

CAESAR

ROME VS GAUL

RULE BOOK

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1.0 INTRODUCTION

Caesar: Rome vs Gaul is a two-player game simulating the Roman conquest of Gaul between 57 – 52 BC. One player is Caesar (the Roman player) and the other controls the various tribes of the Gauls (the Gallic Player).

The following abbreviations are used in these rules:

CU = Combat Unit
IM = Influence Marker
MA = Movement Allowance
MP = Movement Point
VP = Victory Point

2.0 GAME COMPONENTS

2.1 Inventory

- 1 Game Board
- 1 deck of 55 cards
- 2 sheets of game pieces (markers, Combat Units, etc.)
- 2 (identical) Player Aids
- This rulebook
- 4 six-sided dice
- 3 plastic stands

2.2 The Map

(2.2.1) The map is divided into six Regions—Celtica, Belgica, Aquitania, Provincia, Germania, and Britannia. Each Region is comprised of one or more Provinces. Each Province contains multiple spaces.

(2.2.2) Spaces and paths: There are three types of spaces: Walled Cities (square), Strongholds (hexagonal), and Towns (circle). Spaces are connected by: Paths (solid white lines), Rough Paths (dashed white lines), or the Channel Crossing (dotted white line).

(2.2.3) Adjacent: Spaces are adjacent if connected by a single Path.

(2.2.4) Gaul is comprised of the Regions of Celtica, Belgica, and Aquitania. Each Province in Gaul is numbered for easy reference and placement of Tribes.

DESIGN NOTE: The area depicted for each region is based on Caesar's descriptions in "The Gallic War."

(2.2.5) Germania is comprised of the three dark brown Strongholds plus the two VP spaces. Neither player may enter the Strongholds in Germania.

2.3 The Playing Pieces

(2.3.1) Combat Units: The square playing piece with a picture of a legionnaire or warrior is a Combat Unit (CU). Most CUs have two steps—a full-strength side and a reduced-strength side. Some CUs have only one side and only one step.

(2.3.2) Leaders: Leaders are used to move CUs efficiently and provide rerolls in battles (9.0).

(2.3.3) Armies: A stack of one or more CUs in the same space, with or without a Leader, is called an Army.

(2.3.4) Control Markers: Influence, Walled City, Strongholds, and Fortified Towns are collectively called Control markers. Control markers are used to determine control (8.0) of spaces and Provinces.

(2.3.5) Other Game Markers: There are markers supplied to help track various game information such as Siege (14.0), Naval Supremacy (17.2), Devastation (17.5), and the current Turn.



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3.0 SETTING UP THE GAME

3.1 Roman Setup

- Place a Roman Influence marker (IM) in each Town of the Aedui [#19] and Sequani [#12] Provinces, Burdigala [#21], and in each Town in Provincia.
- Place the appropriate Walled City Control marker on its Roman side in each of the three Walled Cities in Provincia.
- Place Caesar, the Elite X Legion, and five Legions (VII, VIII, IX, XI, and XII) in any one Town in the Aedui [#19] Province.
- Place the XIII and XIV Legions in Vienne (Allobroges).
- Place the V and VI Legions on Turn 5 of the Turn Track.
- Place the six Legates in an opaque container. Draw two and place one with Caesar and one in Vienne.

3.2 Gallic Setup

(3.2.1) Gallic Control Markers

- Place the nine Gallic Stronghold markers in the nine Strongholds spaces on the map.
- Place Gallic IMs in the four Towns of Germania and Britannia marked with a star.
- Place the remaining Control markers to the side.

(3.2.2) Tribes In Holding Boxes: Place the Aedui Tribe in the Aedui Holding Box (17.7). Place the Sequani Tribe (reduced) in the Submitted Tribes Box. Place the Arverni Tribe in the Gallic Council Box. Place the German Tribe in its Holding Box.

(3.2.3) Tribe Pool: Place the other 20 Tribes in an opaque cup. This is called the Tribe Pool and is used during the Gallic Reinforcement Segment (5.1).

Note: The Gallic player does not start with any Tribes active. The first tribes arrive in the Reinforcement Phase of Turn 1.

(3.2.4) Leaders: Place Ambiorix on Turn 4 and place Vercingetorix on Turn 5 of the Turn Track.

3.3 Mercenaries

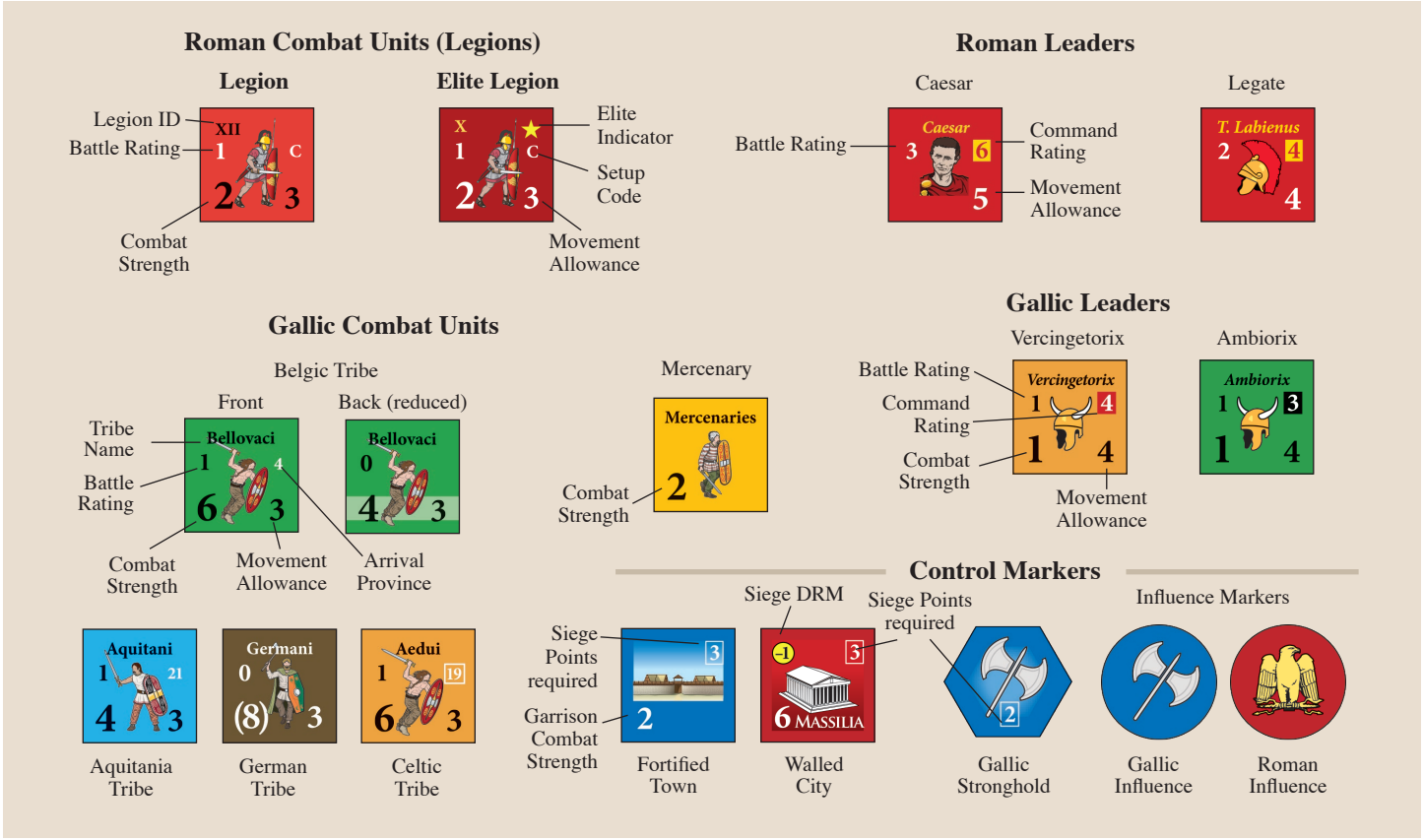
Place the Gallic Minor Tribe, Militia, German Cavalry, and two Gallic Mercenary markers in their Holding Boxes—these may arrive via card play (17.3).

3.4 Markers

Place the Turn Marker on Turn 1. Place the Naval Supremacy markers (Gallic side up) in the appropriate boxes in Oceanus Atlanticus and Oceanus Britannicus. Place the Britannia, Germania, and Caesar's Pass VP markers in their respective Holding Boxes. Place the six Governance markers below the Turn Track. Set the Siege markers aside.

3.5 Strategy Deck

Shuffle the deck of 55 Strategy Cards and place it within easy reach of both players. You are now ready to play.



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4.0 SEQUENCE OF PLAY OUTLINE

Caesar: Rome vs Gaul is played in turns, each of which must be played in the following order:

1. Reinforcement Phase

A. Gallic Reinforcements (5.1)

B. Roman Replacements and Reinforcements (5.2). *Skip on Turn 1*

C. Place Caesar Segment (5.3) *Skip on Turn 1*

D. Roman Legate Segment (5.4) *Skip on Turn 1*

E. Both players are dealt eight cards (7.2)

2. Gallic Spring Muster Phase

All Gallic Tribes and Leaders may move 3 MPs (6.0)

3. Strategy Phase

Play Strategy Cards one at a time, Gallic player first, alternating back and forth between the players until all cards have been played (7.0).

4. Winter Phase

A. Return Home Segment (16.1)

- End Sieges (16.1.1)
- Remove Mercenaries (16.1.2)
- Tribes Go Home (16.1.3)
- Leaders Relocate (16.1.4)

B. Roman Winter Segment (16.2)

- Place Caesar in Rome
- Return one or both Roman Legates to the draw cup. If a Legate is kept (5.4.2), set it aside.
- March Legions to Winter Camp (16.2.2)
- Roman Winter Attrition (16.2.3)

C. Isolation Segment (16.3)

(a) Remove Roman Isolated IMs

(b) Remove Gallic Isolated IMs

D. Political Segment (16.4)

(a) The Roman player Scores Governance VPs (16.4.4)

(b) Victory Check (19.1)

E. End of Winter (16.5)

- Remove all Devastation markers from the map
- Place Roman IMs in all spaces containing Roman Legions and no other Control marker
- Resolve Fading Promises (18.4)

5. End Turn Phase

If this was Turn 3, reshuffle all Strategy Cards (7.8). If this was Turn 6, the game is over (19.2). Otherwise, advance the turn marker.

5.0 REINFORCEMENTS

5.1 Gallic Reinforcements

(5.1.1) Minor Uprising: Each turn the Gallic player randomly draws three Tribes from the Tribe Pool (3.2.3).

(5.1.2) Placement: After drawing three Tribes, each must be placed in one of the following three ways:

A. A space in the Tribe's Province that does not contain a Roman IM or a Gallic Stronghold. A Fortified Town is placed with the Tribe (11.2).

Note: If the Tribe+Fortified Town are placed in a space containing a Gallic IM, move the IM to another open Town space in the same Province; otherwise, remove the IM.

B. The Gallic Council Box (18.2).

C. If the first two options are not available then the Tribe is reduced by one step and placed in the Submitted Tribes Box (17.8).

5.2 Roman Replacements and Reinforcements

(5.2.1) Replacements: The Roman player receives two free replacement steps each year to restore reduced or eliminated Legions. Each step allows a reduced Legion to return to full strength. Alternatively, two steps may be used to bring an eliminated Legion back into play at reduced strength. Only Legions that can trace a Supply Path (15.3) to Rome can be restored. Eliminated Legions that are restored must be placed in either a Roman-controlled Walled City or with another Legion that has a Supply Path to Rome. Replacement steps not used are forfeited.

(5.2.2) Emergency Replacements: In addition to the two free replacement steps, for every three Roman IMs removed from Provincia (Volcae, Allobroges, and Narbonensis) the Roman player gains one additional Replacement step.

(5.2.3) Roman Reinforcements: On Turn 5 the Roman player receives two additional Legions. These must be placed in either a Roman-controlled Walled City or with any other Legion that can trace a Supply Path back to Rome.

5.3 Place Caesar Segment

Caesar spent most winters in Rome. On Turns 2–6, the Roman player determines whether Caesar is delayed in Rome. On a die roll of 1 he is delayed, and Caesar is placed at the start of the Roman player's second card play in the Strategy Phase. He may move normally in that round. On a die roll of 2-6, he is not delayed, and Caesar is placed immediately. Caesar must be placed on any friendly-controlled space that has a Supply Path to Rome (15.3.2). Event cards which activate Caesar may not be played while he is delayed.

Limit One: Caesar will only be delayed in Rome once per game—do not roll for this if he has already been delayed.

5.4 Roman Legates



(5.4.1) In General: Each year the Roman player receives two Legates to assist in the campaigns. New Legates are drawn randomly (use an opaque cup). Since Legates are returned to the draw pool prior to

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drawing, it is possible that the same Legate(s) will be drawn again.

(5.4.2) During the Roman Winter Segment (16.2), the Roman player may choose to keep one of the existing Legates in play and draw only one new Legate. When this happens, return only one to the draw cup and draw only one replacement.

(5.4.3) Placement: Place the Legates, including the Legate that was kept, in any space containing a Roman Legion or a Roman-controlled Walled City. The Roman player does not have to trace a Supply Path for Legate placement.

6.0 GALLIC SPRING MUSTER PHASE

6.1 Introduction

During this phase, all Gallic Tribes and Leaders may move up to 3 MPs. No Action Points are required.

6.2 Restrictions

Gallic CUs and Leaders moved during this phase may not:

- use this movement to remove IMs (8.3.3) or conduct Sieges.
- enter a space containing a Roman CU or the Independent German Tribe (17.4),
- end their move in a Roman-controlled space (they may pass through such a space),
- enter a space in which they could be intercepted,
- enter Germania or Britannia.

7.0 THE STRATEGY PHASE

7.1 Procedure

The players resolve this phase by playing their Strategy Cards one at a time, alternating back and forth between them (i.e., one player plays a card, then the opponent plays one). The Strategy Phase ends when both players have exhausted their hand.

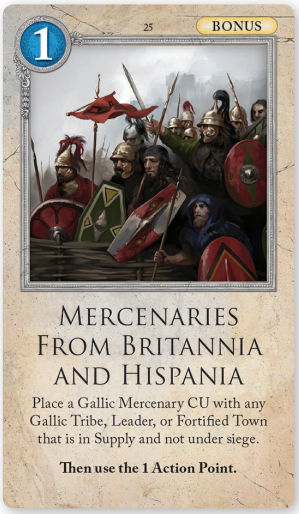
7.2 Dealing and Reshuffling

(7.2.1) Each player is dealt eight cards from the Strategy Deck during the Reinforcement Phase.

(7.2.2) The entire Strategy Deck is reshuffled once per game (at the end of Turn 3).

7.3 Who Goes First

The Gallic player goes first unless the Roman player interrupts by playing the *WINTER CAMPAIGN* event. Whichever player goes first will go first in each of the eight rounds.



7.4 Strategy Phase Rounds

7.4.1 Card Rounds: There are eight rounds of card play in a Strategy Phase. A round consists of each player playing a card.

7.4.2 Sequence of a Round:

- STEP 1: Select one of the cards in your hand and place it face up near the game board for both players to see.
- STEP 2 (ACTION PHASE): Use the Event, Bonus, and/or Action Points on the card. If you are using Action Points, complete each action before using the next Action Point.
- STEP 3 (SUPPLY PHASE): Determine CUs that are Out of Supply and apply Attrition losses (15.4).
- STEP 4: Play now proceeds to your opponent who must play a card (return to Step 1).

7.5 Events, Bonus Events, and Surprise Cards

(7.5.1) Color Indicator: The color of the circle containing the Action Point number determines who may use the Event, Bonus Event, or Surprise on that card. Blue indicates Gallic only, red indicates Roman only, and white indicates either player. The color of the circle has no bearing on who may use the Action Points in the circle—those are always usable by either player.

(7.5.2) Events: Cards labeled Events may be used for either the Event or the Action Points—never both. Event cards may only be played when the player is active.

(7.5.3) Bonus Events: Cards labeled Bonus may be used for both the Event and the Action Points. The event must always be used before the Action Points are used. CUs may only be moved once per round, so any CUs moved by the Bonus Event may not be moved with the Action Points. However, CUs placed with a Bonus Event may be moved with the Action Points on the Bonus card.

(7.5.4) Surprise Cards: Surprise cards may be played at any time, even during your opponent's card play. After playing the card the owning player draws a replacement card. Played or discarded Surprise cards do not count as a card play in the Strategy Phase—it is in addition to any Event or Bonus card you play.

DISCARDING: At the start of a player's round, the player may discard faceup an unwanted Surprise card and draw a replacement card. The player may immediately play the new card or a different one for the round.

(7.5.5) Reaction Card: There is one Reaction card in the deck. It allows the player to cancel an Event or Bonus Event (including any Bonus Action Points) just played by your opponent. It may not be used to cancel a Surprise card.

7.6 Action Points



The number in the upper left corner of each card is the number of Action Points the card provides. The Action Point number is used to activate Leaders, activate CUs, or place/flip IMs. Action Points may be spent for any action listed in 7.7 and on the Player Aid Card, in any order, but you must complete one action before proceeding to the next action.

EXAMPLE: You cannot move a stack a few spaces, pause to spend an Action Point to convert an IM, then continue moving the stack.

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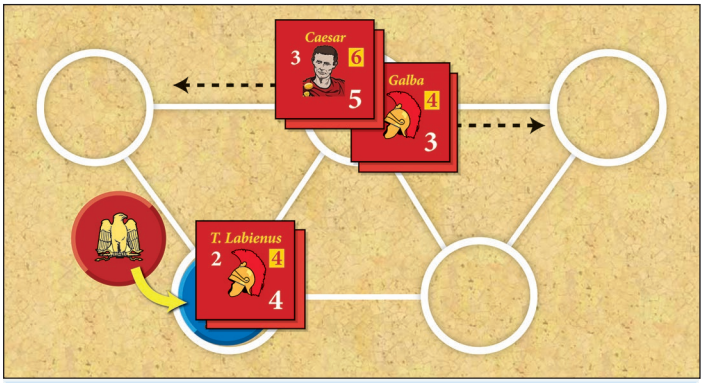
7.7 List of Actions

(7.7.1) Below is a complete list of Actions allowed and their Action Point cost:

Cost	*Action*
1	**MOVE:** Activate a Leader or CU. That Leader or CU may be moved and expend its full MA. A Leader may pick up/drop off Subordinates (9.1) and friendly CUs.
1	**PLACE:** Place one of your IMs on the map in a space without any other Control marker or enemy CU (8.3.1).
1	**CONVERT:** Replace one enemy IM with a friendly IM in a space containing a friendly CU (8.3.2).

(7.7.2) Influence Action: The act of either placing or converting an IM is called an "Infuence Action." This term is commonly used on the event cards. Keep in mind you must have a CU present in the space in order to use the Convert action.



EXAMPLE: Caesar is moved in one direction and Galba in another. Each requires a separate Action Point even though they start in the same space. Another Action Point is used to convert the Gallic IM to a Roman IM in the space containing Labienus.

(7.7.3) Gallic Special Actions

These actions may only be conducted by the Gallic player.

Cost	*Action*
1	**Gallic Council Box:** Place one IM in the Gallic Council Box, OR bring one, some, or all of the IMs and Tribes out of the Gallic Council Box and place them on the map (18.0). *PLAY NOTE: This box is handy if you have no Tribes on the map and it seems futile to place IMs. It is also useful if you want to save up for a sudden and large placement of IMs.*
1	**Devastate Countryside:** Place one Devastation marker on the map (17.5). May only be conducted in a space containing or adjacent to Vercingetorix (9.5.3).
1	**Declare Major Uprising:** Any or all Tribes in the Submitted Tribes Box may return to play *at their current strength* with a Fortified Town marker. Place each in their associated Province following normal placement restrictions per 5.1.2A.

8.0 CONTROL



Gaul was not a unified nation, but a region of competing tribes which shared a common culture. Gallic Control markers represent anti-Roman sentiment or open rebellion against Rome. A space inside Gaul without a Control marker has not committed to either side.

8.1 Types of Control Markers

There are four types of Control markers (see list below). They all share the function of controlling the space they occupy.

- Influence markers (8.3)
- Roman Walled Cities (14.1)
- Gallic Fortified Towns (14.1)
- Gallic Strongholds (14.7)

8.2 Control of Spaces and Provinces

(8.2.1) Control of Spaces: A player controls a space if it has a friendly Control marker in it. That space is friendly to him and hostile to the opponent. A space without a Control marker is a Neutral space. A space containing a Control marker remains under the control of the owning player even if an enemy Leader and/or CUs are also present.

(8.2.2) Control of Provinces: A player controls a Province by controlling the majority of the spaces in the Province and all its Walled Cities and Fortified Towns. The existence of an enemy Stronghold does not prevent the control of a Province. The number of required spaces for control is indicated on the map as a superscript after the Province number.



EXAMPLES: The Province of Biturges [#16] with four spaces would be controlled if a player controlled three of its spaces. Senones/ Lingones [#11] with six spaces would require four spaces for control. A Gallic Province with a Fortified Town cannot be controlled by the Roman player until the Fortified Town is removed.

8.3 Placing and Removing IMs

(8.3.1) Place: Placement must abide by the following restrictions:

- The space must be vacant or contain friendly CUs.
- The Roman player may only place an IM outside of Provincia if it is adjacent to an existing Roman IM, or it is in a space occupied by Roman CUs.

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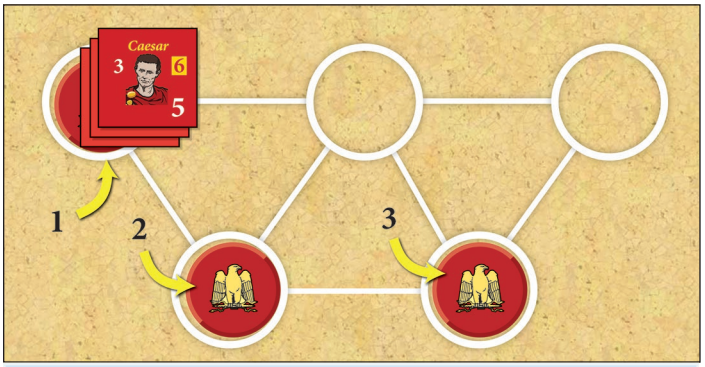
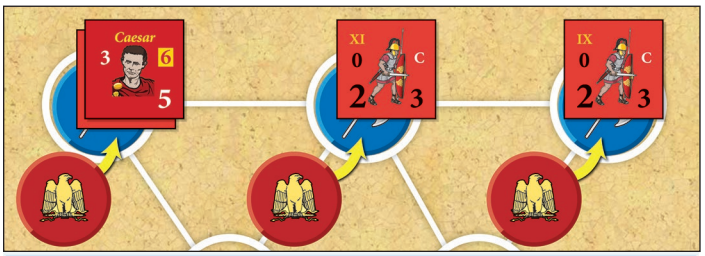
- The Gallic player may only place an IM in Provincia if it is adjacent to an existing friendly Control marker, or it is in a space occupied by Gallic CUs.
- Only the Roman player may place IMs in Germania or Britannia.
- IMs cannot be placed in spaces containing enemy CUs, Strongholds, Fortified Towns, or Walled Cities.

You may place IMs in a chain.



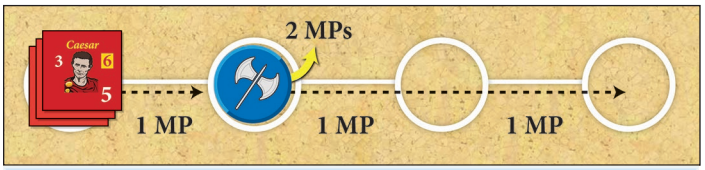
EXAMPLE: The Roman player uses 3 Action Points to place 3 IMs. The first is placed with a friendly CU, the others are placed outward in a chain—each adjacent to the other.

(8.3.2) Convert: You may convert an enemy IM to a friendly IM in spaces where you have one or more CUs by spending one Action Point.



EXAMPLE: The Roman player spends 3 Action Points to convert all three Gallic IMs to Roman IMs.

(8.3.3) Remove: You may remove an enemy IM with an activated CU by being in the space and spending 2 MPs.



EXAMPLE: Caesar can move 5 MPs. 2 MPs are spent to remove the Gallic IM.

8.4 Other Properties of Control Markers

- Control markers do not stop or slow the movement of enemy units.
- See 12.1 for effects on Interception
- See 12.2 for effects on Avoid Battle
- See 15.3.1 for effects on tracing a Line of Supply.

9.0 LEADERS

Leaders are represented in two ways: named leaders (8 Roman and 2 Gallic) and intrinsic Leaders.

9.1 Commanding Leader

When there is more than one Leader in a space, one must be designated the "Commanding Leader." All other Leaders in the same space are subordinates. When a Commanding Leader moves, the subordinate Leaders freely move with him.

9.2 Rank



If Caesar or Vercingetorix is in a space with another friendly Leader, they must be the Commanding Leader. In all other cases the owning player decides. The Leader that was activated for movement must be the Commanding Leader for any battles initiated by that movement. The defending battle Leader is determined by the non-Phasing player abiding by the restrictions of rank.

9.3 Command Rating

This indicates how many CUs the Leader can effectively move. If the Leader moves along a path with more CUs than his Command Rating, it costs an additional MP to enter each space—making Regular Paths cost 2 MPs and Rough Paths cost 3 MPs.

EXAMPLE: If moved via regular paths, Caesar can be moved five spaces with six Legions or two spaces with 10 Legions. An Intrinsic Tribe Leader can be moved three spaces with two Tribes (his and one other) or one space with 20 Tribes.

NOTE: Some Event cards allow multiple activations or they activate all CUs and Leaders; in such cases the movement effects of Command Ratings apply to each activation.

9.4 Intrinsic Leaders



Every Legion and Tribe has an intrinsic Leader. Although not printed on the counter an intrinsic Leader has a Command Rating of 2—they can command their own Legion/Tribe plus one other CU. Intrinsic Leaders have a Battle Rating of 1 on the front and 0 on the back.

9.5 Gallic Leaders



(9.5.1) Ambiorix arrives as a Reinforcement on Turn 4 and is placed in Belgica. Vercingetorix arrives as a Reinforcement on Turn 5 and is placed in Celtica. The placement space may be any Gallic-controlled space (Fortified Town, Stonghold or IM). If no such space is available, they are eliminated.

(9.5.2) Leader + CU: Vercingetorix and Ambiorix are both Leaders and CUs (Combat Strength 1). They are never Displaced, and if eliminated, may not be replaced.

(9.5.2) Ambiorix may not move with or Intercept with Celtic Tribes. He may fight together with Celtic Tribes if in the same space

(9.5.3) Vercingetorix can command both Celtic and Belgic CUs. He is the only Leader that can use the special Devastation Action (17.5.2).

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9.6 Roman Leader Displacement

If a Gallic CU enters a space occupied by a Roman Leader unaccompanied by friendly CUs and that Leader fails to Avoid Battle (12.2) or is unable to seek protection in a Walled City (10.6), it is displaced. A Roman Leader is also Displaced if all CUs accompanying the Leader are eliminated due to Combat or Attrition.

- If the Caesar Leader unit is displaced, the Roman player must immediately remove any three Roman IMs from the map. Place Caesar with a friendly unbesieged Legion or in a Roman-controlled Walled City.
- If a Legate is Displaced it is returned to the Legate Pool.

10.0 STACKING & MOVEMENT

10.1 No Stacking Limit

There is no limit to the number of CUs/Tribes and Leaders that can be stacked in a space.

10.2 Movement Procedure

(10.2.1) The Basics: You must complete the movement of one stack before proceeding to move another. No Leader or CU may be moved more than once in a single card play.

(10.2.2) Enemy Contact: When an Army (2.3.3) moves into a space containing enemy CUs, and those enemy CUs do not, cannot, or fail to Avoid Battle (12.2), the Army must stop and battle the enemy Army.

10.3 Movement Allowances

(10.3.1) Each CU and Leader has a Movement Allowance (MA) printed on the counter. The MA is the maximum number of Movement Points (MPs) it may expend for movement in each card play.

(10.3.2) Leaders moving CUs: When a Leader is used to move CUs, the MA on the CUs is ignored, and only the Commanding Leader's MA is used (9.3).

(10.3.3) Leaders Moving Alone: Roman Leaders that move without CUs for the duration of their movement may increase their MA to 7. A Roman Leader without CUs may not enter a space containing enemy CUs, Fortified Towns, or Strongholds.

10.4 Movement Cost

(10.4.1) Paths: The cost to move from one space to another along a path depends on the type of path:

- Solid Line: 1 MP*
- Dashed or Dotted Line: 2 MPs*

*This cost is increased by 1 MP if the Leader is carrying more CUs than his Command Rating allows (9.3).

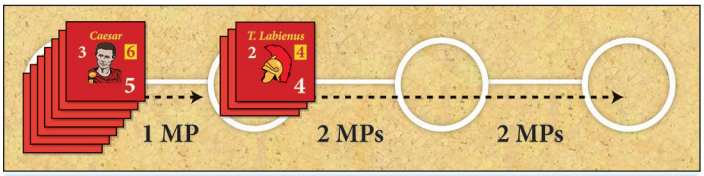
(10.4.2) Other Movement Costs:

2 MPs Removing an enemy IM (8.3.3)
3 MPs Conducting a Siege (14.3.1)

NOTE: Enemy Control markers have no effect on movement cost.

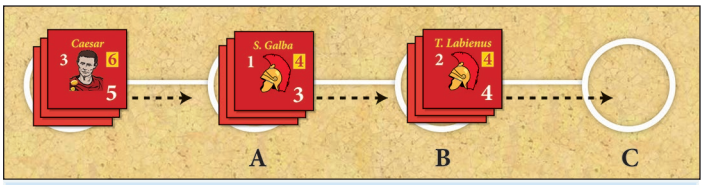
10.5 Picking Up and Dropping Off

(10.5.1) Picking Up: An activated Leader may pick up Leaders and CUs as it moves. They may not pick up Leaders and CUs that have already been moved that card play or that outrank them. Picking up CUs in excess of the Leader's Command Rating immediately affects further movement.



EXAMPLE: Caesar with six Legions moves one space and picks up Labienus and his two Legions. He now has eight Legions which exceeds his Command Rating, so moving along a Solid Line path now cost 2 MPs.

(10.5.2) Dropping Off: An Army may drop off CUs and subordinate Leaders at any time. Dropped Off units and leaders may not move for the rest of that card play.



EXAMPLE: Caesar is activated and picks up Galba and his two Legions in A, drops them off with T. Labenius in B, and Caesar ends his movement in C. If T. Labienus is activated this card round, he may not move with the units that Caesar just dropped off.

10.6 Movement and Walled Cities/Fortified Towns



Walled Cities and Fortified Towns are treated as a space within a space. Leaders and CUs can be inside or outside of the City/Town. There is no limit to the number of Leaders and CUs that may be inside a City/Fortified Town. To indicate Leaders and CUs inside a Walled City or Fortified Town, place them beneath the marker. Those on top of the marker are outside. CUs that remain outside stop enemy movement; CUs inside do not. You may move your CUs and Leaders from inside to outside (and vice versa) in the following situations:

- ACTIVE PLAYER: Through normal movement; entering into a Walled City or Fortified Town is the last act of a moving Army and does not cost any MPs.
- NON-ACTIVE PLAYER: If an enemy Army enters a non-besieged Walled City or Fortified Town space and the non-active player has Leaders or CUs there, that player may declare the Leaders and/or CUs inside or outside. This decision may change each time an enemy Army enters such a space.

NOTE: Already besieged Leaders and CUs simply remain besieged.

10.7 Movement Restrictions

Gallic CUs may never cross to Britannia or enter Germania. No units may enter the three German Strongholds.

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11.0 TRIBES

11.1 Characteristics

A Tribe is a CU with an intrinsic Tribal Leader (9.4). A Tribe on its full-strength side is flipped to its reduced-strength side when it loses a step. A reduced-strength Tribe is eliminated when it loses a step.

11.2 Tribes Arrive with a Fortified Town



(11.2.1) Purpose and Arrival: A Fortified Town is placed whenever a Tribe is placed in its Province. This marker serves to indicate the home space of the Tribe and is also a Control marker. If the Fortified Town is placed in a space already containing a Gallic IM, the IM may be moved to a Neutral Town space in the same Province which contains no enemy CUs; otherwise, remove the IM.

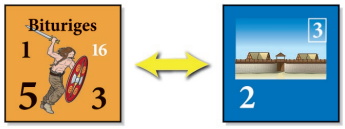
(11.2.2) Properties of Fortified Towns:

- May not be moved once placed.
- Have an intrinsic Garrison Strength of 2. This strength may only be used if the Roman player besieges the Fortified Town—it may not be used in a land battle that occurs in the space.
- Gallic CUs inside a Fortified Town may only be attacked by a Siege (14.3).

(11.2.3) Upgraded Fortified Towns: If a Fortified Town is upgraded (Gergovia (11.3.2) or Event Card #28), then the Town provides a –1 DRM to the Siege Table. Flip the Town marker to its upgraded side.

(11.2.4) The Town and Tribe are Linked: The fates of the Fortified Town and the corresponding Tribe are linked:

- If the Tribe is eliminated (11.1) or Submits to Caesar (13.3), immediately remove the Fortified Town marker. If that Fortified Town was currently besieged and protecting other Gallic CUs, then the removal of the Fortified Town causes an immediate battle with the Phasing player as the attacker.
- If the Fortified Town Submits to Caesar, the Tribe also immediately Submits to Caesar.
- If the Fortified Town is successfully Besieged (14.3), immediately eliminate the Tribe (wherever it is on the map).



If one is removed, so is the other.

11.3 Special Tribes

The following Tribes have unique rules:



(11.3.1) The Aedui: The Aedui begin the game in a Holding Box on the map. They are never part of a Reinforcement draw. They only enter the game via card play [Event Card #43].

DESIGN NOTE: The Aedui were allies of Rome when Caesar began his campaigns.



(11.3.2) The Arverni: The Arverni begin the game in the Gallic Council Box (18.0) and enter play via the Gallic Special Action: ***Gallic Council Box.*** However, they may not enter play until Turn 5 or until six Tribes have been eliminated (whichever occurs first). If their Fortified Town is placed in Gergovia, it immediately becomes upgraded (–1 DRM side).



(11.3.3) The Nervii: The Nervii are Elite (13.5.3).



(11.3.4) The Veneti: Siege rolls against the Veneti Fortified Town suffer a –2 DRM if the Fortified Town is on a Port space and the Romans do not have Naval Supremacy in that Sea Zone (17.2).

(11.3.5) Pictones and Santones: These two Tribes share the same Province [#17]. The Pictones' Fortified Town must be placed in the Pictones section of the Province and the Santones' Fortified Town must be placed in the Santones section of the Province. Other than a guide for Tribe placement, the section boundaries have no effect on game play.

(11.3.6) Senones and Lingones: This is identical to the Pictones and Santones—each has their own section of the Province.

12.0 REACTION MOVEMENT

There are two types of Reaction Movement: Interception and Avoid Battle.

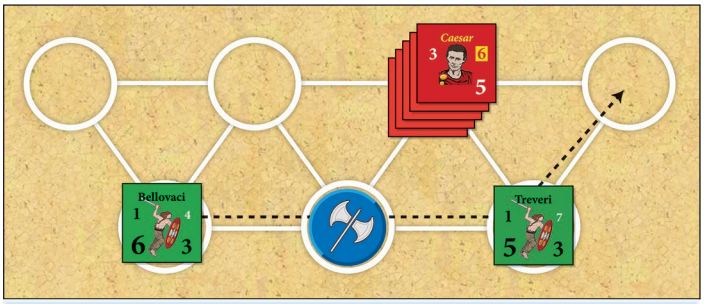
12.1 Interception

(12.1.1) Who May Intercept: An Interception can occur whenever an active enemy Army, CU, or Leader is about to enter a space adjacent to one of your *unbesieged* Armies or Leaders and that adjacent space is:

- under your Control (8.2)
- has no Control marker
- has a friendly CU already located there.

You may *never* intercept into:

- an enemy-controlled space unless it contains friendly CUs
- a space across the Channel Crossing
- a space that contains non-moving enemy CUs.



EXAMPLE: The Bellovaci Tribe moves around Caesar. Caesar cannot intercept into the first space since it is Gallic-controlled, nor the second space since there is a non-moving enemy CU there. He could intercept into the last space.

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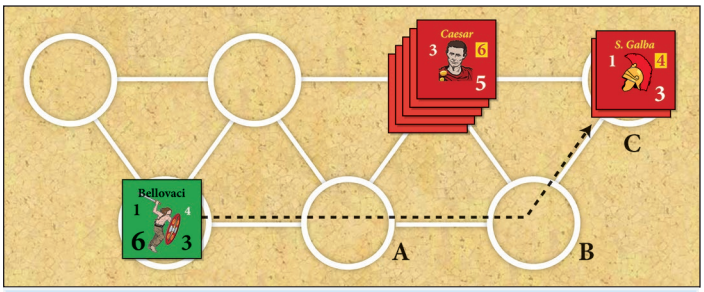
(12.1.2) Successful Interception: The Interception attempt is successful if the Interception dice roll (use two dice) is equal to or greater than 9 after applying modifiers (12.3).

A successful Interception allows a Leader and any number of CUs and subordinates to be placed in the space before the enemy Army enters the space (i.e., the phasing player will be the attacker).

There are two types of Interception:

- Into a space already containing friendly units, thereby reinforcing them before the battle.
- Into a vacant space that the activated Army is about to enter.

(12.1.3) Multiple Interceptions: If more than one Army is eligible to intercept into the same space, then all eligible Armies can attempt to intercept. All Interceptions must be designated before any are resolved, and none can be canceled after seeing the result of another. An Army cannot be split up to make multiple Interceptions in the hope that at least one will work—each stack is limited to one Interception attempt for each space the moving Army enters. If some or all interceptions succeed, the armies are combined in the space under the command of one Leader. An Army that fails an interception can still try again if the moving enemy Army enters another eligible adjacent space.



EXAMPLE: In this situation Caesar can try to intercept into space A, and if unsuccessful try to intercept into space B. If still unsuccessful, he can try a third time as the Gauls enter space C. If successful at C, Caesar's army combines with Galba's Army before the battle starts. The Gauls are the attacker, and the Romans are the defenders. Note that both Caesar and Galba can attempt to Intercept into B, but both must be declared before resolving either.

(12.1.4) Partial Interceptions: A player successfully rolling for an Interception may react with the entire stack or just part of it. An Intercepting Army may leave behind any number of CUs and Leaders. Although it is the Commanding Leader's Battle Rating that is used as the Interception modifier, the non-Phasing Player may send just a subordinate and any number of CUs to conduct the Interception.

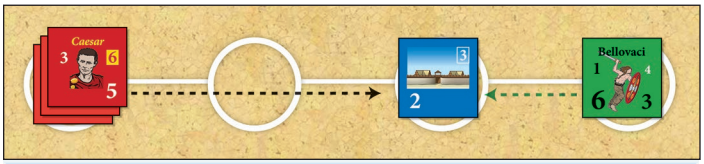
(12.1.5) Interceptions and Fortified Towns/Cities:

CASE A: An Army inside a Walled City/Fortified Town that is not under Siege (no enemy CUs are in the same space) may Intercept and Avoid Battle normally.

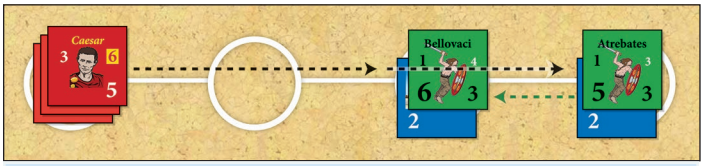
CASE B: An Army inside a *Besieged* Walled City/Fortified Town may never Intercept. Nor may they Intercept an Army that just left the space (abandoned the Siege).

CASE C: An Army that Sorties from a Besieged Fortified Location to attack its besiegers may not be intercepted.

CASE D: If an Army Intercepts into a space containing a *friendly* Fortified Town or Walled City, the Army that intercepted may declare itself inside or outside of the Fortified Town/City (i.e., the intercepting army won the race to the location).



EXAMPLE: Caesar moves against the Fortified Town. The Belgic Tribe successfully intercepts which allows the Gallic Player to place the Tribe inside or outside the Fortified Town.



EXAMPLE: Keep in mind that CUs inside Fortified Towns do not stop or slow movement. In this example, Caesar moves against the Bellovaci and the Atrebates intercepts. Both go inside the Bellovaci's Fortified Town. Caesar continues moving to the Atrebates' Fortified Town which has only its intrinsic Garrison to protect it.

(12.1.6) Intrinsic Leaders and Interceptions: A stack of CUs without a Leader can still Intercept with all CUs.

12.2 Avoid Battle

(12.2.1) Who May Avoid: Any stack with a Leader (or an Intrinsic Leader) may attempt to Avoid Battle if an enemy Army enters its space. A stack may Avoid Battle even if it failed an Interception in the same Action Phase. Gallic units at a friendly Fortified Town may roll to Avoid Battle to leave the space. Units inside a *Besieged* Walled City or Fortified Town may not Avoid Battle.

(12.2.2) Procedure: The Avoid Battle attempt is successful if the Avoid Battle dice roll (use two dice) is equal to or greater than 9 after applying modifiers (12.3). A successful Avoid Battle allows the player to move the entire Army (no CUs or Leaders may be left behind) to one or more adjacent spaces that does not violate the restrictions below. Units Avoiding Battle cannot:

- enter a space containing enemy CUs.
- enter an enemy-controlled space unless friendly CUs are already in that space.
- cross the Channel Crossing.
- enter the space from which the enemy Army came.

BACK UP: An active Army (the Phasing Player) may also try to Avoid Battle if intercepted during movement. If the Avoid Battle attempt is successful the active Army backs up one space and ends its movement. If it is not successful, it must attack.

(12.2.3) Pursuit: If the non-Phasing Player Avoided Battle the Phasing Player's Army may continue moving with any remaining MPs.

(12.2.4) No Avoid Battle Bounce: An Army may not make an Interception and immediately bounce away with an Avoid Battle.

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12.3 Interception and Avoid Battle DRMs

The following modifiers are used by the non-Phasing Player to modify the Interception and Avoid Battle dice roll attempt:

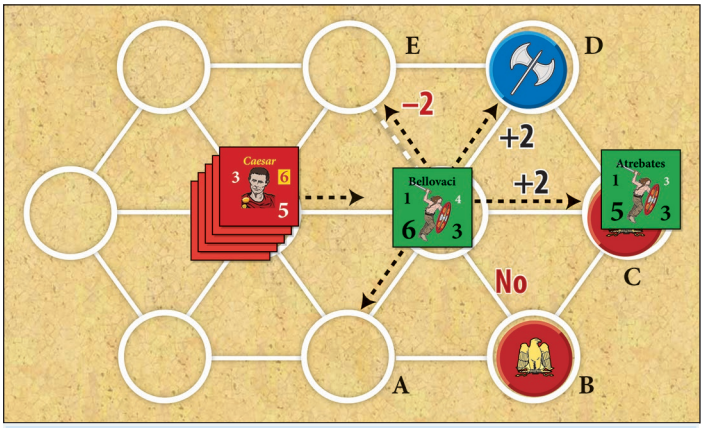
+? the Commanding Leader's Battle Rating.

+2 if the attempt is into a friendly-controlled space, or a space already containing friendly CUs.

–2 if the attempt is via a Rough Terrain Path.

All modifiers are cumulative. In the case of an Avoid Battle, the owning player may roll the dice before deciding which space to enter. There is no penalty for a failed Avoid Battle attempt.

EXAMPLE: If there are two paths available to an Army that is Avoiding Battle, and one is Rough (–2 DRM) and the other is not, the player can wait to see the result of his die roll before he decides which path to take.



EXAMPLE: Caesar is moving to attack, but the Gallic player decides to Avoid Battle. He has four choices—A, C, D, or E. Choices C and D give a +2 DRM due to the friendly Control marker or friendly CU; choice E comes with a –2 DRM due to the Rough Path.

13.0 BATTLES

13.1 Attacker and Defender

A battle is initiated when the Phasing player moves an Army into a space containing enemy CUs and those enemy CUs do not, cannot, or fail to Avoid Battle. The Phasing player is the attacker and the other player is the defender.

13.2 Battle Strength and Local Support

(13.2.1) Battle Strength: Battle Strength is the total sum from CU Combat Strength, Local Support (13.2.2), and the Provincia Bonus (13.2.3).

(13.2.2) Local Support: Players increase their Battle Strength by +2 if they control the Province (8.2.2) where the battle is taking place. This applies to either player in any province in Gaul and/or Provincia. Local Support is not possible in Britannia and Germania.

***Important:** It is possible for the Roman player to earn the +2 for Local Support in Gaul, and the Gallic player to earn the +2 for Local Support in Provincia.*

(13.2.3) The Provincia Bonus: The Roman player increases his Battle Strength by an additional +2 if the battle takes place in Provincia (Narbonensis, Volcae, or Allobroges).



EXAMPLE: Two Gallic Tribes attack two Roman Legions. The Gallic Battle Strength is 9 and the Roman strength is 8 (4 + 2 Local Support + 2 for the Provincia Bonus).

13.3 Submitting to Caesar

In this situation the Tribe realizes it has no chance of success in the battle and submits to Caesar. Caesar demands and receives hostages to ensure the Tribe's compliance.

(13.3.1) 3:1 or Better Odds: If the Roman player is attacking (Battle or Siege) and has an Army present in the space at least three times the Battle Strength of the Gallic defenders (after adding in Local Support or Garrison), then the Gallic Army will Submit to Caesar (this is mandatory and the Roman player must accept). The Caesar Leader counter does not need to be present.

(13.3.2) Submit Procedure: If an Army submits, immediately reduce all Gallic CUs in the Army by one step and place any of the surviving Tribes into the Submitted Tribes Box. Tribes that don't survive the 1-step reduction are placed in the Eliminated Box. Any Mercenary CUs are placed back into their respective Holding Boxes. All Fortified Towns belonging to Tribes that Submit are removed. The Roman Army can continue moving with any remaining MPs.

If the odds are less than 3-1 and the Gallic Army does not Avoid Battle (12.2), continue to Battle.

13.4 The Battle Table

(13.4.1) Each player rolls two dice and consults the Battle Table. Cross-referencing the dice roll with the Army's Battle Strength will determine the number of hits. Each hit reduces a CU by one step. The side that achieved the most hits (not those actually taken) wins the battle; the other player loses the battle. Battle Table results with two asterisks (**) will beat the same result number with a single asterisk (*) or no asterisk (e.g., a 1** beats a 1* which beats a 1).

(13.4.2) Drawn Battles: If the battle ended in a draw, both sides lose the indicated number of steps and the attacker must Retreat (13.7), even if the Defender was eliminated.

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13.5 Rerolls

(13.5.1) Battle Ratings: The Commanding Leader's Battle Rating determines the number of rerolls the player may use in each combat. The Battle Ratings of Subordinates are not used. Each reroll may be used to reroll one of his own die rolls (not both dice) or to demand his opponent reroll one of his. Any die may be rerolled, even one that has already been rerolled. Neither player is required to use all his allowed rerolls.

(13.5.2) Sequence of Rerolls: If both players have rerolls follow this sequence: The attacker decides first, followed by the defender. If the attacker uses a reroll, the option passes to the defender to use one of his rerolls. This continues back and forth until both players have expended all their rerolls. A player who has rerolls remaining may pass, but that counts as using one reroll.



EXTENDED BATTLE EXAMPLE

Battle Strength: Caesar with six legions attacks two Tribes—the Aulerci and the Suessiones. The battle occurs in the Province of the Suessiones which the Gallic player controls—giving him a bonus of +2 for Local Support. There is no penalty for Belgic and Gallic Tribes fighting together. His total Battle Strength is 11. Caesar's Battle Strength is 12. Both will use the 11-12 column on the Battle Table.

Initial Die Rolls: Both sides roll two dice. Caesar rolls a 1 and a 4; the Gallic player rolls a 5 and a 6. Legionary Discipline makes Caesar's die roll of 1 count as a 3, but that still puts the Gauls in the lead with dice totals of 7 versus 11.

Rerolls: The Roman player has three for Caesar and the Gallic player has one (each Tribe has an Intrinsic Leader but only one can be the Commanding Leader). Caesar is the attacker so he must use the first reroll option, and he uses it to force the Gallic player to reroll his 6. The new roll is a 2. The Gallic player uses his one reroll to reroll his 2, resulting in a 4. Next, Caesar uses his 2nd reroll to force the Gallic player to reroll his 5, which results in a 6—it got worse for Caesar! Caesar uses his last reroll on that 6, which becomes a 5.

Legionary Discipline: The dice currently stand at a 1-4 for Caesar and 5-4 for the Gauls, but Caesar's 1 converts to a 3 (Legionary Discipline), so the current dice totals are 7 to 9.

Elite Units: The Roman player decides to use the Elite X Legion for one last reroll, asking the Gallic player to reroll that 5 one more time—the new roll is a 2. Had the die roll been a 1 or a 6 the X Legion would have suffered a step loss.

Final Results: Caesar with a dice total of 7 (3+4) versus the Gauls with 6 (2+4). Using the 11-12 column the results are 2** against the Gauls and 2* against the Romans. Caesar wins the battle but each side suffers two step losses. The Gallic player reduces both tribes and retreats one space. Caesar flips two Legions to their reduced side.

(13.5.3) Elite Units: There are two elite units—the Nervii and the X Legion. If an Army contains a full strength Elite unit, the owning player may use it to provide one additional reroll. A player may declare and use this reroll only after both players have exhausted their Leader's rerolls. If both Armies contain Elite units, the Attacker decides first. If that reroll results in a 1 or a 6 (no matter who rolled the die), the Elite unit loses an additional step when distributing step losses after the battle.

(13.5.4) Legionary Discipline: Convert any Roman die rolls of 1 or 2 into a 3. In other words, the minimum the Roman player can roll is a 3 on each die. Legionary Discipline is not used in Siege or Subjugation dice rolls. A red line is printed across the Battle Table as a reminder of this rule.

13.6 Step Losses

(13.6.1) Reduction of Hits: Reduce the victor's losses by one hit for every two hits the loser was unable to absorb, rounded down. Step loses can never be reduced below 0. This rule does not apply to battles against the Britons and the Sugambri (17.1).

EXAMPLE: The attacker scored five hits against the defender who had only two steps in the battle. The attacker has three excess hits—he reduces the hits against him by 1.

(13.6.2) Applying Step Losses: Each side must reduce his Army by the number of hits inflicted on them by the opponent. Each CU flipped to its reduced side or each reduced or single-sided CU eliminated counts as one step.

(13.6.3) Selecting Step Losses: The owning player selects the units that will take the step losses. Exception: Mercenaries, the Minor Tribe, and the Gallic Militia Army may not be selected for step loss unless/until all Legions or Tribes in their Army have been reduced.

(13.6.4) Leaders: See 9.6 if all Roman CUs are eliminated in the battle. If Vercingetorix or Ambiorix are chosen for a step loss they are permanently eliminated.

13.7 Retreats

(13.7.1) Procedure: The loser of the battle must retreat his surviving Army to one or more adjacent locations (the stack may split up). If the attacker must retreat, then it must return to the location from which it entered the battle. The defender retreats to an adjacent space from which the enemy did not enter the combat location. If there is no such location, the defender is totally eliminated.

(13.7.2) Retreat Losses: An Army suffers the following penalties (which are cumulative) for certain retreats:

- An Army that retreats into a space containing an enemy Control marker and no friendly CUs (don't count the CUs retreating) must lose one additional step.
- An Army that retreats across the Channel Crossing must lose one additional step.
- An Army that retreats into a space containing enemy CUs must lose one step for every enemy step (do not count Local Support or Garrison Strength) in that space. If this does not entirely eliminate the retreating Army, the enemy CUs are retreated to an adjacent space. Follow all rules of Retreat for such CUs.

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(13.7.3) Retreats into a Walled City or Fortified Town: If the battle took place in a space with a friendly Walled City or Fortified Town, the retreating player may retreat some or all of his CUs there. You may not retreat inside a Stronghold.

13.8 Continue Moving

If the activated Army won the battle and had a Battle Strength twice that of the defender when the battle started, the Activated Army may continue moving if it has MPs remaining.

14.0 SIEGES AND SUBJUGATION

14.1 Fortified Locations

Walled Cities, Fortified Towns and Strongholds are collectively called Fortified Locations. Fortified Locations are Control markers that are difficult to remove. Walled Cities and Fortified Towns can protect CUs, while Strongholds cannot. The only way to remove a Fortified Town or Walled City is to conduct a successful Siege (14.3) against it; the only way to remove a Stronghold is to conduct a successful Subjugation (14.4) against it. Both Siege and Subjugation use the Siege Table.

PLAY NOTE: Fortified Towns are also removed if their Tribe is eliminated (11.2.4).

14.2 Garrisons

All Fortified Towns and Walled Cities have a Garrison strength. This value is used if the Fortified Location is unoccupied or is added to the defense if friendly CUs are present. The Garrison is only added for a Siege—never for a land battle outside the town's walls.

PLAY NOTE: Likewise, Local Support (13.2.2) and the Provincia Bonus (13.2.3) may never be used in a siege or subjugation.

14.3 Siege Procedure



(14.3.1) In General: The besieging Army uses the Siege Table to try to accumulate three Siege Points against the Fortified Location. The instant that is accomplished, the Fortified Location falls. Record accumulated Siege Points with the Siege markers. It costs an activated Leader 3 MPs to roll on the Siege Table. There is no additional MP cost if the number of friendly CUs at the target location exceeds his Command Rating. The Leader may move before and/or after a Siege roll as long as the Leader has sufficient MPs.

(14.3.2) Follow these steps for each siege attempt:

STEP 1: The attacker adds up the total Combat Strength of all friendly CUs that are currently at the siege location. CUs that have just arrived may be combined with friendly CUs already there, even if those CUs have already been activated that card play. If they have not been activated yet, this use of their combat strength in the siege prevents them from being activated that card play.

STEP 2: The defender adds the total Combat Strength of his CUs plus the Garrison Strength.

STEP 3: Compare the two totals and express the comparison as a numerical odds ratio (attacker to defender). Round off the odds ratio downward to conform to one of the odds ratio columns found on the Siege Table.

EXAMPLE: 12 to 10 would be a 1-1. 10 to 6 would be a 1.5-1, and 5 to 6 would be a 1-2.

STEP 4: If the odds are 3:1 or better, the Fortified Town and all CUs inside Submit to Caesar (14.3.3). If it is a Walled City, see 14.4.3. If odds are less than 1:2, no siege roll may be made (skip Step 5). However, the Fortified Location is still under siege (14.5.1).

STEP 5: Roll two dice and cross-reference the dice roll with the appropriate column on the Siege Table to find the result. Apply the results immediately.

(14.3.3) Submit to Caesar: A Gallic Army inside a Fortified Town or Walled City will Submit to Caesar in the same way as in a Battle (13.3). Check for submission after the Roman player has spent the 3 MPs to Siege. Always add the garrison strength when determining if a 3:1 is achieved. If the Gallic Army submits, immediately remove the Fortified Town (or flip the Walled City marker), reduce all Tribes by one step, and place any surviving Tribes in the Submitted Tribes Box. Tribes that did not survive the step loss are eliminated. Mercenaries are returned to their respective Holding Boxes.

EXAMPLE: A Fortified Town with no CUs inside (but a Garrison strength of 2) will submit if the Roman Combat Strength is 6.

Important: The attacker can never earn the +2 for Local Support (13.2.2) in a Siege since it is not possible to control a Province that contains an enemy Fortified Town or Walled City.

(14.3.4) Restrictions:

- A Leader's Tactical Rating or an Elite unit may not be used to reroll a siege roll.
- No Fortified Location may ever be subject to more than one siege dice roll per Strategy Card played.

(14.3.5) Siege Roll Modifiers: Modify each Siege Table roll by the following:

+1 if Caesar is conducting the Siege or Subjugation. This +1 modifier must be used—the Roman player cannot see the result of his Siege or Subjugation before deciding to use it.

–? The Fortified Location's Siege modifier.

–2 Besieging the Veneti if their Fortified Town is on the Veneti Port space and the Roman player does not have Naval Supremacy in the Oceanus Atlanticus Sea Zone (17.2).

14.4 Ending Sieges

(14.4.1) Unsuccessful: A Siege is lifted the instant there are no longer any enemy CUs outside the Fortified Location. If this happens, remove any accumulated Siege Points.

(14.4.2) Successful: If a player accumulates three Siege Points against a Fortified Town or Walled City all CUs inside are eliminated (Tribes go to the Eliminated Box and Mercenaries go to their Holding Boxes). If the location was a Fortified Town, it is removed (it is not replaced with a Roman IM). If the location was a Walled City, the Walled City marker is flipped to its friendly side.

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(14.4.3) Fortified Location Surrenders: If 3:1 odds are achieved or the player rolls an "S" result against a Fortified Location, the Town or City surrenders. If the defenders are Gallic, they Submit to Caesar (14.3.3). If Roman, all the CUs inside are eliminated, the Leaders are Displaced, and the Walled City becomes a Gallic Walled City. Mercenaries are returned to their respective Holding Boxes.

14.5 Besieged Effects

(14.5.1) Definition of Besieged: During the Strategy Phase a Walled City/Fortified Town is Besieged if an enemy Army (of any strength) is located in that space—no Siege Points or Siege rolls are necessary.

(14.5.2) Movement Effects: Besieged Leaders and CUs (those inside) can only leave the space by first attacking the enemy CUs outside (14.6.2); the resulting battle is resolved normally.

(14.5.3) Siege Effects on Reinforcements/Replacements: Newly arriving CUs may not be placed inside a Besieged location, nor can CUs inside a Besieged location receive Replacements.

(14.5.4) Sieges Effects on Supply: Fortified Locations under siege may only provide supply to the units inside.

14.6 Relief Armies and Sorties

(14.6.1) Relief Armies: If the Phasing Player moves an Army to attack an enemy Army that is besieging, that attacking Army is called a Relief Army. When a Relief Army attacks, the Phasing Player may count the besieged CUs in the battle if they Sortie (14.6.2).

(14.6.2) Sorties: CUs and Leaders inside a Besieged Walled City or Fortified Town trigger a battle if they leave their Fortified Location. This is called a Sortie. A Sortie is always a voluntary action—they are never required to attack or assist a Relief Army, nor must there be a Relief Army for them to Sortie.

(14.6.3) Battle Losses: Battle losses between a Relief Army and the Army that Sortied can be distributed in any way the owning player wishes following the rules (13.6.3).

(14.6.4) Retreats and Sorties: If the battle is lost, all CUs that Sortied must retreat back into the Fortified Location. All CUs and Leaders from the Relief Army must retreat normally and may not retreat into the Fortified Location.

(14.6.5) Leaders and Sorties: In cases where a Sortie occurs in conjunction with a Relief Army, the Leader of the Relief Army is the Commanding Leader.

14.7 Stronghold Spaces



Strongholds represent fiercely independent tribes living in the hills, forest, and marshlands that have no large towns or cities and are difficult to subdue.

(14.7.1) Properties of Stronghold markers:

- May only be removed through Subjugation (14.7.2).
- During the Isolation Phase other Gallic Control markers can trace to them to avoid Isolation.

PLAY NOTE: CUs and Leaders gain no protection in Stronghold spaces as with Fortified Towns and Walled Cities.

(14.7.2) Subjugation: Subjugation uses all the same rules as Sieges except odds are not calculated. The Roman player uses the 1.5-1 column and must accumulate two Siege Points against the Stronghold to remove it. A minimum Combat Strength of 2 is required to roll on the Siege Table for Subjugation. The second Siege Point removes the Stronghold marker.

15.0 SUPPLY

15.1 Purpose

Supply is necessary in the following situations:

- In each friendly Supply Phase (7.4.2, 15.4).
- In the Reinforcement Phase (5.2 and 5.3).

15.2 Supply Sources

(15.2.1) Roman supply originates at either:

- A Roman-controlled Walled City space, or
- A friendly Control marker that is both inside a friendly-controlled Province and is able to trace supply to a different friendly-controlled Province (i.e., two friendly Provinces that have a Supply Path to one another).

DESIGN NOTE: In this case it is assumed those Gallic Provinces are providing provisions to Caesar.

(15.2.2) Gallic supply originates at all Gallic Strongholds and Fortified Towns or a friendly IM inside a friendly-controlled Province in Gaul.

15.3 Supply Paths

(15.3.1) A Supply Path may be of unlimited length, traced from one adjacent space to another, across any type of path, back to a Supply Source. The Supply Path may be traced through neutral spaces and friendly-controlled spaces. The path may not:

- enter any space containing an unbesieged enemy CU.
- enter any space containing an enemy Control marker or Devastation marker unless a friendly CU is also in the space.



EXAMPLE: A Supply Path can be traced through vacant spaces (A), friendly spaces (B), and enemy spaces containing unbesieged friendly CUs.

(15.3.2) A Supply Path to Rome: This is defined as a Supply Path that can trace across the Alps (Via Domitia) or reach a Roman-controlled Walled City. This Supply Path is important for Roman replacements and reinforcements (5.2) and placement of Caesar (5.3).

15.4 The Supply Phase

(15.4.1) Procedure: Each player must check supply every friendly Supply Phase (7.4.2). Mercenary CUs (including the Minor Tribe and Milita Army) that are out of supply are removed—return them to their holding boxes; all other CUs suffer Attrition.

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(15.4.2) Supply Attrition: If a stack that is out of supply contains three or more steps (after removing the Mercenaries) one of the CUs in the stack (his choice) loses one step. Stacks containing only one or two steps never lose steps from Supply Attrition.

16.0 WINTER PHASE

16.1 Return Home Segment

(16.1.1) When Winter begins all sieges end—remove all siege markers from the map. All Fortified Locations are no longer under siege.

(16.1.2) Return all Mercenary units (both Roman and Gallic), the Minor Tribe, and the Gallic Militia to their holding boxes.

(16.1.3) All Gallic Tribes must return to their associated Fortified Town. They do not trace a movement path, but are picked up and placed. If there are Roman CUs on the Fortified Town the Tribe may still be placed inside the town (the siege is lifted in Winter).

(16.1.4) If Vercingetorix or Ambiorix is on the map, place him on any Gallic-controlled space that does not contain Roman CUs in their home Region. If there is no such space, the Leader is eliminated.

16.2 Roman Winter Segment

(16.2.1) Remove Leaders: The Roman player removes all his Leaders from the map.

1. Place Caesar in the Rome holding box.
2. Place one or both of the current Roman Legates back into the draw cup. If a Roman Legate is kept (5.4.2), set it aside.

(16.2.2) March to Winter Camp: All Legions can move up to 3 MPs. This movement may enter any space (including Gallic Control markers and Fortified Towns) except the space containing the German Independent Tribe. The movement may not be intercepted. The movement may not be used to remove IMs or conduct Sieges or Subjugation.



EXAMPLE: The six legions at A can move to the spaces marked B-E and spend the winter. After the Political Phase the Roman player can place IMs in those four spaces.

(16.2.3) Roman Winter Attrition: Winter Attrition applies only to Roman Legions stacked in a space beyond the Forage Level (16.2.4) of that space. Each Legion that suffers Winter Attrition loses one step. Legions may be eliminated this way.

(16.2.4) Winter Forage Levels:

- No Legion may safely winter in an enemy-controlled space. All Roman CUs wintering in an enemy-controlled space suffer Winter Attrition.
- Two Legions may safely winter in a neutral space. All CUs in excess of this suffer Winter Attrition.
  EXAMPLE: If six Legions Wintered in a Neutral space, four of the Legions would suffer Winter Attrition.
- Four Legions may safely winter in a space containing a Roman IM. All CUs in excess of this suffer Winter Attrition.
- Any number of Legions may safely winter in a space containing a friendly-controlled Walled City space.

A Reduced Legion is counted as a full Legion for this purpose.

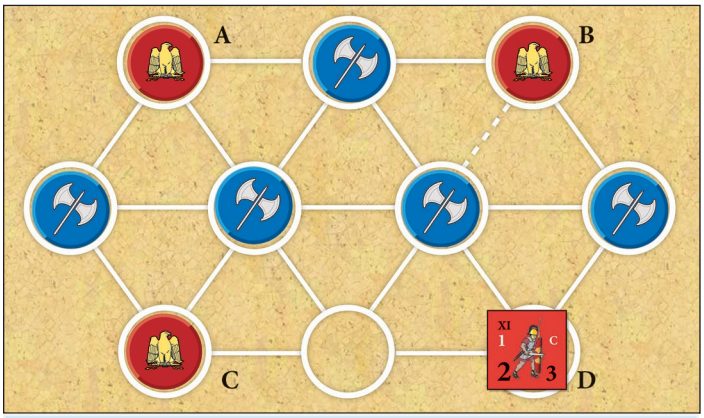
16.3 The Isolation Segment

During this Phase, each player, Roman player first, removes all friendly IMs that are isolated. An IM is isolated if it cannot trace a path of unlimited length to either:

- a friendly CU
- a friendly Stronghold marker, Walled City, or Fortified Town
- a friendly-controlled Port in a Sea Zone where he has Naval Supremacy (17.2).

The path must follow paths (any type) and go from space to space. It cannot enter a space containing an enemy CU, enemy Control marker (any type), or a Devastated marker—it may only enter neutral and friendly-controlled spaces.

PLAY NOTE: For the purpose of this rule the Roman player always has Naval Supremacy in the Sinus Gallicus.



EXAMPLE: The Roman IMs at A and B are Isolated, while the one at C can trace to the Roman CU at D.

16.4 The Political Segment

Caesar's actions are watched closely by the Roman Senate. His primary duty is the governance of Transalpine Gaul and his incursion into Gaul is not universally approved. Caesar is under pressure each turn to satisfy the Roman Senate and keep his critics at bay.

(16.4.1) Procedure: Determine if the Roman player has either Dominance or Presence in Celtica, Belgica, and Aquitania to score Governance Points. From that total subtract any points for Gallic incursions into Provincia (Vocae, Allobroges, and Narbonensis).

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The net result determines the number of VPs (if any) that are earned by the Roman player.

(16.4.2) Definition of Dominance and Presence:

- Dominance of Celtica and Belgica: The Roman player has control of more Provinces in the Region than the Gallic Player.
- Dominance in Aquitania: The Roman player has control of the Province of Aquitania.
- Presence in a Region or Province: Control of at least one space in the Region or Province.

EXAMPLE: If your opponent controls no Provinces in Celtica, then you would Dominate Celtica by controlling one or more Provinces.

(16.4.3) Governance Points: Governance Points are printed on the map and shown in the table below:

Roman Dominance or Presence in Gaul			
	Celtica	**Belgica**	**Aquitania**
Dominance of:	5	4	1
Presence in:	2	2	1
Gallic Incursions into Provincia:			
	Volcae	**Allobroges**	**Narbonensis**
No Roman control of:	–1	–1	–3

PLAY NOTE: Aquitania earns only 1 Governance Point whether the Roman player Dominates it or has a Presence there. It was a minor theater during this campaign.

(16.4.4) Awarding VPs: The amount of Governance Points determines the number of VPs gained by the Roman player:

- 9 or 10 = the Senate is enthusiastic over Caesar's campaigns and awards Caesar with a public celebration lasting many days. The Roman player earns 2 VPs.
- 7 or 8 = the Senate is pleased and the Roman player earns 1 VP.
- 4-6 = the Senate is not impressed = 0 VPs.
- 3 or less = intrigues in Rome make it impossible for Caesar to continue his campaigns in Gaul, and the Roman player immediately loses.

EXAMPLE: At the end of the first turn the Roman player has Dominance of Celtica (+5), and has Presence in Belgica (+2) and Aquitania (+1). There is a Gallic Control marker in Volcae, but the Roman player still has Control of that province. He has generated eight Governance points, which equals 1 VP.

(16.4.5) At the end of the Political Segment check for Automatic Victory or End Game Victory (19.1).

16.5 End of Winter:

- Remove all Devastation markers from the map.
- Place Roman IMs in all spaces containing Roman Legions and no other Control marker.
- Resolve Fading Promises (18.4)

17. SPECIAL RULES



17.1 Britannia and Germania

(17.1.1) Movement Restrictions: Only Roman units may enter Germania or Britannia. The German Independent Tribe may cross the Rhine when it enters play but may not recross back into Germania.

(17.1.2) The Oceanus Britannicus Channel Crossing

MOVEMENT COST: 2 MPs

HAZARDS: The Roman player must roll on the Storms at Sea Table each time he moves CUs across the Sea Path. A die roll of 1-5 has no effect. On a roll of 6, the Army must return to the starting Port, forfeit the 2 MPs spent, and continue moving from that location. If any MPs remain, the Army can try to cross again or move in a different direction.

RETREAT BY SEA: A Roman Army can retreat across the Channel Crossing at the cost of losing one additional step.

ATTACKING ACROSS: If Gallic CUs occupy the Portis Itius space and accept battle when Roman CUs move back across from Britannia, the Roman player suffers one column shift left on the Battle Table.

(17.1.3) Victory Conditions: The Roman player receives 2 VPs the instant he removes or converts the two Gallic Control markers in Germania, and 2 VPs the instant he removes or converts the two Gallic Control markers in Britannia (i.e., 4 VPs for both regions).

DESIGN NOTE: The Germania and Britannia VPs represent the fame Caesar receives by exploring these two regions that were relatively unknown to the Roman world.

(17.1.4) The Sugambri and the Britanni: When entering one of the two Germania spaces associated with the VPs the Roman player's CUs can be attacked by the Sugambri Tribe. Likewise, when entering one of the two Britannia spaces the Romans can be attacked by the Britanni. These Tribes are not counters, so they cannot be eliminated or reduced, nor are they spaces that can be entered or controlled. Whenever a Roman Army enters one of these spaces the Roman player must roll two dice. If the total is equal to or greater than the Combat Strength of that Roman Army, the Tribe attacks.

EXAMPLE: If the Combat Strength of the Roman Army is 6, the Tribe will attack on a dice roll of 6-12. If the Roman Combat Strength is 13 or more, there is no chance of an attack.

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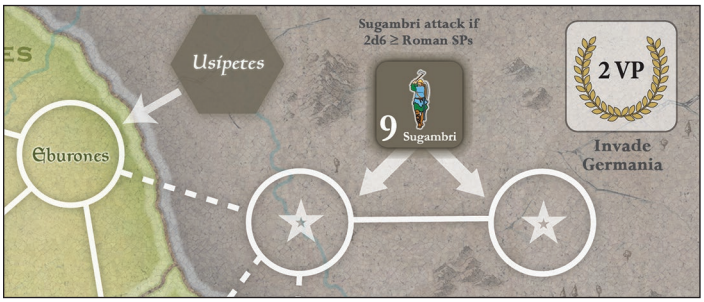

(17.1.5) Combat with the Tribe: The Sugambri attack with a Combat Strength of 9, the Britanni with a strength of 7. Neither Tribe receives any rerolls, but the Romans do. The Combat is resolved normally but the Tribes never suffer any loses or consequences of defeat. A Roman Army can be attacked each time it enters one of the two spaces, even if it just defeated the Tribe in the previous space. Do not check for an attack if the Roman Army is entering a space that contains a non-moving Roman CU or a Roman IM. An attack by the Tribe ends the movement of the Roman Army unless the Combat Strength of the Roman Army was twice the Combat Strength of the Tribe (7 or 9) at the start of the battle.

17.2 Sea Zones and Naval Supremacy

(17.2.1) Sea Zones: There are three Sea Zones—Oceanus Britannicus, Oceanus Atlanticus, and Sinus Gallicus. Sea Zones are important for Naval Supremacy.



(17.2.2) Naval Supremacy: If the Roman player controls more Ports in a Sea Zone than the Gallic player, the Roman player gains Naval Supremacy of that Sea Zone; otherwise the Gallic player has Supremacy. Note that the Stronghold in Veneti is a Port in two Sea Zones. The Roman player always has Naval Supremacy in Sinus Gallicus.

(17.2.3) Benefits: Naval Supremacy has the following benefits:

- **Isolation:** IMs may trace to a Port to avoid removal in the Isolation Segment if the player has Naval Supremacy in the Port's Sea Zone.
- **Veneti:** Cancels the –2 DRM in sieges (11.3.4).

17.3 Mercenaries



(17.3.1) The Minor Tribe, Mercenaries, and German Cavalry are CUs that arrive via Events. For convenience, all will be called Mercenaries.

(17.3.2) Properties:

- MOVEMENT: If a Mercenary CU has no MA, it may only be moved by a Leader, including Intrinsic Leaders (9.4).
- COMMAND: Mercenary CUs count against a Leader's Command Rating (9.3).
- COMBAT: Mercenaries may not be selected for a step loss unless all other friendly CUs in the stack have already been reduced.
- ATTRITION: Mercenaries are returned to their holding box if they are out of supply in the Supply Phase (15.4).

(17.3.3) Year-End Disbanding: Mercenaries are returned to their respective Holding Boxes at the end of each Game Turn.

17.4 The German Independent Tribe

DESIGN NOTE: This CU represents the Usipetes and the Tencteri tribes that migrated into Gaul in 55 B.C.



(17.4.1) Procedure: At the start of the game this CU is placed in its Holding Box. It is activated with the German Migration event. The player who activates the German Tribe is free to move it in any direction. The controlling player must remove the IM (if any) in the space in which it ends its movement for no cost in MPs.

(17.4.2) Restrictions: The German Tribe cannot enter a space containing a Fortified Town or Walled City.

(17.4.3) Properties: The tribe has the following properties:

- Starting Spaces: Usipetes, Ubii, or Suebi.
- MOVEMENT: There are only two cards (German Migration) in the deck that move the German Tribe.
- COMBAT: It is considered an enemy to both players. The German Tribe may not attack (the parenthesis around the Combat Strength is a reminder of that), and if attacked it never receives strength bonuses for Local Support (13.2.2).
- REACTION: Players may attempt Avoid Battle and Interception against the Tribe. The Tribe may not attempt Avoid Battle or Interception against players.
- ELIMINATION: It is removed like any other Tribe when it takes two step losses. If eliminated, it is placed back in its Holding Box at full strength where it can return to play if the German Migration event is played again.
- WINTER: Winter has no effect on the German Tribe—they remain in their current space.

(17.4.4) The German Tribe on a Stronghold: If the German Tribe is on a Stronghold, that space ceases to serve as a Supply Source (in the Strategy and Isolation Phases) as long as the German Tribe remains there.

17.5 Devastation



(17.5.1) In General: Vercingetorix and Event card #22 allow the placement of Devastation markers. These markers have no effect on movement or combat. Their only effect is to:

- block Supply Paths for both players.
- prevent the placement of IMs.
- immediately remove any IM in that space when the Devastation marker is placed.

Devastation markers may never be placed in spaces containing Strongholds, Fortified Towns, Walled Cities, or enemy CUs. Devastation markers are removed each turn at the end the Winter Phase.

(17.5.2) Placement by Vercingetorix: Each Devastation marker placed costs one Action Point. When using Vercingetorix, a Devastation Marker can be placed:

- In any space adjacent to Vercingetorix that does not contain a Roman CU or Roman Control marker. If a Gallic Control marker

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is in the space it is removed.

- In the same space as Vercingetorix if that space contains no Walled Cities or Roman CUs. If an IM is in the space it is removed.

(17.5.3) Placement with Event Card #22: May be placed in any space in Gaul that does not contain a Roman CU or Roman Control marker.

17.6 The Militia Army

DESIGN NOTE: This unit represents a call-to-arms to the Gallic people to defend Gaul. These are common free folk who are not strongly associated with any tribe. Caesar called them "a levy of the needy and desperate."



(17.6.1) Arrival: This unit arrives due to Event card #41. The Militia unit must be placed in an unbesieged Fortified Town or with a Tribe in either Celtica or Belgica. Flip it to the side associated with the region of placement (either Belgic or Celtic) as denoted by color.

(17.6.2) Removal: It is always removed during the Winter Phase. It is also removed if it takes one step loss. Like Mercenaries (17.3), they may not be selected for a step loss unless all other Tribes in its stack have already been reduced. Place it in its holding box when removed. It may reenter play if the event occurs again.

(17.6.3) Militia Combat Strength: Its Combat Strength is equal to the number of Provinces in its Region that are currently controlled by the Gallic player. It may remain on the map until the Winter Phase even if it has a current Combat Strength of 0.

EXAMPLE: If the Gallic player controls six Provinces in Celtica, then the Gallic Militia would have a Combat Strength of 6.

17.7 CUs Via Events Holding Boxes

Holding Boxes are provided to hold CUs and Mercenary markers that enter play only via an event card (the Aedui, the German Independent Army, Mercenaries, etc.). Place those units in their Holding Box at the start of the game.

17.8 Submitted Tribes Box

Use this box to place Tribes that have Submitted to Caesar. They may leave the box during a Major Uprising (7.7).

17.9 Eliminated Tribes Box

Use this box to hold Tribes that have been eliminated.

17.10 Army Holding Box

Use this box to hold the Legates and Legions that are currently with Caesar.

18.0 THE GALLIC COUNCIL BOX

18.1 Purpose

The Gallic Council Box allows the Gallic player to store up to two Tribes and six Influence markers.

18.2 Placing Into the Box

(18.2.1) Tribes: A Tribe may enter the Gallic Council Box only during the Gallic Reinforcement Phase at the option of the Gallic player. It is placed here in lieu of being placed on the map. If there are already two Tribes in the Gallic Council Box, then one must be displaced to make room—the displaced Tribe becomes a reinforcement for that turn (following all the rules of Tribe Reinforcements). If there is no placement location for the displaced Tribe then it Submits to Caesar. Tribes coming out of the Submitted Tribes Box may not be placed in the Gallic Council Box.

(18.2.2) Influence Markers: IMs are placed in the box during the Strategy Phase by spending Action Points. Each Action Point spent places one IM in the Gallic Council Box. Up to six IMs may be placed in the box.

18.3 Taking Out of the Box

During the Strategy Phase, the Gallic player may take one, some, or all of the Tribes and IMs inside the Gallic Council Box and place them on the map. This costs 1 Action Point no matter how many Tribes and IMs are taken. Each Tribe arrives with a Fortified Town. Tribes and IMs must be placed according to the standard rules of placement (5.1.2 and 8.3.1).

EXAMPLE: If the Gallic player has six IMs in the box, spending 1 Action Point will allow him to place all six.

Tribes that arrive from the Council Box can be activated immediately if the Gallic player has Action Points left to spend.

ARVERNI: This Tribe may not leave the Council Box until Turn 5 or until six Gallic Tribes have been eliminated, whichever occurs first (11.3.2).

18.4 Fading Promises

During the End of Winter Phase half (round fractions up) of the IMs in the Gallic Council Box are removed (lost).

EXAMPLES: If the Gallic player has five IMs in the Gallic Council Box, then three would be removed.

This rule has no effect on the two Tribes in the Council Box.

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19.0 HOW TO WIN

19.1 Automatic Victory

(19.1.1) Gallic Automatic Victory: During the Political Phase, if the points the Roman player generated from Governance (16.4.4) are 3 or less, then the Gallic player wins the game immediately.

(19.1.2) Roman Automatic Victory: During the Political Phase, if there are no Fortified Towns on the map, and the Roman player controls the majority of the Provinces in Belgica (5), Celtica (7), Aquitania (1), and all of Provincia (3), then the Roman player wins the game immediately.

19.2 End Game Victory

(19.2.1) How Victory is Determined: If there is no Automatic Victory, the Roman player wins at the end of Turn 6 if he has accumulated 12 VPs. The Gallic player wins if the Roman player has less than 12 VPs.

(19.2.2) Victory Points: The Roman player earns VPs for the following:

- 1 VP for opening Caesar's Pass (19.3)
- 1 VP for every four Tribes eliminated (19.4)
- 2 VPs for a successful invasion of Germania (17.1.3)
- 2 VPs for a successful invasion of Britannia (17.1.3)
- 0-2 VPs per Turn for his Governance of Gaul (16.4)

19.3 Opening Caesar's Pass

This VP is achieved by the Roman player subjugating and removing the Stronghold of Octodurus (in Allobroges). The VP is not lost if the Stronghold once again becomes Gallic-controlled.

19.4 Tribes Eliminated

Every four Tribes in the Eliminated Box at the end of the game earns the Roman player 1 VP (fractions are ignored). Tribes in the Submitted Box do not earn VPs, nor do the two Gallic Leaders—Vercingetorix and Ambiorix.

EXAMPLES: If the Roman player eliminated 11 Tribes then he would earn 2 VPs.



Stand-up Leaders are provided if players would like to use them instead of the smaller leader pieces.

HINTS ON PLAY

Roman Player

1. You have overwhelming strength, but it is not easy to take out all three Tribes each year. You have to move fast or the tribes will accumulate beyond control.

2. Don't waste your time subjugating the Strongholds unless opening Caesar's Pass.

3. Try to plan your invasions of Germania and Britannia in the 3rd or 4th year. By then you should have a few provinces in Belgica controlled to serve as your base.

4. If you lose more than two steps during the year then use the Emergency Replacements; just remember to put IMs back in those spaces or you will soon lose control of Provincia.

5. In the first year try to strengthen your foot-hold in Aquitania and take control of the provinces of the Parisii and the Carnutes.

6. Try to pick up 2-4 Influence markers each Winter Phase, but be careful of a Spring ambush by the Gauls.

The Gallic Player

1. Try to delay and harass the Roman player. If the Roman player tries to invade Germania block his supply paths with Influence markers.

2. Use Tribes to remove Roman Influence markers when possible.

3. Try to survive, and plan a major uprising during turns 4-6. All Tribes that submitted to Caesar can arrive with the major uprising (they just need an open space in their province).

4. Preventing the Roman player from gaining dominance of Celtica will be tough, but you should be able to prevent him from gaining Dominance of Belgica for a while.

5. If your Tribe has no placement space due to Roman Influence markers, put the Tribe in the Gallic Council Box if there is a Tribe space open.

6. If Gergovia is Roman controlled at the start of Turn 5, place Vercingetorix on a nearby Gallic control marker, move him to Gergovia, remove the Roman IM, and then bring in the Arverni from the Council Box.

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EXTENDED EXAMPLE OF PLAY

SETUP:

The illustration above shows the starting position of all units and markers before randomly drawing and placing the three Gallic Tribes. A few things to note:

1. Besides the Influence markers in Britannia and Germania, the Gallic player starts the game with no Influence markers on the map.

2. The Arverni Tribe starts in the Gallic Council Box—it can be brought into play on Turn 5 or when six Tribes have been eliminated.

3. The Aedui Tribe starts in the "CUs via Events" Holding Box. It arrives only via event card #43.

4. The six Legions and randomly drawn Legate in the Army Holding Box are with Caesar.

5. The Roman player starts the game with control of two of the Provinces in Celtica.

TURN 1

The Reinforcement Phase

The Gallic player places all the Tribes except the three currently on the map (the Arverni, the Sequani, and the Aedui) into an opaque cup and randomly draws three. He draws the Carnutes, the Senones and the Nervii. Seeing that the Senones are right in the path of Caesar he chooses to place them in the Gallic Council Box rather than in their Province (it is assumed the Tribe wants to rebel but will wait for a better time). The other two tribes are placed with a Fortified Town in any non-Stronghold space in their Province.

There are no Roman reinforcements or replacements on Turn 1.

The Strategy deck is shuffled and both players are dealt 8 cards.

Gallic Spring Muster

The Gallic player can move all his Tribes up to 3 MPs at this time. Later in the game this is a good way to mass your tribes and attack a weak stack of Legions on your first card play. In this case, there are no

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The above illustration shows the placement of the three Tribes and each player's first card play (1).

tempting targets, and the Tribes are safer inside their Fortified Towns. The Gallic player passes on his Spring Muster.

The Strategy Phase

Unless the Roman player plays the WINTER CAMPAIGN event (which he doesn't have) the Gallic Player always goes first.

Gallic Card #1: The Gallic player plays card #19 ROMAN TRADE for 2 Action Points. It is a Roman event so he cannot play that part of the card. He uses the two Action Points to place two Influence markers (IMs) in Leuci. This will prevent the Roman player from easily placing Influence into Belgica.

Roman Card #1: The Roman player plays CONSTANT AS THE NORTHERN STAR. When a Bonus card is played, you always use the Event before you use the Action Points. The event allows Caesar to be activated. The Roman player moves Caesar with his army to the Fortified Town of the Carnutes. The Carnutes could try to intercept Caesar as he moves adjacent, but the odds are not good so the Gallic player declines. When Caesar's army enters the town space the Gallic player has three options: accept battle, attempt to Avoid Battle, or go behind the walls of his Fortified Town—he picks the third option. Caesar spent 3 MPs to get to that space and so does not have enough MPs remaining to conduct a siege die roll. His move ends on top of the Fortified Town. At this point the town is under siege.

The Roman player then uses the three Action Points to place three IMs. Each must be placed adjacent to an existing Roman IM (including one just placed) or in a space containing a friendly CU. He cannot use one of the Action Points to activate Caesar again since CUs and Leaders can only be moved once per card play.

Gallic Card #2: The Gallic player plays the Bonus card GAUL OF THE LONG HAIRS. Using the Bonus event he removes the Roman IM in the Volcae Province (see illustration below) and uses the Action Point to place a Gallic IM in that same space.



GAUL OF THE LONG HAIRS brings Gallic influence to Volcae.

Roman Card #2: The Roman player plays the Gallic Event ALESIA for 2 APs. With the first AP he activates Caesar and spends 3 MPs to conduct a siege roll. To determine the column to use on the Siege Table odds are calculated—Caesar's army has 12 Strength Points, while the Carnutes have 6 (the Tribe's 4 + the town's Garrison Strength of 2). So the 2-1 column is used. The Roman player rolls a 6 which becomes a 7, for Caesar's +1 Siege DRM, which gives a 1/2 result. Caesar loses a step from one of his Legions but earns two Siege Points against the Town.

The Roman player uses the other AP to place an IM in the Parisii Province. He now has control of Parisii.

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Roman card #2 and Gallic card #3.

Gallic Card #3: The Gallic player plays MERCENARIES FROM BRITANNIA AND HISPANIA. Using the bonus he places a Mercenary CU with the Nervii and with the 1 Action Point he places an IM in the Province of the Nervii. He now has control of three out of the five spaces in that Province—a majority of the spaces—so now has control of it. Gallic control of a province provides a +2 Local Support modifier for land battles within that province. If the Nervii Tribes accepts an open battle it's strength would be 9 (5+2+2).



Roman Card #3: The Roman player wants to finish the siege—he only needs one more siege point. He plays the Bonus Event HOSTAGES. Using the Bonus he removes the Gallic IM in Volcae. With the first Action Point he activates Caesar and conducts a Siege die roll, rolling a modified 11—an S result— the Carnutes surrender (Submit to Caesar) and Caesar must accept. The Carnute Tribe is flipped to its reduced side and placed in the Submitted Tribes box. The Fortified Town is removed—note the Fortified Town is *not* replaced with a Roman IM. Caesar spends his last two MPs marching north towards the Nervii.

The second Action Point is used to place a Roman IM back in the Volcae space, undoing the work of the GAUL OF THE LONG HAIRS card.

Gallic Card #4: The Gallic player plays a Roman Event card for the 2 Action Points. He places two IMs along the Provincia border to prevent Roman influence from spreading out from that direction. His long term goal is to isolate and remove the Roman IM in Burdigala.



Gallic card #4: two Influence markers along the border.

Roman Card #4: The Roman player plays GERMAN MIGRATION. The Bonus Event brings on the Germani Tribe which he can move 3 MPs. He starts the Tribe in the Suebi Stronghold space and moves it to one of the Gallic IMs in the Leuci Province where the Germani Tribe removes the IM. With the 1 Action Point he activates Caesar and moves his army to attack the Nervii. Caesar's army has a current strength of 11 (it lost a step in the siege) while the Nervii have a strength of 9. The Gallic player plays it safe and withdraws the Tribe and Mercenaries behind the walls. Caesar has spent 3 MPs to reach the space and, again, does not have enough MPs remaining to conduct a Siege die roll. Note that a Line of Supply can be traced through vacant spaces so Caesar's Army is in supply, albeit not for long.



Roman card #4 and Gallic card #5.

Gallic Card #5: With his Nervii threatened the Gallic player feels it is time to distract Caesar. He plays VENI VIDI VICI for 3 Action Points. He uses one Action Point to bring the Senones out of the Council Box and places them with a Fortified Town in their province. This Province contains two Tribes—the Senones and the Lingones, the dashed border that runs through it delineates where the two tribes must be placed. With the second Action Point he activates the Senones and moves them to the adjacent space where it spends 2 MPs to remove the Roman IM there. With the last Action Point he places an IM in the Bagacum space behind Caesar, blocking his Line of Supply.

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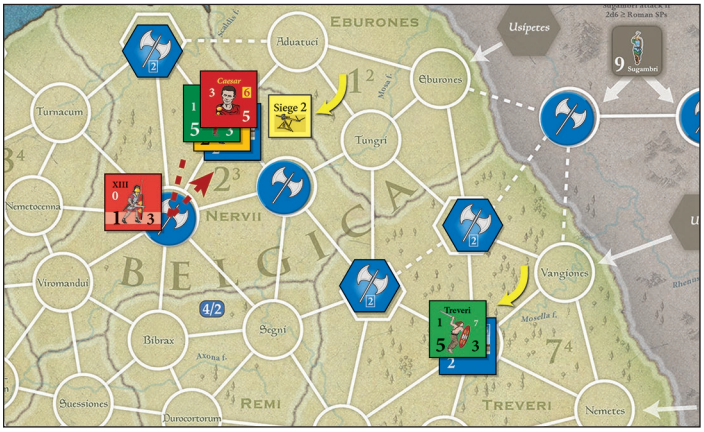
PLAY NOTE: The Roman player could have avoided the Senones arriving by simply spending three Action Points to control the three Senone spaces. Without a space to place their Fortified Town a Tribe cannot enter play.

Roman Card #5: The situation has drastically changed with that last Gallic card play. If Caesar's Army is still out of supply at the end of this card play his Army will suffer a step loss. While a single step loss is something he can afford, the Roman player doesn't know how long the siege will last. The Roman player plays a 2 Action Point card. With the first Action Point he activates Caesar who picks up the reduced legion and moves with it to the Bagacum space where he drops it off. With 4 MPs remaining, Caesar returns to the siege space and spends 3 MPs to conduct a siege roll using all the friendly CUs currently in that space (10 SPs). He rolls on the 1-1 column and gets a 9 (modified to 10 with Caesar's DRM). The result is -/2 = two siege points and no step loss. With the second Action Point he converts the Gallic IM in Bagacum to a Roman IM—he is allowed to do this in spaces containing friendly CUs.

PLAY NOTE: The Roman player didn't have to convert that Influence marker; a Line of Supply can be traced through an enemy Control marker if a friendly CU is there.

Gallic Card #6: He plays his TIES OF BLOOD AND MARRIAGE card. This event brings on an additional Tribe. The Gallic player randomly draws from the Tribe Pool and gets the Treveri. He places it with a Fortified Town within their Province.



Roman card #5 and Gallic card #6.

Roman Card #6: The Roman player plays a 1 Action Point Bonus card: INCITE THROUGH SEDITION AND VIOLENCE. He uses the Bonus event to remove the Gallic IM down in Aquitania—a province where they both have IMs. He uses the Action Point to activate Caesar to try and finish the siege. Caesar spends 3 MPs and rolls a 4 (+1) = 5. The result is -/0, no siege points.

Gallic Card #7: The Gallic player plays his THE BELGIC CONFEDERATION Event for the 3 Action Points, passing on the event which allows him to move all Belgic CUs. Since there are only two Belgic Tribes on the board, he can get more use out of the card with the Action Points. With the first Action Point he places another IM in the Nervii province to secure control of that. With the second Action Point he places an IM in Treveri that gives him control of the province (four out of the seven spaces have Gallic Control markers). With the last Action Point he activates the Treveri and moves to attack Caesar. Caesar cannot intercept him in the space adjacent to him since it contains a Gallic Control marker and no Roman CUs. When the Treveri show up at the siege, Caesar has a choice of accepting or Avoiding Battle. Caesar accepts battle.



Roman card #6 and Gallic card #7.

Battle: The Roman player uses the 9-10 column of the CRT and the Gallic player uses the 13-15 column (he can add the Gallic CUs under siege in the battle). The Commanding General on each side determines the number of re-rolls—Caesar' Battle Rating provides three rerolls, while the Gauls receive one. Both players roll two dice—the Romans roll a 4, 4 = 8, while the Gauls roll a 2, 3 = 5. An 8 on the 9-10 column is 2** while a 5 on the 13-15 column = 2*. Caesar is currently winning the battle. Since the Gallic player is the attacker he must use the first reroll, he rerolls his 2 which results in a 6. 6+2 = 8 = 3*. The battle has swung in the Gauls favor but they are out of rerolls except their elite reroll for the Nervii. The Roman player now has three rerolls, and he asks the Gallic player to reroll his 6, which results in another 6. He again ask the Gallic player to reroll that 6 which results in a 3. He uses his last reroll on one of his 4s and rolls a 5. Caesar is now winning the battle. The Gallic player now commits his elite Nervii for a final charge and rerolls one of his 3s—but unfortunately rolls a 1. The charge fails, and the Nervii are reduced in strength.

Battle Outcome: The Roman player's two dice (4+5=9) = 3 hits. The Gallic player's two dice (3+1=4) = 2 hits. The Romans lose two steps but win the battle, while the Gallic player loses 3 steps and must Retreat. The Gallic player reduces the Treveri, removes the 1-step Mercenary unit, and eliminates the reduced Nervii. This also removes their Fortified Town. The Treveri retreat to the space they entered the battle from. The Roman player reduces two Legions.

We'll end the example here with the Gallic player demoralized, but still very much in the game. With only two cards left in the Roman player's hand he wont have enough time to deal with both the Treveri and the Senones, so at least one Tribe will survive.

The Roman player should probably head back to Celtica to make sure he has a Supply Line to Rome at the end of the turn—necessary if he wants replacements for his reduced legions. And the Senones/Lingones area is a good place to winter. The Roman player should finish the turn with Dominance of Celtica and presence in Aquitania and Belgica which is enough for one Victory Point. This is a good start to the six year campaign.

—Mark Simonitch

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