forage—If units in hex total FIVE or fewer strength points, treat as S. Otherwise, treat as X.

(*) Any unit located inside a City or Port that qualifies for Automatic Supply is not affected. All other forces must roll during a Winter turn, but leaders are not affected.

AUTOMATIC SUPPLY LIST (Advanced Game)

- **Leaders**
- **Camps**
- **Fleets** in a Coast hex (and all units aboard).
- **City supply**: Units inside an unpillaged friendly City with a Civis or Impeditus unit, and no enemy besieging force.
- **Impeditus supply**: Units in any unpillaged hex (except Swamp or Desert) containing a friendly Impeditus and no enemy units.
- **Port supply**: Units inside or outside an unpillaged Port, if the hex contains at least one friendly Fleet and no enemy Fleets.
- **River Supply**: Units in a River hex connected by a continuous line of no more than TEN (10) River hexes free of enemy units to a hex that has City or Port supply (see above). Only the hex occupied by the units tracing supply may contain enemy units.
- **Region Supply**: All friendly units in a friendly-controlled Off-Map Region (8.4).

FORMAL SIEGE TABLE (Advanced Game)

	die roll					
	1	2	3	4	5	6
	B	B	B	S	N	N

Results:

B: *Breach*—Perform a normal Battle, but neither side may use the Maneuver tactic. If any defenders survive, they MUST remain in the city and do not retreat.

S: *Sortie*—Besieging player immediately eliminates ONE of his besieging units and then performs either Blockade or Storm(*)

N: *No Breach*—Perform Blockade or Storm(*)

(*) Storm is resolved like a Battle with the following restrictions:

- Neither player may use the Maneuver Tactic
- Treat Loss result (2,5,10,15) against defender inside city as ZERO (0).
- If any defenders survive, they MUST remain in the city and do not retreat.

HISTORICAL EVENTS TABLE GALLIA (Advanced Game)

11-12: Pro-Roman Omens. During any one Battle Combat of the Roman side's choice, Increase the Discipline Class of all Roman and Client units and decrease the Discipline class of all Barbarian units involved. For the Roman, "M" becomes "R," "R" becomes "V", and "V" becomes "I." Both "I" and "B" remain unchanged. For the Barbarian side, "V" becomes "R," "R" AND "B" become "M," and "M" remains unchanged.

May be negated with a Barbarian "Druid" special marker.

13-14: Tribal Omens. During any one Battle Combat of the Barbarian side's choice, Increase the Discipline Class of all Barbarian units and decrease the Discipline class of all Roman and Client units involved. For the Barbarian, "M" becomes "R," "B" AND "R" become "V", and "V" becomes "I." Both "I" and "B" remain unchanged. For the Roman side, "I" becomes "V," "V" becomes "R," "R" AND "B" become "M," and "M" remains unchanged.

15: Roman Virtus. The Roman side picks one Stratagem marker at random.

16: Roman Corruption. The Roman side loses one Stratagem marker at random.

21: Provincials Petition. If the Roman side has at least one friendly leader in any originally Roman (red) city on the map at the end of the upcoming Roman player turn, pick one stratagem marker at random. If not, the Romans lose TWO markers at random.

22: Dissent in the Roman Ranks. The Barbarian side chooses any one hex (not off-map region) containing Roman and/or friendly Client units. Roll one die and consult the Discipline Table, cross indexing each unit's Discipline value with the die roll result:

P: Reliable—nothing happens.

F: Unreliable—may not move, and no Roman or friendly Client units may initiate any type of combat in the hex during the upcoming Roman player turn. They defend normally.

G: Desertion—unit eliminated.

This event may be negated by the Roman side playing a Political stratagem.

23: Dissent in Barbarian Ranks. Same as Event #22, but Roman side chooses a hex containing Barbarian units and rolls on the Discipline Table. *This event may be negated by the Barbarian side playing a Political stratagem.*

24: Tribe Goes Home. The Barbarian side loses control of one friendly tribe, which becomes independent. To determine the tribe, the Barbarian and Roman sides each choose one Barbarian-controlled tribe. Then the Barbarian rolls a die: 1-3= Barbarian choice becomes independent; 4-6= Roman choice becomes independent. *This event may be negated by the Barbarian side playing a Political stratagem.*

25: Roman Allies Go Home. Same as Event #24, but the Roman side loses control of one friendly tribe. *This event may be negated by the Roman side playing a Political stratagem.*

26: Barbarian Anarchy. The Roman side rolls one die and eliminates the indicated number of Barbarian Civis units anywhere on the map. However, the presence of any non-Civis units (including leaders) inside a city will protect the Civis from elimination.

31: Roman Anarchy. Same as Event #30, but the Barbarian side

rolls the die and eliminate Roman Civis units anywhere on the map.

32: Extreme Weather. For the entire turn, reduce all land unit movement factors by ONE (-1). No Naval movement allowed in the Oceanus Atlanticus.

33: Disease. Either side rolls one die: 1-2= Romans and friendly Clients affected; 3-4= Barbarians affected; 5-6=both sides affected (Romans affected first on "5," Barbarians affected first on "6." An affected side rolls one die and eliminates that number of friendly units. Leaders are never eliminated by disease.

34-35: German Invasion. Either side rolls one die:

1-3= Romans gain control of the Suebii and Ubii tribes, and immediately receives major chief "Ariovtus" on any unpillaged Ubii or Suebii tribal center.

4-6= same as "1-3," but the Barbarian side gain control of the tribes and receives "Ariovtus."

NOTE: If a tribe or "Ariovtus" are enemy-controlled, then it switches sides. If "Ariovtus" is already eliminated, he cannot enter play again.

36: Illyrian Revolt. A revolt breaks out in Illyria (Caesar's other province). The Barbarian side rolls one die, and DOUBLES the number to produce a "Revolt Limit." If the Revolt Limit is greater than the number of Roman combat and Civis units in the Italia off-map box (ignore leaders), then a Revolt occurs. If a Revolt is already in progress, there is no additional effect. (Record the Revolt Limit on paper.)

Effect of Illyrian Revolt: the Roman supreme commander gains no stratagem markers in the friendly Stratagems segment as long as the revolt is in progress.

Suppression: The Revolt is suppressed at the end of any Roman player turn that there are a number of Roman strength points in the Italia box at least equal to the Revolt Limit.

41-46: Barbarians Restless. Make a Tribal Mobilization Check (5.5) for each tribe with at least one enemy unit on or adjacent to one of its unpillaged tribal centers. The side that controls the tribe makes the check and places any units according to "Tribal Mobilization" in the Tribal Council Table. If neither side controls the tribe, the side with no units on or adjacent to any unpillaged tribal centers gains control of the tribe and makes the check. If both sides have units on or adjacent to tribal centers, then each side rolls a die; the high roller gains control of the tribe and makes the check.

51-53: Barbarian Cause Disintegrates. The Barbarian rolls one die and loses control of that number of friendly tribes, which become independent. The Barbarian and Roman sides both select a Barbarian-controlled tribe for each number appearing on the die. The Barbarian then rolls the die for each pair: 1-3= Barbarian choice becomes independent; 4-6= Roman choice becomes independent. After the exact tribes are determined, the Barbarian side removes a number Barbarian units anywhere in play equal to the total mobilization value of each neutralized tribe. The units must have the same nationality color as the tribe.

This event may be negated by the Barbarian side playing a Political stratagem.

54-66: No Event. Nothing happens.

STRATAGEM MARKER SUMMARY

1. Military Marker

Command: expended by a leader stacked with a force BEFORE the force consults the March Table. Any results of *N* (no march) and *S* (scatter) are treated as *M* (normal march). Other results are unaffected.

This may not be countered.

Forced March: played by a leader belonging to a force immediately after the force's first March. This allows the force to roll a second time on the March Table. The force is then subject to */F* (Forced March attrition) results. A Force may only attempt Forced March ONCE per friendly Movement segment. **This may not be countered.**

Interception: played by a leader in a force not currently besieged inside a city against a moving enemy force that has just entered an adjacent hex. The leader and any units willing and able to enter the enemy's hex immediately do so. This stops the moving force's movement, and it may not attempt to leave the hex using Forced March. Note that Interception by friendly units occurs only during the ENEMY Movement segment.

This may not be countered.

Tactical Superiority: played at the beginning of an individual Battle combat. Both sides may play as many Military markers as leaders in the Battle are able to expend. The side that expends the most markers gains Superiority, which allows it to conduct combat first in each Battle round. If neither side expends markers or a tie occurs, then the side performing the Combat segment has Tactical Superiority. **IMPORTANT: Markers do not effect Siege and Revolt combat.**

This may not be countered.

Training: played at the end of any friendly combat segment in which neither the leader nor unit to be trained does not engage in combat. The leader must be stacked with a friendly recruit class Legion. The leader expends the stratagem marker, makes a Discipline Check using the leader's discipline class, and applies the result shown in the "Discipline Check Results Key" located elsewhere on the Player Aid sheet. **This may not be countered.**

Recruit: Replace an "I" class legion with a Guard, or place a "V" class legion in a friendly colony during the Roman Recruiting segment. **This may not be countered.**

2. Agent Marker

Assassination: Any time during the friendly player turn, the player may attempt to kill any one leader (including friendly and Independent Clients!) within TEN hexes of (or in the same off-map Region as) the leader playing the marker. (Count the enemy target hex but not the friendly leader's hex when calculating the range.) On a single die roll of SIX (6), the target is eliminated. Otherwise, the assassination fails. If, due to "fog of war" and limited intelligence there turns out to be no leader in the selected hex, then the Assassination is called off and the Agent marker is "wasted."

When played as a counter-Stratagem—an Agent marker negates the Assassination attempt prior to the dice roll. Note that the FIRST Assassination attempt that occurs in a hex during a game turn is negated by the presence of one or more Guard units without expending any markers. Subsequent attempts can only be negated by an Agent marker.

Intelligence: By playing this marker, the player may do ONE of the following—

(1) Examine the contents of any one enemy force within ten hexes of (or in the same off-map Region as) the leader playing it. (Count the enemy target hex but not the friendly leader's hex when calculating the range.) If the hex or Region contains a leader, then the player may examine the contents of the leader's holding area.

(2) Select ONE off-map box: Available Stratagems, Recruits, a Leader holding box, or a Region unoccupied by the Leader playing the markers. Roll one die; on a result of 1 or 2, examine the contents of the chosen box. On a result of 3-6, nothing is revealed and the Agent marker is wasted.

When played as a counter-Stratagem—the marker negates an enemy Intelligence attempt covered in (1) above, but NOT (2). Note that the FIRST enemy Intelligence operation in a hex or Region during a player turn as described in (1) is negated by the presence of one or more friendly Guard units. Subsequent operations must be negated by playing a counter-Stratagem.

3. Political Marker

Recruit: Bring one unit into play, according to the rules for Recruiting (5). **Advanced Game (GALLIA)**; For each marker expended, the Roman may use the SPQR Table another time, or the Barbarian may use the Tribal Council Table another time.

This may not be countered.

Tribute: The leader playing this must be in the same hex or off-map Region as an enemy force or Independent Client. The player designates ONE enemy/Independent unit to make a Discipline Check, and refers to the "Discipline Check Results Key" on the Player Aid sheet. The unit will either be unaffected, desert, or defect. If a Client leader defects, ALL Client units are considered to defect.

When played as a counter-Stratagem—a Political marker negates the enemy Tribute attempt prior to the dice roll being made. A leader must be located in the hex or Region targetted for Tribute in order to play the counter-Stratagem.

Res Publica: (RCW) The player must either have a leader in the city of Rome who can play the Political marker, or the player must own a "Senator" Res Publica marker and have a leader located anywhere in play expend the Political marker. The player rolls ONCE on either the Optimates, Populares, or Exercitus tables during the friendly Res Publica segment. A player may expend as many Political markers as he wishes (or is able) to do, but they must be played (and the corresponding die rolls performed) one at a time. **This may not be countered.**

Colonization: The player may place a Colony marker in the "colonization site" hex or off-map Region the leader occupies, if there is also a friendly V or I class legion unit present.

This may not be countered.

Heir (RCW): The leader that plays a Political marker becomes the new Emperor (Supreme Leader). This action can only be taken when the leader's side currently has no emperor in play. Place the expended stratagem marker underneath the leader. It remains there until he is eliminated, at which time it is returned to the friendly "Expended Stratagems" box. **This may not be countered.**

Events: Certain results on a game's Events Table can be immediately cancelled if the affected side expends a Political marker.

This may not be countered.

12.1 City Types

There are several types of cities that appear in the *ANCIENT WARS* series of games. Roman cities are printed in red, Gallic and Parthian cities in green, Briton cities in blue, and Client cities printed in tan. Each Client city has its own nationality code printed with its name:

- A = Armenia
- AS = Asia (modern day Turkey)
- B = Briton
- D = Arabia (for Arabia Deserta)
- G = Gallic E = Aegyptus (Egypt)
- M = Mauritania
- N = Numidia (in West Africa)
- P = Pontus (northern Asia Minor)
- T = Thracia (modern day Bulgaria)

Control of cities for game victory purposes is established and maintained only through physical occupation of the city by a side's units.

Advanced Game: "Colonization Sites" can be colonized (12.6) and receive a Civis unit.

12.2 Controlling a City

- A City is **controlled** by the side that currently has a friendly Civis unit in the city's hex, or at least one friendly combat unit beneath an "IN CITY" marker.

- A city is considered **independent** if a Civis or combat unit belonging to a Client controlled by neither side is present in the City hex.

- A city is **uncontrolled** when no Civis or combat units occupy the hex.

12.3 Civis Units

Civis units represent organic militia, bureaucracy, and political bodies needed to govern a city.

- **Placement:** At the beginning of the game, place appropriately colored Civis units in each City according to the Scenario instructions. Extras are put in the "Civis Units" holding box on the map for convenience. The number of Civis units in the game is not a limit, and players should obtain or construct more as needed. Civis units have different colors on each side to provide greater diversity. Players may need to redistribute Civis counters in order to obtain the properly colored unit as the game progresses. Civis units cannot be inverted for Intelligence purposes, and should be kept visible at all times on their correct side to indicate control of the city.

- **Recruitment:** See Basic (5.2) and Advanced (5.3) recruiting for details.

- **Movement:** Civis units themselves may never move. When only one side has units in a city hex, all units are placed on top of the Civis (or IN CITY marker when no Civis is present) for convenience. The instant the opponent moves any units into the city hex, all friendly units are placed beneath the Civis or IN CITY marker. They are considered inside the city, along with the Civis.

Advanced Game: The status of units is no longer automatic. The instant enemy units enter a city hex containing only friendly units, the owner

must decide which friendly units (if any) will be placed inside the city as a "garrison," and which will remain outside as the "relief force." All enemy units outside constitute the "besieging force." This movement must be performed without delay, but the March Table is not consulted. See siege (19.1) for details.

NOTE: It is possible for the side occupying a city hex but lacking a Civis simply to remain entirely outside and "abandon" a city, in which case the opponent may immediately garrison the city. If both sides choose to abandon the city, all units are considered to be outside, and are stacked on top of an IN CITY marker. Either side may then garrison the city by being the first to move or retreat units inside later on.

12.4 City Combat

All units inside a city constitute a single force, and gain the city's terrain benefit when defending.

Advanced Game: Siege Combat (19) is required to attack a force located inside a city.

12.5 Supply (Advanced Game)

Only units inside the city use the "Friendly City" line on the Supply Table. Units outside the city must use the line corresponding to the type of terrain surrounding the city. See Supply (22) for details.

12.6 Colonies (Advanced Game)

A side may establish colonies by "settling" Roman legions on Colony Sites marked on the map, or identified with "Colony Site" markers as specified in scenario instructions. Once settled, a Colony acts exactly like a City and can receive a Civis unit. Once created, a Colony cannot be destroyed.

- **Establishment:** A colony is created when ALL the following occur—

- (1) A friendly leader is capable of expending a Political stratagem;
- (2) At least one Veteran (V) or Imperator (I) class legion is present along with the leader in Colonization Site hex or in an Off-Map region; and
- (3) The hex contains no enemy units, or the region is friendly-controlled (3.4). If all three conditions are met, replace the legion with a friendly Civis unit, and return the legion to the "Recruits" box (if V-class or Guard), or the "Promotions" box (if I-class).

- **On-Map Colonies:** Treat the Colony Site as a City until the Civis unit is destroyed. The Colony then reverts to being a Colony Site, which must be settled again before it is considered a City. All rules applying to Cities, Civis units, and Siege also apply to existing Colonies, except for Recruitment (see below).

- **Off-Map Colonies:** A side may establish any number of colonies in Off-Map Regions, as long as it controls the region at the moment each colony is created.

- (1) Each friendly Civis represents one Colony and operates exactly like a City, except for colony recruiting (see below).

- (2) Any units located beneath a Civis are consid-

ered part of the Colony's garrison. All other friendly units in the Region constitute the relief force whenever enemy units are present in the region and do not belong to enemy garrisons.

- (3) If a Civis unit is eliminated, the Colony it represents is considered destroyed.

- **Colony Recruiting:** Instead of performing normal recruiting in a settled Colony, one leader may recruit ONE Veteran (V) legion by expending a Military stratagem marker. All other normal Recruitment rules apply. Place the recruit with the leader. Colony Recruiting does NOT affect the colony in any way, or prevent future recruitment.

13. CLIENT FORCES

Client forces represent independent or semi-independent nations which tended to come under the control of one major power/faction or the other. Most Clients have one leader and some mobile units. Client Civis units are tan in color, and are deployed at the beginning of a scenario in any tan-colored Independent Client city. The following are the Client nations represented in the games, along with the codes used on the map to identify client cities: A=Armenia, AS=Asia, D=Arabia, E=Aegyptus, M=Mauritania, N=Numidia, P=Pontus, T=Thracia. Additionally, in *Gallia* the Romans have a number of "Barbarian" client units.

"Asia" actually represents several semi-independent kingdoms in Asia Minor, including Pergamum and Galatia.

13.1 Control of Clients

Client units either begin the game controlled by one side or are Independent (i.e. neutral). Use the "C" and "S" markers provided in *RCW* (or construct new ones) to help keep track of which side controls forces composed only of client units.

Controlled client units are treated in all respects like friendly units. A Client leader or unit is used exactly the same way as other friendly leaders and units. EXCEPTION: Recruitment of Client units (5).

Advanced Game: A side can also gain control of Client units or even the entire Client state by having a friendly leader perform Tribute (16) against Client combat unit(s), Civis units, or the Client leader. Once a Client unit joins a side, it is treated like any other friendly unit. A Client unit's loyalty (and even that of the entire state) may change again as the result of specific instruction provided in certain Events (14), or another Tribute.

TRAJAN : The Armenian leader is the only Armenian unit that can be targeted for Tribute. All other units are immune (due to their great loyalty to their king). If the Armenian leader is eliminated, all Armenian units are permanently removed from play and may not return.

Clients could be powerful but dangerous allies. Gaining an ally means gaining control of sizable if usually ill-disciplined combat forces, but the defection of a leader can also bring about the

sudden loss of a considerable portion of your empire!

13.2 Entry of Independent Clients

If any Civis or combat unit belonging to an Independent Client is attacked by one side, then the Client immediately becomes controlled by the opponent. This includes ALL units marked with the Client's name. Replace each Client Civis unit in play with one bearing the controlling side's color. Use a City's printed nationality code (12.1) to determine which Civis units must be changed.

- When a side conducts a successful tribute (16).

Advanced Game: A Client also enters play—

- When a specific Event (14) calls for it.
- When a side conducts an Assassination attempt against a Client leader using an Agent stratagem (6.6, 15.5). Regardless of the outcome, the Client immediately joins the opposing side.

13.3 Changing Loyalty (*Advanced Game*)

A Client state may change from one side to the other as the result of a Tribute action against the Client leader, or an Event. When this occurs, ALL Client units and cities with the Client's nationality code (12.1) that contain a Civis unit also change sides.

- Replace any enemy and Client Civis units with Civis units friendly to the new controlling side. All enemy units beneath a newly changed Civis unit are now placed on top.
- Client cities without Civis units remain under the control of whatever units currently occupy their hexes. Client cities with no units at all are considered "abandoned," and can be occupied by the first force that moves or retreats into their hexes. That side then controls a Client's forces and cities until such time as they change loyalties again.

13.4 Eliminating Client Leaders (*Advanced Game*)

In addition to normal elimination by Assassination using an Agent Stratagem (6.6 & 15.5), a Client leader is eliminated if the FRIENDLY side seeks Tribute (16) from him, and the result requires him to "Defect." *It may prove useful to eliminate an unreliable ally to keep him out of enemy hands. This is especially the case in TRAJAN, where elimination of the Armenian king permanently removes all Armenian forces from play.*

ADVANCED GAME

All the Basic Game rules remain in effect except where superseded by material found in the **Advanced Game** sections. Basic Combat (9) is completely replaced by advanced Combat rules (17)-(20). All other rules sections found below are added onto the Basic Game to create the complete Advanced Game.

14. EVENTS

During the Events phase, one or the other player rolls two dice and consults the Events Table for the particular game. (It is recommended that players alternate die rolling.) Unless otherwise specified, an Event may occur more than once per game.

Determining Events: Treat one die as the "tens" digit, and the other as the "ones" digit to produce a number between 11 and 66. Find the appropriate number on the table, and apply the result. *Example:* a roll of "1" on the first die and "2" on the second die would be "12," indicating "Pro-Roman Omens" on the **GALLIA** Events Table.

Cancelling Events: Certain results can be cancelled when the affected side plays a Political Stratagem. See the Event Table for details.

Players are advised to examine the game's Events prior to start of play, as some will have a dramatic impact on play.

15. STRATAGEM MARKERS

Each player has a set of Stratagem markers. These represent various political and military capabilities. See the "Stratagem Marker Summary" for details. **RCW** Stratagem markers are distinct from Res Publica markers. Keep them in their respective boxes on the mapsheet.

15.1 Gaining Stratagems

Stratagems are received at various points throughout the game:

Scenario Setup—players start certain scenarios with a designated number and type of markers.

Events segment—Certain events will call for one side or the other to receive Stratagems.

Stratagem segment—Markers can be gained in several ways:

- A side always selects a number of Stratagem markers equal to the Leader Rating of its current Supreme Leader every friendly Stratagem Segment. If no Supreme Leader currently exists, no Stratagems are received.
- ONE additional stratagem is received for achieving each of the following—

(1) Control of Rome, or the Italia off-map region.

(2) Control at least FIVE of the following cities: Alexandria (5623), Rhodus (5217), Ephesus (5114), Pergamum (5111), Thessalonika (4412), Saloniae (3808), Syracuse (3515), Neapolis (3310), Utica (2821).

(3) Control Caesarea (1115) and at least FIVE of the following cities: Tyre (1314), Tripo-

lis (1313), Jerusalem (1116), Aelena (1118), Antioch (1412), Apamea (1512), Emessa (1513), Palmyra (1614), Petra (1218), and Bostra (1516).

- TWO additional stratagems are received for achieving control of the Syria/East off-map region. *This is equivalent to achieving (2) and (3) above.*

Political segment—The result gained from a political table (e.g. SPQR Table in **GALLIA**) may permit one or more stratagems to be gained.

Combat segment—The side that wins a Major Victory in a Battle or Siege chooses THREE new Stratagem markers. A Minor Victory gains ONE marker, and a Skirmish gains none.

Pillaging—The instant a City hex is pillaged (23), BOTH sides select a Stratagem Marker. *Sacking cities tended to boost the side doing the deed, but it also inspired popular hatred useful to the enemy.*

15.2 Selecting & Keeping Stratagems

• Markers are chosen deliberately, unless a game table result directs that they be chosen randomly. Simply examine the markers in the friendly "Expendable Stratagems" box, make a selection, and place the markers in the friendly "Available Stratagems" box. Flip markers over to their "Stratagem" back sides or place them in a cup before making a random choice.

• Stratagems can be retained indefinitely. There is no limit to the number of markers from the original countermix a side can have available for use.

• The number of markers in a game's countermix is a design limit. A player may not gain more than the number provided in his color. Never combine stratagem markers from different games in the series, unless specifically instructed to do so by scenario instructions or rules for Game Extension (26).

15.3 Losing Stratagems

Markers that must be lost are deliberately selected from those in the "Available Stratagems" box by the owning player and placed in the friendly "Expendable Stratagems" box. Should a player be required to lose Stratagem markers but has none remaining, there is no additional penalty.

Stratagems can be lost for the following reasons:

Events—Certain events will call for one side or the other to give up one or more markers.

Political Table—The result gained from a political table (e.g. SPQR Table in **GALLIA**) may force one or more stratagems to be lost.

Defeat in Combat—The side that loses a Battle or Siege gives up THREE Stratagem markers if the opponent wins a Major Victory, or ONE marker if the opponent wins a Minor Victory.

Elimination of Supreme Leader—All markers belonging to the side losing the Supreme Leader are lost.

15.4 Expending Stratagems

Once used for any purpose, a stratagem is returned to the friendly "Expend Stratagems" Box. Only a Leader may play a Stratagem marker.

- A stratagem usually affects only units in the hex or Off-map Region occupied by the leader who plays the marker. Exceptions are noted in the "Stratagem Marker Summary" on the Player Aid sheet.
- Each leader may play a number of Stratagem markers in each player turn (friendly or enemy) equal to his Leader Rating. Many Stratagems that can be played in the enemy player turn "counter" (negate) those played by the opponent. Any exceptions are noted below in (15.5) and in the "Stratagem Marker Summary."

Example: Caesar, with a Leader Rating of 3, could play three Stratagem Markers in the friendly player turn, and then three more in the enemy player turn of the same monthly game turn—but usually only to counter those expended by the enemy side.

15.5 Uses for Stratagems

Regular stratagems (Political, Military, Agent) may be expended for the following reasons at the indicated times. In some cases, the enemy side may immediately expend the same type of stratagem as the opponent to "counter" (cancel) it. See the "Stratagem Marker Summary" for details.

Events segment: P-Events (14), S-Druid (G), S-Pontifex Maximus (T,G).

Friendly player turn (any time): A-Assassination (6.6), A-Intelligence (11.1), P-Colonization (12.6), P-Tribute (16), S-Triumph (T), S-Trade Concession (T), S-Civilization (G).

Friendly Politics segment: P-Res Publica (G & 25).

Friendly Recruiting segment: P/M-Recruiting (5.3), P-Heir (R), S-New Supreme Leader (6.5) [Imperator (T,G); King of Kings (T); Supreme Chief (G)].

Friendly Movement segment: M-Command (6.2), M-Forced March (8.6), S-Migration (G).

Friendly Combat segment: M-Tactical Superiority (9.4), M-Training (21.2), S-Pontifex Maximus (T).

Enemy Movement segment: M-Interception (8.7).

Enemy Combat segment: M-Tactical Superiority (9.4) and M-Training (21.2).

Key: A=Agent marker, P=Political marker, M=Military marker; S=Special marker; T=TRAJAN, R=RCW, G=GALLIA.

15.6 Special Stratagems

Certain games in the series have stratagem markers in addition to the usual Political, Military, and Agent stratagems. These are explained fully in the "Special" sections of the Stratagem Marker Summary charts in *TRAJAN* and *GALLIA*.

15.7 Countering Stratagems

A friendly leader may play certain Stratagem markers to "counter" (negate the effect of) an enemy stratagem, usually one played against the hex or Region containing the friendly leader. The "counter" must be played immediately after the enemy expends its own marker. The type used as a "counter" must exactly match the enemy's stratagem. Some stratagems may not be countered at all. See "Stratagem Marker Summary" for details.

Guard Units: A unit with an asterisk to the left of its unit symbol automatically counters the first enemy Agent or Political Stratagem played against the hex or off-map region it occupies. No Stratagem need be expended as a "counter" in this case. Only one enemy Stratagem marker per hex or region may be negated in this manner during a player turn, regardless of how many Guard units are present in the hex. Any additional Political or Agent Stratagems must be countered with Stratagem markers.

15.8 Example

The Romans have one political and two military stratagem markers. Caesar and his force are marching cross country. They enter a hex with a city occupied solely by an enemy Civis unit. Caesar decides to play the Political marker to obtain Tribute, which in this case means causing the Civis marker to change sides. He rolls a 2 on the Discipline Check Table on the map. The "Tribute" section of the Discipline Check Results Key indicates that the Civis unit defects and is replaced with a Roman Civis. Since the city is now Roman controlled and contains no enemy units, the Romans may resume marching if desired. At the completion of the march, the Roman side decides to have Caesar Force March, so it expends a Military Stratagem for this purpose. Caesar's force successfully Force Marches, and enters a hex containing an enemy force. In the Combat segment, Caesar decides to attack. He expends the remaining Military Stratagem marker to give him Tactical Superiority in this battle. Caesar cannot play any more Stratagems this player turn because he has expended a number of markers equal to his Leader Rating of 3. No other leader can expend any because the Roman side has run out of stratagems. This may change if Caesar wins a victory that allows Rome to gain new markers.

16. TRIBUTE

A side may use Tribute operations during the friendly player turn to change the allegiance of Clients and enemy units, or even eliminate a friendly Client unit. To conduct a Tribute operation, select one enemy unit of any type located in the same hex or off-map region as a friendly leader and then expend a Political Stratagem. If there are any enemy leaders in the hex being targeted for Tribute, one of them may expend a Political Stratagem to "counter" (negate) the op-

eration. Both Political markers are considered expended. (Independent Client leaders may not counter Tribute because they cannot play stratagems.) Any number of Tribute operations may occur in a single hex during a player turn, as long as the necessary markers are expended by one or more leaders.

TRAJAN: Only the Armenian leader, not Armenian units, can be targeted for Tribute. See Client Forces (13.3) for details.

16.1 Effects

The targeted unit must make a Discipline Check (10.1). The outcome is interpreted using the Tribute section of the "Discipline Check Results Key" on the Player Aid sheet. The unit will either remain loyal, desert (be eliminated), or defect (change sides or be eliminated). Elimination of units through Tribute does not count as a "victory" as in combat. Defection of a Civis unit may also bring about Revolt combat (20).

RCW: Elimination of units through Tribute does not count against "fratricide" totals when determining victory.

16.2 Fleets & Tribute

Tribute operations have no effect against any units located in All-Sea hexes. A leader performs Tribute normally against a Fleet (or a unit on board it) located in a Coast hex. Should a targeted Fleet desert or defect as a result of Tribute, make a Discipline Check for each unit aboard. If the result is "P," immediately place the unit ashore on the Coast hex the Fleet occupied. Any other result causes the unit's immediate elimination. Surviving land units may be placed inside a friendly Port, as long as no enemy Fleets are present.

16.3 Tribes & Tribute (GALLIA)

A side may use Tribute to target an enemy or independent Barbarian tribe. A friendly leader must be on or adjacent to any of the tribe's Tribal Center hexes (and the hexes may not be pillaged). Perform Tribute normally, refer to the Discipline Check Results Key, and check the appropriate line under "Major Power" of the "Tribute" section.

16.4 Parthian Client King (TRAJAN)

The Roman side can perform Tribute against Core (blue) Parthian leaders until one of them Deserts. Once this occurs, no more Parthian leaders can be targeted for Tribute regardless of what happens to the deserting leader.

- The Deserting leader is not eliminated, as is usually the case. Instead, it becomes the Roman "Client King of Parthia" and functions as a friendly Roman leader in all respects except Recruitment (see below).

- At the instant it Deserts, the client king can also bring with him any one Satrap (green) unit in his hex except another leader, if the Roman side wishes. If not, then the client king may later obtain a single non-leader Satrap unit while lo-

cated in a Parthian (green) city currently friendly to Rome. Follow all other normal Recruiting procedures, including random Satrap unit selection.

- The Roman-controlled Satrap unit must remain with the client king leader at all times. So long as the client king has a Satrap unit with him, he may not recruit another. The client king may never recruit any other type of unit besides a Satrap.

- If the client king's Satrap unit is eliminated and the client king survives, he may recruit another. If the client king is eliminated and the Satrap unit survives, it instantly reverts to Parthian control.

17. COMBAT (GENERAL)

Replaces "Basic Combat" rule (9)

Combat takes place between opposing units located in the same hex or Off-Map Region. **UNITS IN ADJACENT HEXES MAY NOT ATTACK EACH OTHER.** Combat occurs when a force chooses to attack enemy units during its friendly Combat segment. **Attacking is voluntary.** However, once a force decides to attack, ALL units (enemy and friendly) located in that hex MUST be involved. Units may never be withheld by the side considered to be the defender. Exceptions include Civis units (which can never attack) and Revolt Combat (20).

17.1 Types of Combat

There are three types of Combat:

Battle occurs when the player attacks enemy units anywhere (including at sea) AND the defenders are not located inside a city. See Battle Combat (18).

Siege Combat occurs when the player attacks an enemy garrison inside a city. See Siege Combat (19).

Revolt occurs when a Civis unit changes sides AND there are any units unfriendly to it still inside the city. Combat occurs the instant this situation arises at any point during a turn. Revolt is the only type of combat that MUST occur whenever the conditions for it exist, and is the only time a Civis unit can attack. See Revolt (20).

17.2 Attacking and Defending

Unlike the Basic Game, which side adopts the role of attacker and defender may vary. See Battle (18) and Revolt (20) combat for details.

17.3 Civis Units

Civis units can attack, but only during Revolt combat (20). In all other instances, they may only defend. If a Civis unit's side is considered to be the attacker due to Tactical Superiority (18.1), the Civis unit may NOT contribute its combat points, be used to satisfy losses, or retreat. When performing Revolt combat, no units outside the city may assist the Civis unit or any garrison units it attacks.

17.4 Fleets

- Fleets located inside a port city are treated as part of the besieged force for attack and defense dur-

ing Siege Combat (19). They also take part normally in defense against a Civis performing Revolt Combat (20) when part of the garrison inside a city. *Fleet personnel would have left their ships and become foot troops, while manning missile weapons transferred from the ships.*

- Forces containing any Fleets that participate in Battle Combat must perform either "Naval Combat" or "Land Support" (18.3).

17.5 CLIENTS (TRAJAN)

If the Armenian leader is eliminated in combat, all Armenian units are permanently removed from play and may not return.

18. BATTLE COMBAT

Prior to the start of Battle, players determine Tactical Superiority. For each round, the side with Tactical Superiority selects a Tactic, rolls on the Combat Results Table, and then applies the result; the side with Tactical Inferiority then does the same. The Tactic chosen will influence the outcome of the results.

18.1 Tactical Superiority

Players determine Tactical Superiority through play of Military Stratagems. Each player designates one leader as his commander for the battle. That leader may commit a number of available Military Stratagem markers up to his Leader Rating. These are allocated secretly, then revealed simultaneously.

- The side that plays the most markers has Tactical Superiority (and is termed the "Superior Player"). The other side has Tactical Inferiority (and is termed the "Inferior Player").

- If there is a tie or neither side plays any markers, the force belonging to the side currently conducting the Combat segment has Tactical Superiority.

- The side which attains Tactical Superiority retains it throughout the Battle.

18.2 Battle Procedure

• Round 1

(1) The Superior Player picks one of the four tactics chits. He may always pick Phalanx. It may be possible to play Assault, Maneuver or Skirmish tactics instead (18.4). He totals his force's combat strength points, rolls on the Strategic CRT, and applies the results immediately to the defending force.

(2) If any enemy units survive, the Inferiority Player picks one of the four tactics chits, as in (1) above. He totals his force's combat strength points, rolls on the Strategic CRT, and applies the results immediately to the attacking force.

- Round 2 (same as Round 1)

- Round 3 (same as Round 1)

18.3 Unit Participation

Once Battle commences, all units in the hex MUST participate fully, with the following exceptions:

- **Special Tactics** (18.4) may temporarily prevent certain types of units from conducting combat during Battle. For example, Assault allows only heavy armed troops to be counted toward the combat total on the Strategic CRT. All types of units still suffer losses normally, regardless the tactic chosen by the side rolling on the CRT.

- **Civis units** are prohibited from joining the attacking side in Battle, but participate on the defending side normally.

- **Impeditus units** do not contribute to the attacker's combat total, but are still affected by Discipline Checks. They contribute normally to the defender's combat total. An Impeditus unit is eliminated the instant all other types of friendly combat units in its hex or Off-Map Region are eliminated.

- **Leaders** have no strength points to contribute, and are not affected by Discipline Checks. Each leader can change the Discipline Class of one friendly unit in its hex or off-map region. All Leaders are eliminated the instant all friendly combat units in the hex or Region they are in are eliminated.

- **Fleets** are considered heavy-armed infantry with missile capability for combat purposes. When a force containing any Fleets is located in a Coast hex or off-map region box AND there are any land units present in the enemy force, it can only perform "Land Support." In all other situations, a naval force can only perform "Naval Combat."

Land Support: Fleets add their full printed strength when their side uses the Phalanx or Skirmish Tactic. They add NO strength at all when the Assault or Maneuver Tactic is used. All land units aboard Fleets use their printed strength, within the limitations imposed by any Special Tactic currently in effect.

Naval Combat: Fleets add their full printed strength when their side is using the Phalanx Tactic, and HALF their strength (drop fractions) when using any other Special Tactic. All land units aboard Fleets use their printed strength, within the limitations imposed by any Special Tactic currently in effect, EXCEPT for Elephants and Chariots which cannot add any strength at all.

18.4 Tactics

There are four Tactics players may choose from: Phalanx, Assault, Skirmish and Maneuver. A player may always select the Phalanx tactic. The other three are considered Special Tactics. *By the first century BC, the term "phalanx" had come to mean any general battle order, not just the Greek/Macedonian pike formation.*

Special Tactics: During the course of an entire Battle, a side may play a number of *Assault, Skirmish or Maneuver chits* equal to the Leader Rating of any ONE friendly leader involved in the Battle. (Players must keep a record of this.) The selected special tactic takes effect when a colored or shaded result is received on the Strategic CRT. See "CRT results" in the "Advanced Battle Combat Summary."

Choosing a Tactic: A side must select one tactic

prior to consulting the CRT during each round of Battle. If a Special Tactic is chosen, and takes effect, the result may restrict the enemy's next selection of a tactic. See "CRT Results" in the "Advanced Game Battle Combat Summary."

18.5 Terrain Effects

Mountain—Neither side may play the Maneuver tactic, plus reduce the printed Loss number on the CRT by FIVE (-5). Change 15 to 10, 10 to 5, 5 or less to 0.

Swamp—Same as Mountain.

Forest—Neither side may play the Maneuver or Skirmish tactic.

River—Neither side may use the Assault tactic.

City—Units defending outside use other terrain in the hex; those defending inside are subject to Siege Combat (19).

Sea/Coast—Terrain does not apply if all engaged units are naval units.

18.6 Combat Results

Loss Numbers: The results on the CRT affect the enemy force only (i.e., the force which rolled on the CRT is not affected by the results). Whenever the CRT result includes a number greater than zero, the enemy side must lose units (exception: Heavy-Armed troops). The total strength of lost units must at least equal the required point loss, and may on occasion exceed it. Units must be eliminated completely. They cannot lose a portion of their strength or be exchanged for weaker units. Within these limits, the owning player decides which units are actually lost.

Heavy-Armed Troops: A numerical result is treated as ZERO if the affected force contains a number of *undisrupted* heavy-armed strength points at least equal to the number received from the CRT.

Example—A side with a single 5-point auxiliary infantry unit and a 1-point heavy cavalry suffers a "2" result on the CRT; this forces the elimination of the 5 point unit to satisfy loss requirements. If, however, the 5-point unit had been a heavy-armed infantry unit, the force would have ignored the "2" result.

Discipline Checks: Whenever the CRT result includes the letter "C," the affected force must make a Discipline Check (10.1). This will result in units being eliminated, disrupted, or remaining in good order. See "Discipline Check Results Key" on Player Aid sheet. Each friendly leader present in the combat may raise the discipline class of ONE friendly unit to his own discipline class prior to resolving a Discipline Check. They may do this each round.

Effects of Disruption: A unit is flipped over to its back side to indicate disruption. A disrupted unit—

- May not add any strength to the friendly total for the remainder of the combat, but still makes Discipline Checks and can absorb losses.

- Is eliminated if it suffers disruption again during the combat.

Units Aboard Fleets:

- In Naval Combat, land units aboard a disrupted Fleet are also considered disrupted. If a Fleet is eliminated, all units aboard are also eliminated.

- In Land Support, Fleet disruption and elimination does not affect units aboard. At the end of combat, any land units are either placed aboard surviving Fleets in the force, or are considered to be ashore in the Coast hex. Surviving land units may be placed inside a friendly Port, as long as no enemy Fleets are present in the hex. Otherwise, they are placed outside the port.

18.7 Ending Battle

A Battle is over the instant one side is completely eliminated or at the end of three complete rounds, whichever comes first. All surviving disrupted units return to good order after Battle victory is determined (18.8).

18.8 Winning and Losing Battles

A side wins the Battle if EITHER of the following occurs:

- The opponent lost at least TWICE as many strength points AND the loss represents at least ONE QUARTER (25%) of the opponent's total strength prior to Battle (drop fractions).

- ALL the opponent's surviving units (except leaders) are disrupted AND all friendly surviving units are not disrupted.

A draw occurs when:

- Neither side achieves either of the above conditions; OR

- Each side achieves one condition

None of the following benefits or penalties occur to either side when a draw occurs.

Retreat: The losing side retreats all surviving units into an adjacent hex. (Ignore this provision if the Battle occurs in an Off-Map Region.) The hex may not be prohibited to any retreating unit, but it may contain enemy units. If all adjacent hexes contain prohibited terrain, the force's owner selects a hex and eliminates all units unable to retreat into it. Units that retreat must add their strength to any attack or defense if their new hex undergoes combat, unless specifically prohibited by rules covering Special Tactics (18.4).

Magnitude of Victory is determined by the number of strength points the losing side lost in the Battle:

Major Victory = 20 or more

Minor Victory = 5-19

Skirmish = 0-4

Stratagem Markers: The winner picks new markers from the friendly Expended Stratagems box. The loser must select markers he currently holds and places them back in his Expended Stratagems box. The number picked/given up is determined by the size of the victory:

Major Victory = THREE markers

Minor Victory = ONE marker

Promotion: The winning side may raise a certain number of Roman **legion** units ONE discipline class (R to V or V to I). Available V-class legions are in the Recruits box, while I-class units are in the Promotions box immediately above it. If an appropriate unit type is not available, then promotion does not occur. The number of legions eligible for promotion depends on the size of the victory:

Major Victory = THREE legions

Minor Victory = ONE legion

Roman Legions are only the 5 strength heavy infantry units with the "thunderbolt" symbol.

18.9 Off-Map Regions

Garrisons: All units beneath a Civis unit may not initiate Battle Combat, but defend normally in Siege Combat (19) against an attacking force.

Mobile Forces: All friendly units not beneath Civis units must form a single "mobile force," which can attack an enemy "mobile force" using Battle Combat, or ONE Civis unit and its garrison using Siege Combat.

Combat Results: All results except retreat apply.

19. SIEGE COMBAT

Siege Combat may be conducted in the friendly Combat segment by friendly units considered to be "outside" of a city containing enemy units.

19.1 Fundamentals of Siege

Garrisons: Any units beneath a Civis or INCITY marker, plus the Civis itself, are always considered to be part of the garrison. Units in a garrison cannot move outside the city again until all enemy units leave the hex. If units inside a city initiate combat in a friendly combat segment, it is resolved as a Battle. Civis units may NOT participate or take any losses. If the attacking garrison wins a Minor or Major Victory, some or all garrison units may move outside the city. Any other result means that the garrison must remain inside the city.

Relief Force: All other units friendly to the garrison but stacked on top of the Civis or INCITY marker are the relief force. Units may freely enter or leave the hex containing the force. No units from the relief force can enter the city until all enemy units leave the hex or are defeated in Battle. If the relief force wins a Minor or Major Victory, some or all of the units may move inside the city. Any other result means that the relief force must remain outside the city.

Besieging Force: All units outside the city that are not friendly to the garrison are part of the besieging force. Besieging units may freely exit the hex.

- During a friendly Combat segment, a besieging force may choose to attack the garrison using Siege combat, or attack the relief force using Battle combat, but not both.

- If a garrison is eliminated in combat, the besieging force must decide whether to enter the city.

Some, all, or none of the force may do so. If an enemy relief force is present, it becomes a besieging force against the new garrison. If none of the besieging units enter, the opponent has the option immediately to move some, all, or none of the relief force into the abandoned city. If neither side moves any units inside, then the city remains "abandoned" until one side later moves or retreats units inside.

- A besieging force can be targeted for Battle Combat twice in the same enemy combat segment: once by the garrison and once by the relief force. (This is the only situation in which a force can be attacked twice in one segment.) The garrison and relief force must attack a besieging force separately, never together. *This limitation reflects the communications problems between relief forces and garrisons.*

19.2 Types of Siege

For Siege Combat to occur, there must be at least one friendly land unit in the besieging force. Fleets on both sides may participate in a Siege as long as this requirement is met. The garrison is always the defender and the besieging force is always the attacker.

The attacking player selects from among three types of Siege:

Blockade—no combat occurs, but the continued presence of the besieging force increases the chance of attrition among the garrison. See Supply (22).

Storm—perform normal Battle Combat (18), but with the following special restrictions:

- The besieging force automatically has Tactical Superiority; expending Military Stratagem markers will never give the garrison superiority.
- Neither side may use the Maneuver special tactic.
- Treat all printed numerical combat results against the garrison as ZERO (0).
- Surviving garrison defenders NEVER retreat.

Formal Siege—If the besieging force has at least one Engineer unit, it may roll on the Formal Siege table. Roll once on the table, regardless of how many Engineer units are present. A "Breach" result allows the besieging force to perform normal Battle Combat (18), except that neither side may use a Maneuver special tactic. A "Breach" lasts only for the current combat. If the garrison survives, the attacker would have to obtain another Breach result on a subsequent turn. If the attacker receives a result other than a Breach, he applies the result and then has the option to perform a Storm attack. Otherwise, Blockade occurs.

19.3 Major and Minor Cities

All cities behave exactly the same during a Siege, regardless of their historical size. *Historically, many minor cities held out longer than major cities. The determination to resist to the end, and to fight hard if worst came to worst, is what*

counted the most. The keys to an effective defense were proper leadership and troop quality, not the height or thickness of city walls.

20. REVOLT COMBAT

Revolt Combat occurs when a Civis unit changes sides due to the play of a Political Stratagem marker for Tribute (16) and there are garrisoning units inside the city. (Note that the garrison was formerly friendly to the Civis!) The Civis unit MUST immediately attack the garrison, no matter what player turn or segment is currently underway. A Revolt is resolved using Battle Combat (18), with the following exceptions:

- All units in the hex except the Civis and garrison are excluded from combat.
- The Civis unit ALWAYS has Tactical Superiority; expenditure of Military Stratagems will not change this fact.
- Only Phalanx and Assault tactics may be used. For a Civis to use Assault, there must be a friendly leader of the same color in the hex, outside the city. All other Special Tactics rules (18.4) apply.
- If the only garrison units are leaders, then they are automatically eliminated without fighting a Battle.
- If the Civis unit must retreat, it is eliminated.
- If the Civis unit survives the combat, then all garrison units are placed outside the city and automatically begin a Siege. The side that owns the Civis now controls the city, and all friendly units outside the city automatically become a relief force. See Siege Combat (19.1).

21. LEGION PROMOTION

A heavy armed legion with a combat strength of "5" may increase its discipline class one level at a time through "Promotion." Immediately after combat resolution, the winning side may perform "Battlefield Promotion." At the end of a Combat segment, both sides may have leaders not involved in combat during the segment perform "Training." Either type of Promotion can occur in any hex or off-map region an eligible unit is in, including those that are enemy-occupied or enemy-controlled.

21.1 Battlefield Promotion

Battlefield Promotion allows players to replace a Recruit (R) with a Veteran (V) legion, or a V-class unit with an Imperator (I). No unit can be raised more than one Discipline Class per Battle Combat resolution. See "Winning and Losing Battles" (18.8) for details.

21.2 Training

A leader able to play Stratagems who expends one of his side's Military Stratagem markers at the conclusion of a friendly Combat segment may attempt to train one Recruit (R) class legion in his hex. Neither the leader nor the legion may have been involved in any combat during the segment. The leader makes a Discipline Check, using his own Discipline class. See "Training" under the

Discipline Check Results Key for the result. If training is successful, place the R-class legion back in the "Recruits" box and replace it with a V-class legion from the same box. It is possible the training attempt will cause a mutiny, which eliminates an R-class unit making a Training attempt.

21.3 Limitations

If a side does not have the appropriate higher-class legion unit available in a friendly "Recruits" or "Promotions" box, the promotion does not occur. Any stratagems expended to do it are wasted!

22. SUPPLY

During the Supply Segment of each friendly turn, the owning player must check to see which friendly forces will suffer attrition. For supply purposes, a force is defined as all units located in a hex. Roll once on the Supply Table for each force that is not in "Automatic Supply."

22.1 Automatic Supply

Certain forces or units in a force are always in supply, and do not suffer the effects listed in the Supply Table. If all units in a force are supplied, there is no need to roll on the table. See the "Automatic Supply List" for exact details.

22.2 Terrain Effects

If a unit is not automatically in supply, determine the type of terrain it occupies. Hexes which contain any desert terrain are considered Desert. Hexes which contain a river are treated as River. Coast hexes rely on the type of land terrain found there.

22.3 Special Conditions

Fleets: If a Fleet is located in a Coast hex, use the land terrain in the Coast hex to determine what line to use on the Supply Table. A Fleet inside a Port would use one of the "Friendly City" lines, depending on whether or not the city contained a besieging force. A Fleet in an Sea hex must use the "All-Sea" line.

Pillage: Forces in "Pillaged" hexes must use the "Pillaged" line on the Supply Table, regardless of all other considerations. See Pillage (23).

Siege: Besieging forces and relief forces use the other terrain located in the City hex to determine supply.

Winter: During the friendly Supply segment of a Winter game turn, all units EXCEPT those inside a City or Port that qualify for Automatic Supply (22.1) must use the "Winter" line on the Supply Table, regardless of terrain or any other considerations. Leaders and Camps remain in automatic supply.

22.4 Unit Elimination

If attrition occurs, units equal to at least HALF of all strength points in the target force (excluding units in automatic supply) must be eliminated (round fractions UP).

- The total strength of lost units must at least equal

the required point loss, and may on occasion exceed it. Units must be eliminated completely. They cannot lose a portion of their strength or be exchanged for weaker units. Within these limits, the owning player decides which units are actually lost.

- Units aboard Fleets are NOT counted when determining the total strength of a force prior to attrition. If a Fleet is eliminated in a Sea hex, all units aboard are eliminated. If a Fleet is eliminated in a coast, the units are placed ashore in the hex, and can even be placed inside a friendly City if there are no enemy Fleets present. Treat the units placed ashore as a separate force, and perform attrition for it immediately unless it qualifies for automatic supply (22.1).

23. PILLAGE

The side finishing a friendly Supply segment may select any number of eligible hexes and declare them "Pillaged." If the hex qualifies, then Pillage occurs immediately and automatically. No die rolling is required. Players must use "Pillage" markers, other spare counters, or keep a written record of Pillaged hexes. In addition to adverse supply effects, pillaging also prevents either side from recruiting in the hex.

23.1 Eligible Hexes

- Any land hex can be Pillaged if it contains a friendly combat unit. Engineers, Impeditus, and Fleets qualify, but leaders and Camps do not. If there is an unpillaged City in a Pillaged hex, place the "Pillaged" marker on top of the Civis or INSIDE CITY marker to indicate that only the terrain around the City is pillaged, not the City itself.

- A City or Colony in a hex can be Pillaged if it is controlled by the pillaging side, and there is a combat unit inside the city. The unit can be a Civis. Place the "Pillaged" marker under the Civis or INSIDE CITY marker to indicate that only the City is affected.

- It is possible that a City hex may contain two "Pillaged" markers, one for the City and one for the surrounding terrain outside.

23.2 Effects

- Use the "Pillaged" line on the Supply Table for units in a Pillaged hex, regardless of other terrain.
- No type of recruiting is permitted in a Pillaged hex, or the portion of the hex that is Pillaged. EXCEPTION: "Guard" units can still be created. Promotion is not affected.

- A hex with a Pillaged marker may not be pillaged again until the marker has been removed.
- When a City is pillaged, BOTH sides choose one Stratagem marker. *This represents loot for the pillagers, and general hostility against the looters.*

- When a Tribal Center is pillaged, the side not performing the Pillage chooses one Stratagem marker. *Outrage among the clans at the burning of fields and property!*

23.3 Duration

A hex remains Pillaged until the end of a Campaign Year. Remove all "Pillaged" markers at the end of each Winter II Turn.

24. CAMPS

A player may construct fortified camps under certain circumstances. Camps give his forces defensive benefits. *Camps represent major fortified establishments such as Caesar's palisades at Pharsalus, not the routine encampment of a Roman army. They also include missile engines constructed for particular sites. The camp represents a base for offensive operations upon which the builders can fall back in an emergency.*

24.1 Construction

A Roman side or faction may construct a Camp in any type of land hex or Region. At least one Legion unit must be present at the location and must not move for a complete friendly Movement segment. City garrisons may never build camps. At the end of the segment, place a Camp marker in the hex or Region. Both sides may construct camps in the same hex or region, but each side may only have one Camp marker in a hex. Players may make additional Camp markers as needed.

24.2 Coverage

All friendly units in a hex or Off-Map Region are considered to be in the Camp, except those inside Cities and beneath Civis units. Besieging and Relief forces may. Unlike a city, there is no division of forces into "garrison" and "relief" force. Place all covered units beneath the Camp marker.

24.3 Operation

- Camps never move. A camp may be placed in a leader's holding box for the sake of limited intelligence as long as the leader occupies its location, but once the leader moves, the camp must be returned to the mapsheet.

- The presence of enemy units in the Camp's hex never prevents friendly units from entering or exiting the camp.

- Camps have no discipline class, and are not affected by Discipline Checks.

- Camps do not suffer attrition, although all other units with a Camp must check for supply normally.

24.4 Combat Effects

- Units inside a friendly Camp may initiate combat normally and can be classified as the attacker, although the Camp itself cannot contribute its strength or absorb losses. If the attacking force loses the battle, it does NOT retreat. Instead, it remains in the Camp regardless of the outcome.

- If a force beneath a Camp marker is classified as the defender in Battle Combat, all the following apply:

- 1) Neither side may use the Maneuver tactic.
- 2) Treat all numerical combat losses against

the defender (only) as ZERO (0).

- 3) The Camp's printed strength points may be used only with the Phalanx or Skirmish tactic.

- 4) Any surviving units inside the Camp do not retreat.

24.5 Destroying Camps

Camps are never affected by combat results, but can be eliminated by other means. Camps may never be captured and used by the enemy. Eliminated camps do not count toward either combat victory or game victory determination.

Abandonment: Should all friendly units move inside a city in the hex, leave the hex, or exit the Off-Map Region, then the Camp is immediately removed from play.

Dismantling: The player who controls the camp may destroy it simply by removing it from the map at any time, except during combat resolution.

Friendly Force Elimination: If all friendly units outside a City, in a non-City hex, or in an Off-Map Region are eliminated, then the Camp marker is also eliminated.

Special Siege: If the attacker's force contains an Engineer unit, the attacker may attack the defending camp using the Formal Siege Table. A "Breach" result eliminates the Camp, and normal Battle Combat (18) is then performed. A result of "Sortie" eliminates one attacking unit (owner's choice). Treat "N" as no effect.

25. POLITICS (RCW)

Historical Commentary: The politics of late Republican Rome were quite complex, but this rules section provides a simplified model of the overall situation, especially as it relates to the conduct of the Civil War itself. Both the Optimates and Populares were led by members of the upper classes (Patricians and Equestrians); the difference was that the Populares appealed to the broad populace, while the Optimates were based on tradition. Caesar tended towards the Populares, while Pompey ended up in the camp of the Optimates. In the background there was always the Army, which, while not a political faction per se, had the deciding vote.

There are three Res Publica (Public Affairs) tables, representing the major political groupings of the later Roman republic: Optimates (oligarchs), Populares (demagogues), and Exercitus (the Army). Each side may roll on one or more of these tables in its Res Publica segment. This will result in certain Events, as well as the possibility of the players gaining Res Publica office markers. Players use Res Publica markers to gain certain political advantages, outlined in the "Res Publica Summary." Holding a certain number of offices also fulfills the Political Requirements for winning the game (3.6). *The tables and chart are located on p.37 and p.43 of the RCW player aid sheet.*

25.1 Procedure

During a friendly Political segment, the friendly side indicates which table it will consult. If certain conditions are met (25.2), expend a Political stratagem, roll two dice, consult the selected table, and immediately apply the results. The pattern repeats

until that side cannot or will not play any more Political stratagems, or cannot meet the requirements for using one of the three tables.

25.2 Conditions for Using The Tables

Optimates Table: May be used when at least one of the following is true:

- There is a friendly Leader inside Rome who is capable of expending a Political stratagem marker.
- The side holds a SENATOR marker, and has a Leader located anywhere on the map who is capable of expending a Political Stratagem.

Populares Table: Same as Optimates Table.

Exercitus Table: The side's Supreme Leader must be in the same hex as at least one friendly legion unit, and is capable of expending a Political Stratagem.

25.3 Res Publica Markers

A set of nine Res Publica markers represent various offices within the Roman state. A side can receive these offices through the Res Publica table. If a side is awarded an office by one of the three Res Publica tables, simply take the appropriate marker (if it is available) and place it in the friendly Res Publica box. If it is not available, then the side does not receive it.

- Res Publica markers are NOT expended after use, unlike Stratagem markers. They can be lost due to a Res Publica Table event. Lose the IMPERATOR and DICTATOR markers if the supreme leader is eliminated. Otherwise, follow the instructions on the table.
- IMPERATOR and DICTATOR markers may never be received by a side that currently lacks a Supreme Leader (6.5).

26. GAME EXTENSION

Two or more of the game maps in the series can be linked together to form a larger playing surface. There is a one hex row overlap on each map edge. Players will need to trim the map edges if a perfect match is desired. The following rules modifications are intended to permit play of multi-map campaigns using the existing scenarios.

26.1 Expanded TRAJAN

The maps represent the Roman Empire in the 2nd century AD. Make the following modifications to the maps:

- All territory on or west of the Rhenus Flumen (Rhine River), Arae Flavie (4221), and Britannia on or south of the Legio-Eborocum line (3008-3108-3208-3308-3408) on the GALLIA map are part of the Roman Empire.
- All territory on or south of the Danuvius Flumen (Danube River), the three Dacian cities Sarmixegutas (4303), Apulum (4402), and Poitassa (4400), and the trade route connecting them on the RCW map are part of the Empire.
- All trade routes within the boundaries of the Empire are treated as Roman Roads.

- All colonization sites within the Empire should have a Roman (red) civis on them, and should be treated as original Roman (R) cities.

26.2 Expanded ROMAN CIVIL WAR

Players can link all three maps together. Alternatively, the RCW and GALLIA maps can be used without TRAJAN. Make the following modifications to the maps and rules:

• When using the GALLIA map:

- 1) Do not use the Hispania or Gallia holding areas. These areas are now represented on the enlarged map.
- 2) The Caesarians control all Roman (red) and Gallic (green) cities in Gallia, plus Forum Julii (3925), Arelate (3625), and Lugdunum (3721). Place a Caesarian civis in each of them. The Caesarians may place any units scheduled to begin play in the Gallia Off-Map Region in any of these cities.
- 3) The Senatorials control all Roman (red) cities in Hispania. Place a Senatorial civis in each of them. The Senatorials may place the units scheduled by the scenario to start in the Hispania Off-Map Region in any of these cities.
- 4) Neither side begins with control of Tingis (1934). It is considered to be in Hispania for all purposes.
- 5) In the Advanced Victory Conditions, change "Control at least TWO Off-Map Regions (Gallia, Hispania, Syria)" to read "Control at least 12 Gallic and Spanish cities." *Ignore this if TRAJAN map also in play.* (See #12 below.)
- 6) No Gallic tribes may mobilize for any reason. Ignore all Gallic Tribal centers.

• When using the TRAJAN map—

- 1) Include all the GALLIA map changes above, except #5.
- 2) Phasis (1600), Trapezus (1502), and Satala (1604) are considered part of Pontus [P].
- 3) Mazacus (1206) and Melitene (1607) are part of Asia [As].
- 4) Palmyra (1614), Bostra (1516), Petra (1218), and Aelena (1118) are part of Arabia [D].
- 5) Caesarea (1115) and Jerusalem (1116) form Judea [J].
- 6) Place Client Civis units on each of these cities.
- 7) Place Senatorial Civis units on all Roman controlled cities located on the TRAJAN map.
- 8) Armenia, Arabia, and Judea receive combat units only by Recruitment, after becoming Clients of one side or the other. Use the Armenian and Arabian units from the **Trajan** counter mix. Players should make the following combat units for Judea: Leader Antipater 0-R-10 (1), heavy infantry 5-R-4, auxiliary infantry 5-B-4, levies 10-M-4.
- 9) Parthia begins the game as an Independent Client. The Caesarian side sets up "Chosroes" (who represents the current king) and all other Parthian non-leader Core combat units in any Parthian city, so long as at least one combat unit is placed in each Capital City. The Impeditus is

placed in the Core Unit pool. The other Core leaders are not used in the game.

10) Whenever Parthia is Independent, it enters when RCW Event #66 "Parthian War" occurs (see below). Parthia also becomes the Client of the side that is NOT the first to conduct combat or Tribute against any Parthian city or combat unit. Parthia behaves as a normal Client, except that the only leader in play is the "Chosroes" unit, who follows normal Parthian recruitment rules for TRAJAN.

11) Parthia changes to Independent again when the "Parthian War" event is received, or the enemy side controls any one Parthian capital city. Remove all Satrap (green) units from play. The former owner places all Core (blue) units in one or more surviving Parthian capitals.

12) Victory Conditions: Change the Advanced Game Victory Levels (3.3) to read as follows—

Triumphant = control the city of Rome AND at least TWO-THIRDS (66%) of all cities on both maps, EXCLUDING Parthian and Independent Client cities plus Rome. Divide the number of friendly non-Parthian cities (excluding Rome) by the current number of eligible cities. The result MUST equal or exceed 0.66 to achieve a Triumph.

Conquering = same as Triumph PLUS control BOTH off-map Regions (Gallia, Hispania) on the **Roman Civil War** map.

Optimus = same as Triumph and Conquest PLUS have at least 5 friendly colonies in play on the **Roman Civil War** map.

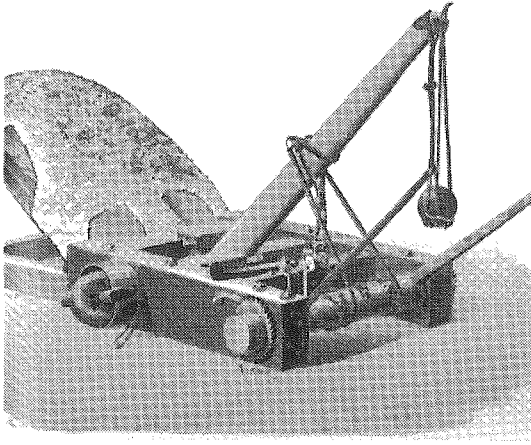
• Changes to Events Table:

61 Gallic Revolt: Roll two dice for each friendly Roman city in Gallia and add the numbers together. If the result is greater than the total strength points of the Roman garrison for that city, then the garrison is considered eliminated. Otherwise, there is no effect.

62 Hispanic Revolt: Roll two dice for each friendly Roman city in Hispania and add the numbers together. If the result is greater than the total strength points of the Roman garrison for that city, then the garrison is considered eliminated. Otherwise, there is no effect.

64-65 Restless Barbarians: Roman units in Germania, Britannia and Hispania are affected as described, but not in Gallia (which had pretty much been subdued by that time).

66 Parthian War: If Parthia is Independent, roll a die: 1-3=join Senatorial side; 4-6=join Caesarian side. If Parthia a Client, it immediately reverts to Independence. *Use only if TRAJAN map in play. Otherwise, "No Event."*



SCENARIOS FOR CAESAR IN GALLIA

Counter Errata: Roman leader unit "Labienus" represents "Labienus."

GENERAL RULES:

1. When playing the Basic Game, ignore all references to Stratagem markers, Impeditus units, controlled tribes, and Pillaged hexes. No Civis units are set up in colony sites.
2. In the Advanced Game, each side deliberately selects the number of Stratagem markers indicated in the setup. They are deliberately chosen (unless a side wants to do it randomly for some reason!). Set up Impeditus units as indicated. Place extra Roman I-class legions in the "Promotions" box instead of the "Recruits" box. Place "Pillaged" markers and colony Civis units as indicated.

INTRODUCTORY SCENARIO #1: HELVETIA MARCHES

This scenario deals with Caesar's initial incursion into Gallia. Responding to please for assistance from friendly tribes, Caesar took his army to defeat a Helvetian migration and then began the long march of conquest.

Game Length

Start: Winter II, 59 BCE

End: September, 58 BCE

Initial Forces

Barbarians (deploy first)

On Helvetii tribal center (4022): one "Chief," two heavy armed infantry (3-B-4), four levy infantry (10-B-3). Use Gallic (green) units only.

Civis units: one green unit in each Gallic (G) city; one blue unit in each Briton (B) city.

Controlled Tribes: Helvetii.

In Barbarian "Recruits" box: All remaining Barbarian units.

Stratagem Markers: None.

Romans (deploy second)

In any one Roman (R) city in Gallia: one V-class legion.

In Italia off-map region box: Leaders Caesar and Labienus; one I-class legion (5-I-5), two V-class legions (5-V-5); one Engineer (1-R-4); one Impeditus (1-R-3). Place "Imperator" marker beneath Caesar.

On Aedui tribal center (3621): one V-class light cavalry (2-V-6); one levy infantry (10-B-3). Use the tan Barbarian Client units.

Civis units: One each in Tolosa (3224), Narbo Martius (3226), Massilia (3725).

Controlled Tribe: Aedui.

In Roman "Recruits" box: All remaining Roman units.

Stratagem Markers: Select one.

Special Victory conditions

Ignore Basic and Advanced victory conditions.

Judge victory by the following standards at the end of the scenario:

- The Romans win if they control any three originally Barbarian cities at the end of the scenario.
- The Barbarians win if they occupy an Aedui tribal center or an originally Roman (R) city.

SCENARIO #2: THE INVASION OF BRITAIN

Having secured Gallia at least temporarily, Caesar decided to press on to the ends of the known world; constructing a fleet, he sailed for Britain. There he was stalemated by stout Briton resistance. This covers Caesar's second invasion; the first was a mere "reconnaissance in force."

Game Length

Start: July, 54 BCE

End: Winter I, 54 BCE

Initial Forces

Romans (deploy first)

In Gesoriacum (3513): Leader Caesar, one I-class legion (5-I-5), four V-class legions (5-V-5); one V-class light cavalry (2-V-6), two V-class auxiliary infantry (2-V-5), one Engineer (1-R-4); two Fleets (5-V-20); one Impeditus (1-R-3). Place "Imperator" marker beneath Caesar.

In any Roman (R) or Roman controlled Gallic (green) cities in Gallia other than Gesoriacum: Leaders Labienus, Q Cicero, Brutus, Sabinus, Trebonius; one V-class legion (5-V-5); two R-class legions (5-R-4); two R-class auxiliary infantry (4-R-4); one V-class light cavalry (2-V-6). Civis units: One each in Tolosa (3224), Narbo Martius (3226), Massilia (3725), and all Gallic (G) cities.

Controlled Tribes: Aedui, Aquitani, Arveni, Biturges, Carnutes.

In Roman "Recruits" box: All remaining Roman units.

Stratagem Markers: Select three.

Barbarians (deploy second)

In Londinium (3311): Leader Cassiv, four chariots (5-B-4), two heavy infantry (3-B-4), two levy infantry (10-B-3), one light cavalry (2-R-6), two auxiliary infantry (4-R-4). Use Briton (blue) units only. Place "Supreme Chief" marker beneath Cassiv.

Civis units: one blue unit in each Briton (B) city. Controlled Tribes: Brigantes, Belgae, Cornavii, Dumnoii, Icenii.

In Barbarian "Recruits" box: All remaining Barbarian units except leaders Ariovtus and Galba

(considered killed and out of play).

Stratagem Markers: select one.

Pillaged Tribal Centers: place "Pillaged" markers in Morini (3613); Ubii (4212, 4214); and Veneti (2816) tribal centers.

SCENARIO #3: ALESIA

This covers the great revolt under Vercingetorix. The Romans pinned him down in his fortress at Alesia, and fought off a relieving Gallic force. It was a near-run thing, but Caesar triumphed in the end.

Game Length

Start: Winter II, 53 BCE

End: Winter I, 52 BCE

Initial Forces

Romans (deploy first)

In any Roman (R) or Gallic (G) cities in Gallia: Leaders Caesar, Labienus, Q Cicero, Brutus, Antonius, Trebonius; one I-Class legion (5-I-5), seven V-class legions (5-V-5); two R-class legions (5-R-4); two V-class light cavalry (2-V-6), two V-class auxiliary infantry (2-V-5), one R-class auxiliary infantry (4-R-4); two Engineer units (1-R-4); two Fleets (5-V-20); three Impeditus units (1-R-3). Place "Imperator" marker beneath Caesar.

Civis units: One each in Tolosa (3224), Narbo Martius (3226), Massilia (3725), all Gallic (G) cities, and Areleta colony (3625).

Controlled Tribes: none.

In Roman "Recruits" box: All other Roman units except leader Sabinus (killed and out of play).

Stratagem Markers: None.

Barbarians (deploy second)

On any Gallic tribal center(s): Leaders Vercinx, Vercass, one "Chief," four heavy infantry (3-B-4), two light cavalry (2-V-6), two auxiliary infantry (4-R-4). Use Gallic (green) units only. Place "Supreme Chief" marker beneath Vercinx.

Civis units: one blue unit in each Briton (B) city.

Controlled Tribes: Aveni.

In Barbarian "Recruits" box: All remaining Barbarian units except leaders Ariovtus, Galba and Ambix (considered killed and out of play).

Stratagem Markers: Select three.

Pillaged Tribal Centers: Place "Pillaged" marker in Nervii (3815) tribal center.

SCENARIO 4: DE BELLO GALLICO

The entire Roman campaign in Gallia and Britannia.

Game Length

Start: Winter II, 58 BCE

End: September, 51 BCE

Initial Forces

Same as Introductory Scenario 1.

Victory Conditions

Use those in the standard rules.