JULIUS CAESAR



1.0 INTRODUCTION

Julius Caesar brings the drama of the most famous and significant Roman Civil War (49–45 BC) to life. Players take control of the legions of CAESAR or POMPEY and fight to determine the future of Rome – republic or empire.

1.1 PLAYERS

The game is intended for two players. One player represents JULIUS CAESAR, the other POMPEY THE GREAT.

1.2 VICTORY

The game is divided into five (5) Years, each with five (5) game turns. After each Year ends, a Winter Turn (8.0) is played when players check to see if either has won.

To determine victory, after each Year, players score the total value of **Friendly** cities, plus one Victory Point (**1VP**) for each enemy leader killed. To win, a player must have 10 (or more) VPs.

If neither player wins by the end of Year 5, the winner is the player with the ***higher*** VPs. If still tied, the game is won by the player holding **ROME**. Otherwise the game is a draw.

1.3 CONTENTS

- Game Map
- 63 blocks (31 tan, 31 green, 1 blue).
- Label sheet (for blocks)
- Cards (27)
- Dice (4)
- These Rules

2.0 GAME TURNS

There are five ***Years*** in the game, each divided into five ***Game Turns.*** Each game turn has three (3) Phases, played in the sequence below.

2.1 CARD PHASE

There are twenty-seven (27) cards: twenty (20) COMMAND cards and seven (7) EVENT cards. At the beginning of each Year, the cards are shuffled and six (6) cards are dealt to each player. Examine your cards and discard one (1). The discard is not revealed.

Each player starts a game turn by playing ***one*** **(1)** card *face-down*. The cards are then revealed. Card values are Moves (banner) and Levies (circles on banner staff). The player with the ***higher*** MOVE card is Player 1 that game turn.

IMPORTANT: *If the cards played are equal (Move number) CAESAR is Player 1.*

Event cards have a special action defined on the card. ***The player of an Event card is always Player 1.*** *However,* if ***both*** plays are Event cards, both events are ***cancelled*** and the ***game turn*** ends.

NOTE: *Players must play a card, but can elect to take less moves/levies if desired. Commands cannot be saved for future use.*

2.2 COMMAND PHASE

Player 1 moves and levies (or executes an Event), then Player 2 moves and levies.

- **Move:** Each move allows one ***Group*** (any/all blocks in one location) to move one or two cities; Navis can move one or two seas. Blocks cannot attack or reinforce if they move two cities/seas. Blocks entering a city or sea containing enemy blocks must stop. See 6.0 for details.
- **Levy:** for each Levy, one (1) step can be added to one (1) existing block, or one (1) new block can be chosen from a player's Levy Pool and deployed on the map at strength I. Choose levies after all movement is complete – they cannot move in the same turn. See 6.4 for details.

2.3 BATTLE PHASE

Battles are fought between opposing blocks in the same city or sea. They are fought one at a time in any sequence determined by Player 1. See: 7.0 for details.

The Roman Calendar

Few Romans knew or cared what year it was, but those who did counted the years from the semi-fabled founding of Rome by Romulus in 754BC. Hence the civil war began in 705 (49BC), and the assassination of Julius Caesar occurred in 710 (44BC) of the Roman Calendar.

Julius Caesar established the Julian Calendar in 709 (45BC). This Calendar corrected a two month error in the solar cycle and established the leap year concept to keep it accurate. The month of July was renamed after Caesar. With minor revisions to leap years, this is the Calendar we still use (in the West) today.

Victory

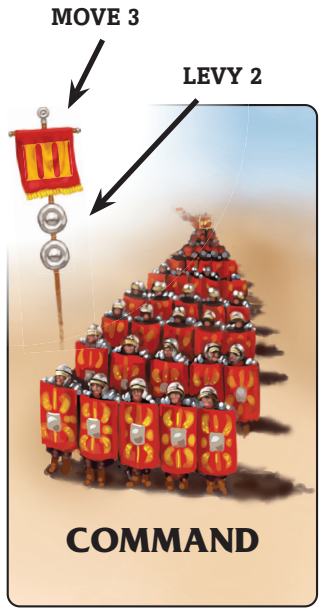
City VPS total 13. POMPEY starts the game holding 7VP while CAESAR has only 1VP (*Massilia*). *Rome, Athens, Byzantium, and Ephesus* are Vacant. The burden of attack lies with CAESAR to avoid an early defeat.

Event Cards

The deck contains seven (7) event cards, each of them named after a major Roman deity. These cards allow special actions to occur that break the normal rules. See each card for details.

Game Turn Example

- **Card Play:** CAESAR 2/1, POMPEY 2/2. Cards are tied (compare only Moves) but CAESAR is Player 1 on ties.
- **CAESAR (Player 1):** 2 Moves then 1 Levy
- **POMPEY (Player 2):** 2 Moves then 2 Levies
- **Battle Phase:** Resolve any battles in the order chosen by Player 1.



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3.0 ARMIES

One label must be attached to the face of each block. Lightly position each label, ensure it is straight, and then press firmly to the block.

	Blocks	Labels
Caesar	Tan	Red
Pompey	Green	Ochre
Cleopatra	Blue	Blue

3.1 BLOCK DATA

3.11 Strength

The current strength of a block is the Roman numeral on the top edge when the block stands upright. Blocks can have a maximum strength of IV, III, or II.

Strength determines how many six-sided dice (d6) are rolled for a block in combat. A block at strength IV rolls 4d6 (four six-sided dice); a block at strength I rolls 1d6.

For each hit taken in combat, the block's strength is reduced by rotating the block 90 degrees counter-clockwise. The sidebar shows the same block at strength III, II, and I.

3.12 Combat Rating

The Combat Rating is indicated by a letter and number, such as **A2** or **B3**. The letter (***initiative***) determines when a block has a battle turn. All **A** blocks go first, then all **B** blocks, then all **C** blocks. If tied, the Defender has the first battle turn. The number (***firepower***) indicates the maximum roll that will score a hit. See 7.3.

3.13 Name

Legions have a city name where this block must be recruited when deployed from the Levy Pool.

3.2 BLOCK TYPES

3.21 Leaders



Both sides have three (3) named leaders:

Caesar, Antonius, Octavian

Pompey, Scipio, Brutus.

Leader blocks include their significant guards, generally elite cavalry. Players start the game with two leaders. The third may be brought into play if a leader is killed (see: 7.51).

3.22 Legions



Legions are identified by an Eagle icon. They have a number ID on the top left, and a levy city on the bottom. Legions have combat ratings of C2, C3, or C4, with veteran legions having the higher ratings.

3.23 Auxilia



Both players have four (4) *Auxilia*, two light infantry (B1) and two archers (A1). These troops can be raised in any ***Friendly*** city.

3.24 Equitatus



Equitatus (cavalry) are rated B2 or B3. Like legions, they are raised in specific ***Friendly*** cities. These cities have a nearby equitatus symbol on the map. Caesar has four (4) equitatus. Pompey has three (3) equitatus, but also one *Elephant* (7.41).

3.25 Ballista



Each player has one (1) *Ballista*. They have different combat values for defense and offense, see 7.42. They can be built in any ***Friendly*** city.

3.26 Navis



Players have five (5) Navis to represent the warships used by both sides. They have D2 or D3 combat. In a sea battle this "D" rating has no impact since all Navis have the same rating, but they are vulnerable in land battles. Navis must be built in ***Friendly major ports***, identified on the map with a Navis symbol.

3.27 Cleopatra



Cleopatra represents the forces of Egypt and is rated C1. She is ***not a leader*** per these rules. *Cleopatra* starts play on the Pompey side, but can fight for either side. See: 7.52.

Label Sheet

The red labels on the die-cut sheet are for Caesar (tan blocks) and ochre labels for Pompey (green blocks). The ***Cleopatra*** label goes on the blue block.

Fog-of-War

Surprise is an exciting aspect of this game. Except when fighting a battle, active blocks stand upright facing the owner. This promotes bluff and innovative strategies because players are uncertain of the strength or identity of an enemy block.

Equitatus

Romans were never considered exceptionally good horsemen, at least not after the connection between cavalry and the aristocracy was abandoned. By the time of late Republic, the Equitatus was generally made up of non-Roman horsemen from Gallia, Germania, Hispania, Numidia, Syria, and Thracia. Caesar used Germanic cavalry to fight the Gauls and also to serve as his formidable bodyguard.

Elephants

There is one Elephant block for Pompey. Caesar would not have elephants in his army believing them to be fragile and unpredictable.

STEP REDUCTION



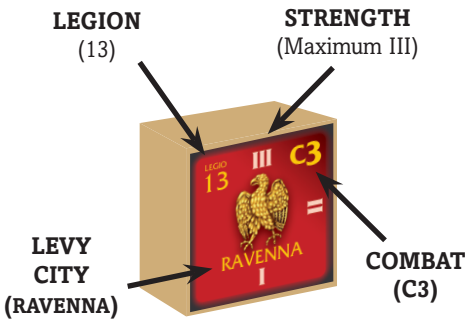
Strength III



Strength II



Strength I



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4.0 MAPBOARD

The mapboard depicts the Mediterranean Sea and surrounding territory. The CAESAR player sits at the north edge of the map, POMPEY player at the south edge.

4.1 LOCATIONS

Blocks on the map must be located on cities or seas. Navis must be located on seas or in ***port*** cities.

4.2 CITIES

Cities govern the movement and location of blocks. Eleven cities have a value of 1 or 2. These numbers (total 13) are ***Victory Points (VPs).*** The numbers are also significant for Wintering (8.4).

4.21 City Control

The control status of a city can be:

Friendly: Occupied by one or more of your blocks.

Enemy: Friendly to your opponent.

Vacant: Friendly to neither player.

Contested: Contains blocks of both players, awaiting Battle Resolution.

IMPORTANT: *Changes to city control are effective* ***immediately****. Friendly cities become immediately neutral when left Vacant. Similarly, attacking an Enemy city, even with one block, immediately converts it to* ***Contested*** *status until the battle is resolved.*

4.3 ROADS

Cities are connected by important roads of the period, some of them named for historical interest. Blocks move from one city to another via these roads.

4.31 Road Classes

Two classes of road are depicted, ***Major*** (solid line) and ***Minor*** (dotted line). In one game turn, four (4) blocks can move along a Major Road, but only two (2) along a Minor road. See 6.11.

4.32 Straits

Four straits appear on the map, each identified by a blue arrow: *Herculeum, Messana, Hellespontus, and Bosphorus.* Each game turn, two (2) land blocks may cross *each* strait, but only one (1) land block when the city on the other side is defended.

Navis ignore straits when moving from one sea to an adjacent sea. Control of cities on either side of a strait has no effect on Navis or Amphibious movement.

4.4 SEAS

There are nine (9) seas: *Atlanticus, Hispanum, Tyrrhenum, Internum, Hadriaticum, Egypticum, Aegaeum, Propontis,* and *Pontus Euxinus.* These seas can only be occupied and controlled by Navis.

Friendly: Seas occupied by one or more of your Navis.

Enemy: Seas occupied by one or more enemy Navis.

Vacant: Friendly to neither player.

Contested: Seas containing Navis of both players, awaiting Battle Resolution.

SEA CONTROL: *As with cities, changes to sea control are effective immediately. A sea* ***immediately*** *becomes neutral when it is left Vacant.*

4.41 Islands

The islands of *Corsica*, *Sardinia*, *Sicilia*, *Creta*, and *Cyprus* are ***playable***. All other islands are unplayable. Moves to-from playable islands requires a Navis or Amphibious Move (6.3).

4.42 Ports

All cities located on a coastline are ports. Some ports have a Navis symbol that designates a ***major port***, which are essential for building Navis.

Ports located on sea borders allow access to two (2) seas. **Utica and Creta have access to three (3) seas.** See sidebar for clarification.

Battle Sites

The main battles of the war are shown on the map, red for victories by CAESAR and green for POMPEY.

Ports

Below is a list of ports and their adjacent seas. MAJOR ports are indicated in CAPS.

SEA	PORTS
Atlanticus:	Burdigala, Gades, Olisipo, Portus, Sala, Tingis.
Hispanum:	Caralis, CARTHAGO NOVA, Genua, Iomnium, MASSILIA, Narbo, Siga, Tarraco, Tingis, UTICA.
Tyrrhenum:	Aleria, Caralis, Genua, Lilybaeum, Messana, NEAPOLIS, Rhegium, Rome, UTICA.
Internum:	Ambracia, Brundisium, CRETA, Cyrene, Lilybaeum, Messana, Pylos, Rhegium, SYRACUSE, Tacape, Thubactus, UTICA.
Hadriaticum:	Aquileia, Brundisium, Dyrrachium, RAVENNA, Salone, Sipontum.
Aegaeum:	Aenos, ATHENA, CRETA, EPHESUS, Thessalonika.
Propontis:	Byzantium, Nicomedia.
Euxinus:	Byzantium, Sinope.
Egypticum:	ALEXANDRIA, Antioch, Catabathmus, CRETA, Perga, Pelusium, SALAMIS, Tarsus.

Event Cards

Apollo: the trickster Sun God grants you the power to ***copy*** the card played by your opponent last turn. If that card was an event card, it copies that card exactly.

Jupiter: the King of the Gods grants you a defection of one enemy block adjacent to a friendly city. Navis at sea could be chosen, but note that Leaders and Navis do not defect. They are reduced by one step. Cleopatra is not a leader and can defect using this card.

Mars: the God of War grants a surprise attack. All attacking blocks in one battle get to fire before any defending blocks in Round 1. ***Caution:*** the Defender may get two fires in a row (last in Round 1 and first in Round 2).

Mercury: the Messenger of the Gods allows blocks in one group to move one extra city. Blocks can move in multiple directions, and use the bonus (or not) as desired.

Neptune: the God of the Sea favors your sea battle or shore attack. This is essentially a "Mars" card for ships.

Pluto: The God of Death likes big battles. He allows road limits to be increased for one Group Move, but not for Regroups or Retreats.

Vulcan: Reduces all blocks in a designated city by one step. No exceptions. All blocks at strength I, including leaders, are eliminated.

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5.0 DEPLOYMENT

5.1 HISTORICAL DEPLOYMENT

Both players deploy blocks in cities as noted. Blocks are always deployed upright at **full** strength.

5.2 LEVY POOL

Each player maintains a ***Levy Pool*** off-map. Blocks in the Levy Pool stand upright to conceal their identity. Players expend Levy Points to deploy blocks from their pool to the map. Except for Leaders (see 7.51) blocks that are eliminated during play are returned to the Levy Pool, but are always placed ***face-up*** until the current Year ends. These blocks cannot be levied until the next Year.

5.3 FREE DEPLOYMENT

An optional deployment method. Players deploy blocks as per historical OB, but may swap any blocks on the map as long as the original number of deployed blocks in each city is maintained. Blocks from the Friendly Levy Pool cannot be substituted.

EXAMPLE: *In the historical OB, Pompey has three (3) blocks in Neapolis. For free deployment, any three blocks from the historical deployment can be there.*

CAESAR, 705 (49 BC)

Caesar: *Ravenna*
Legio 13: *Ravenna*
Navis 2: *Ravenna*

Antonius: *Genua*
Legio 8: *Genua*
Legio 12: *Genua*

Legio 11: *Massilia*
Legio 14: *Massilia*
Navis 1: *Massilia*

Legio 7: *Narbo*
Legio 9: *Narbo*
Legio 10: *Narbo*

Legio 16: *Lugdunum*
Equitatus 1: *Lugdunum*

LEVY POOL

Octavian

Legio 17, 18, 19, 20, 21
Auxilia 1, 2, 3, 4
Equitatus 2, 3, 4
Ballista
Navis 3, 4, 5

POMPEY, 705 (49 BC)

Pompey: *Neapolis*
Legio 1: *Neapolis*
Navis 1: *Neapolis*

Legio 3: *Brundisium*

Legio 37: *Syracuse*

Scipio: *Antioch*
Legio 34: *Antioch*

Cleopatra: *Alexandria*
Navis 2: *Alexandria*

Legio 39: *Utica*
Navis 3: *Utica*

Legio 2: *Carthago Nova*
Legio 4: *Carthago Nova*

Legio 5: *Tarraco*
Legio 6: *Tarraco*
Equitatus 1: *Tarraco*

LEVY POOL

Brutus

Legio 32, 33, 35, 36, 38
Auxilia 1, 2, 3, 4
Equitatus 2, 3, Elephant
Ballista
Navis 4, 5



6.0 COMMAND PHASE

Player 1 Moves and then Levies with the values from his active card, then Player 2 does the same.

6.1 GROUP MOVES

Command cards have Move Points (MP) of 1 to 4. Each MP allows ***any/all*** block(s) in one location (city or sea) to move to adjacent cities/seas. If ***not*** attacking, blocks may continue to the next adjacent location(s).

Blocks that move cannot move again this game turn, except to *Retreat* or *Regroup*. When a block has finished moving, turn it face-down to show that it cannot move again this turn.

6.11 Road Limits

The *maximum* number of blocks that can move along any road varies by type:

Major: 4 blocks
Minor: 2 blocks
Straits: 2 blocks (1 if attacking)

EXAMPLE: *A maximum of 4 blocks may move from Genua to Rome, and one or two blocks may move from Ravenna to Rome.*

Road Limits apply to ***each*** player. Hence, both players can move two blocks along the same minor road in the same game turn.

EXAMPLE: *Player 1 moves 4 blocks from Massilia to Genua to Ravenna. Player 2 now moves 4 blocks from Rome to Genua to Massilia. Both players used the road section between Massilia and Genua, but at different times. Of course, if Player 1 had left at least 1 block in Genua, Player 2 could not have moved through this block to Massilia without fighting a battle.*

6.12 Attacking

Blocks entering an ***Enemy*** city/sea are ***Attacking;*** the enemy blocks are ***Defending.***

Blocks may attack from adjacent cities/seas only. A player may attack via two or more roads, but each road will require a separate MP. See 6.2 and 7.3.

6.13 Pinning

Attacking blocks ***(excluding Reserves)*** prevent an equal number of defending blocks from moving. The Defender chooses which blocks are pinned. The "unpinned" blocks may move normally and even attack, ***but*** cannot use any ***road or sea border*** used by the enemy that battle.

6.14 Response Movement

Player 2 can expend MPs to move ***unpinned*** blocks to reinforce Defending blocks in Contested cities/seas. Blocks can ***Respond*** only from ***adjacent*** cities/seas.

IMPORTANT: *Responding blocks are always placed in* ***Reserve****. See: 7.3.*

6.15 Stacking

There is no stacking limit for blocks during a Year. Stacking applies during the ***Winter Turn.*** See 8.4.

6.2 NAVIS MOVEMENT

Navis move from a port to an adjacent sea (or vice-versa), or from one sea to an adjacent sea. They can never move from one port directly to another port, except via the adjacent sea.

When located with land blocks, Navis can move to sea as part of a group move for that city. See: Navis Move Examples.

Navis can make one (1) move and attack, or two (2) moves and not attack. See sidebar for examples.

Navis can attack/respond ***only*** from an ***adjacent*** sea/port. See Battle Reserves (7.3) for more details about attacking and responding.

6.3 AMPHIBIOUS MOVEMENT

Land blocks may move from one port to any other ***Friendly or Vacant*** port across one or more ***adjacent Friendly seas.*** Cost is 1 MP per ***block***.

Amphibious movement must be made ***before*** any other moves are made that turn. Hence, a sea used in amphibious movement must already be Friendly before any other moves are made that turn.

Blocks cannot move by land and sea in the same turn (or vice-versa). 1 Navis block must remain in the sea that was crossed for the entire Command Phase; other Navis may move as desired.

Amphibious moves can ***never*** be made to Enemy or Contested ports. Unpinned (6.13) land blocks in a Contested city may conduct an amphibious move provided the adjacent sea is Friendly.

Move Example

For 1MP, a player may move any/all *Massilia* blocks to one or more of *Narbo*, *Lugdunum*, and *Genua*. If not attacking, blocks can move further to any/all of *Tarraco*, *Burdigala*, *Cenabum*, *Treveri*, *Ravenna*, or *Rome*. If some of the Massilia blocks are Navis, they can move to *Mare Hispanum*, then to an adjacent sea or port if not attacking.

Movement & Attacking

Blocks can move only one city/sea when they attack. This has many subtle implications. For example, assuming 6 Caesar blocks located in Massila and 3 Pompey blocks in Tarraco and 3 in Genua. The Caesar blocks cannot attack Tarraco since that is two moves away. Genua is adjacent and can therefore be attacked with 4 Caesar blocks (road limit). Unlike many other games, however, the remaining 2 Caesar blocks cannot also attack Genua via Lugdunum since that would be a move of two cities. Note however, the effect of the ***Mercury*** card which could allow an attack on Tarraco, and/or a two-pronged attack on Genua.

Pinning Example

Five (5) blocks defend *Rome*. Four (4) blocks attack from *Genua* and two (2) from *Ravenna*, the latter being reserves. Assuming the Genua blocks are the Main Attack, a total of 4 blocks in Rome are pinned, but 1 is unpinned and may move except via the two roads being used by the Attacker.

Seapower

The function of Navis are to win control of a Sea to enable amphibious movement. They can also attack and occupy enemy ports, or occupy Vacant ports.

Navis Move Examples

1. Navis located in *Massilia* can move to a Friendly or Vacant *Mare Hispanum*. If not attacking, the Navis can then move to *Oceanus Atlanticus*, or *Mare Tyrrhenum, or* to any other Friendly or Vacant port on *Mare Hispanum* (Utica, Caralis, Iomnium, Siga, Tingis, Carthago Nova, Tarraco, Narbo, and Genua).

2. Navis located on *Mare Internum* can move to *Mare Tyrrhenum, Mare Hadriaticum, Mare Aegaeum, or Mare Egypticum*. If not attacking, a Navis that moved to *Mare Aegaeum* could move to another adjacent Friendly or Vacant sea (*Propontis or Mare Egypticum) or to* any Friendly or Vacant port on this sea, (Creta, Athena, Thessalonika, Aenos, or Ephesus). Note that the city of *Pergamum* is not a port.

Amphibious Move Example

Caesar has 3 Navis, 1 each on *Mare Tyrrhenum*, *Mare Internum,* and *Mare Egypticum*. He elects to spend 2MP to make an amphibious move of two legions from Rome to Antioch, which is Vacant. This is possible because the three seas crossed are Friendly and adjacent, and the amphibious move is made before any other move. Note that an Amphibious move by Player 1 is completed in the Command Phase, before Player 2 moves.

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6.4 LEVIES

Command cards have 1, 2, or 3 Levy Points (LP). ***Each*** LP allows:

- One (1) step to be added to one (1) existing block. Multiple steps can be added to the same block, each for LP1.
- One (1) new block can be chosen from a player's Levy Pool and deployed in a city at minimum strength. Steps can be added to a new block immediately, each step costing LP1 (including the elephant). Multiple new blocks can be deployed in the same city if desired.

Leaders deploy in any Friendly city.

Legions deploy in their *named* city, which must be Friendly.

Equitatae/Elephant deploy in their *named* city, which must be Friendly.

Auxilia/Ballista deploy in any Friendly city.

Navis deploy in any Friendly ***major*** port. Steps can be added to existing Navis in **any** port, but never at sea.

IMPORTANT: *In all cases, new blocks and steps must be raised in Friendly cities, meaning a city currently occupied by at least one Friendly block. New blocks and steps can* ***never*** *be added to Vacant or Contested cities.*

7.0 BATTLES

7.1 BATTLE SEQUENCE

Battles are fought one by one after all moves are completed. Player 1 determines which battle to fight first. Blocks are not revealed until a battle is fought. Reveal blocks (not Reserves) by tipping them forward at current *strength*. After the battle is completed, stand all blocks upright, then Player 1 selects the next battle.

7.2 BATTLE TURNS

Each block has one battle turn per Battle Round. In its turn, a block may ***either*** Fire, Retreat, or Pass, ***except Retreat is not allowed in Round 1.*** The sequence of turns depends on combat ratings. "A" blocks go before "B" blocks, then "C" blocks, then "D" blocks. ***Defending*** "A" blocks go before Attacking "A" blocks, and so on.

After all blocks have taken one Battle Turn, one Round has been fought. Battles are fought for a maximum of ***four (4)*** Rounds. ***Attacking*** blocks ***must retreat*** during ***Round 4*** in their normal battle turn.

7.3 BATTLE RESERVES

When attacking via two or more roads or sea borders, one road/border (Attacker choice) must be declared the ***Main Attack.*** Blocks using other roads/borders are ***Reserves***.

Blocks moved by ***Player 2*** to *reinforce* a battle started by Player 1 are also ***Reserves***.

Reserve blocks may not fire, retreat, or take hits in Round 1. They are revealed and arrive at the start of Round 2 to take normal turns.

EXAMPLE: *Caesar attacks Tarraco from Narbo with 4 blocks (main attack) and from Bilbilis with 2 blocks. Pompey has 3 blocks defending Tarraco, but moves 4 blocks from Nova Carthago to Tarraco. Round 1 has the 3 Tarraco blocks defending against 4 Caesar blocks from Narbo. Caesar blocks from Bilbilis and Pompey blocks from Nova Carthago are* ***Reserves*** *that arrive for Round 2.*

7.31 Disruption

Reserve blocks are ***Disrupted*** if their main force is eliminated in Round 1. Disrupted blocks immediately lose one (1) step and then fight normally.

IMPORTANT: *If the disrupted player is the Defender, the Attacker now becomes the Defender for the rest of the battle.*

7.4 BATTLE HITS

Each firing block in its Battle Turn rolls as many dice as its current *strength*. A hit is scored for each die roll equal to or lower than the block's firepower.

EXAMPLE: *Caesar 3 rolls 3 dice. He has A3 combat: rolls of 1, 2, 3 are hits.*

Each hit reduces the *strongest* enemy block at that ***instant***. When two or more blocks share the highest strength, the owner chooses which to reduce. Except for Leaders, when blocks are reduced below strength I, they are *immediately* eliminated (see 7.5) and returned to the Levy Pool.

NOTE: *Combat is not simultaneous. All hits are applied immediately.*

7.41 Elephant

The elephant block has two steps, IV and II. It drops ***one step per hit*** which means the block is powerful but fragile.

7.42 Ballista

The Ballista block fights at B4 when Defending, but at D4 when Attacking.

Battle Sequence

Battle sequence (7.1) is controlled by Player 1. This can be significant because the results of a battle will change city or sea control from Contested to Friendly for the victor and that impacts Retreats and Regroups.

Battle Turns

Caesar (A3) and Equitatus (B2) attack Pompey (B3) and Navis (D2). Battle Turn sequence:

Caesar: attacking A3

Pompey: defending B3

Caesar Equitatus: attacking B2

Pompey Navis: defending D2

Attacker/Defender

Because both players move before combat, a player can be the Defender in some battles, and the Attacker in others.

Battle Hits

Each hit reduces the strongest enemy block at that instant. Hence, if two hits are scored on three enemy blocks at strength III, II, II, the first hit must be taken on the enemy III block. All three blocks are now at strength II, so the next hit can be on any enemy block (owner choice).

Pursuit

Pursuit is naturally handled by the game system. A block wishing to retreat must await its normal battle turn which allows faster enemy troops to fire before they can retreat. If the Defender survives three Battle Rounds, the Attacker ***must*** retreat during round 4, but takes fire from defending blocks that have an equal or earlier battle turn.

Treachery

Several legions switched sides during the war, This is represented by the Jupiter card, which switches one block to the enemy side. Even the famous 13th legion, which crossed the Rubicon with Caesar, later rebelled and changed sides.

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7.5 ELIMINATED BLOCKS

Eliminated blocks are returned to their owner's Levy Pool, but are placed ***face-up*** *(in front of the upright blocks)* and ***cannot*** be levied again this Year.

7.51 Leaders

Leaders are ***permanently*** eliminated. Give the block as a "trophy" to the enemy player, who counts it as 1VP.

When a player loses a leader, the third leader is added to the Levy Pool and becomes available to be built and deployed (normal cost) in any Friendly city.

7.52 Cleopatra

CLEOPATRA can fight for either side. If eliminated in battle she *immediately* joins the other side at strength I and fights for that side on her ***next*** battle turn.

During each ***Winter*** turn, she must return to ALEXANDRIA. See 8.1.

7.6 RETREATS

Each block may retreat on its Battle Turn (instead of firing), except blocks can ***never*** retreat on ***Battle Round 1.*** Blocks that cannot retreat when required are eliminated.

7.61 Retreat Limits

Road Limits (6.11) apply to all retreating blocks ***each*** Battle Round. Blocks can never retreat to ***Enemy*** or ***Contested*** cities/seas.

Retreating across a ***strait*** has a limit of one (1) block per round.

7.62 Attacker Retreats

Attacking blocks can retreat on their battle turn starting in Round 2 and must retreat during Round 4. Blocks may Retreat to an adjacent ***Vacant*** city via road(s) used to start or reinforce the battle, or to any ***Friendly*** adjacent cities.

7.63 Defender Retreats

Defending blocks can retreat on their battle turn starting on Round 2. Retreat is made to any adjacent cities, Friendly or Vacant, ***but not along roads used by the Attacker to enter the battle.***

7.64 Sea Retreats

Players can retreat land blocks by sea provided an adjacent sea is ***Friendly***. A maximum of ***one (1) block per Battle Round*** can Sea Retreat. The destination port must be Friendly. Each block can Sea Retreat across ***one (1) adjacent sea,*** to a Friendly port(s) on that ***same*** sea only.

If both players have an adjacent and Friendly sea and a Friendly destination, both can sea retreat.

EXAMPLE: *with a battle in Utica, if one player has a Navis on Mare Internum, and the other has a Navis on Mare Hispanum, both players can Sea Retreat via their own Friendly sea.*

7.7 REGROUPS

When a battle ends the ***victor*** may ***Regroup***. All victorious blocks (including any in Reserve) ***can*** move to any adjacent city that is currently Friendly or Vacant. Road Limits (6.11) apply.

Amphibious Movement cannot be used to Regroup.

7.8 NAVIS BATTLES

When enemy Navis occupy the same sea a Navis battle occurs. Navis have D2 or D3 combat, Defender first. As with land battles, the attacker must retreat during Round 4 if any defending ships remain.

7.81 Shore Combat

Navis can also be involved in battles ashore in ports, either as the Attacker or Defender. Navis can attack from an adjacent sea only.

7.82 Navis Retreats

Navis may retreat in their normal "D" battle turn, starting in Round 2.

Attacking Navis Retreat to:

- Seas or Ports they came from, provided these locations are still Friendly or Vacant, or
- Friendly adjacent seas, or
- Friendly ports on the same sea.

Defending Navis Retreat to:

- Friendly adjacent seas, or
- Vacant adjacent seas except where the Attacker came from, or
- Friendly port on the *same* sea.

If no Retreat is possible, Navis must win the fight or perish.

7.83 Navis Regroups

Navis that win a sea battle can ***Regroup*** to any adjacent sea that is Friendly or Vacant, or to any Friendly or Vacant port on the ***same*** sea.

TIMELINE

60 BC: First Triumvirate formed between Caesar, Crassius, and Pompey. Caesar is made proconsul of Gaul, Cisalpine Gaul, and Illyricum, commanding four legions. Pompey is made proconsul of Hispania, and Crassius proconsul of Syria.

53 BC: Crassius is killed fighting in Parthia ending the First Triumvirate. Pompey governs Hispania from Rome while Caesar fights in Gaul.

52 BC: Caesar commands ten legions and defeats Vercingetorix at Alesia, ending the Gallic Wars. Cato, Pompey, and Scipio lead a Senate faction opposed to Caesar's "populist policies". The Senate demands Caesar disband and return to Rome to answer charges of "war crimes". Caesar refuses to disband arguing he is proconsul of Gaul until 49BC.

50 BC: Caesar now has nine veteran legions, 3000 cavalry, and a 900 man bodyguard. Pompey has seven legions in Hispania, two in Italia, and two in Syria and Africa. Pompey has naval superiority. Senate declares Caesar an enemy of the state.

49 BC: Caesar crosses Rubicon with XIII Legion in January. Pompey retreats from Rome to Brundisium. Caesar besieges Brundisium, but Pompey escapes by ship to Greece. Caesar now marches to Spain, where he forces five Pompey Legions to surrender at Llerda.

48 BC: Caesar and Antonius assemble five legions at Brundisium and ship them to Greece. The Battle of Dyrrachium is fought in July, ending with a Pompey victory. Caesar retreats but then wins a decisive victory at Pharsalus in Thessaly. Pompey flees to Egypt where he is assassinated by command of Ptolemy XIII. Caesar now becomes involved in a civil war between Ptolemy XIII and his sister Cleopatra VII. Caesar supports Cleopatra and defeats Ptolemy XIII who drowns in the Nile.

47 BC: Caesar attacks into Syria and Pontus, defeating Pharnaces II, a petty king who took advantage of the Roman Civil War to expand his power. Pharnaces is crushed at Battle of Zela, said to be the origin of the famous phrase "Veni, Vidi, Vici" (I came, I saw, I conquered).

46 BC: Battle of Thapsus. Caesar invades Africa with 10 legions and defeats Scipio's 14 legions. Scipio & Cato take their own lives. Pompey's son, Sextus Pompey, escapes to Hispania to continue the war.

45 BC: Battle of Munda. Caesar invades Hispania by sea with 8 legions. He defeats Sextus (13 legions) who is killed, ending the war.

44 BC: On the Ides of March, Caesar is assassinated in a conspiracy arranged by Brutus and Cassius. The assassins flee Rome; Antonius and Octavian assume command.

42 BC: Battle of Phillipi. Octavian and Antonius defeat Brutus and Cassius, who both commit suicide. Eleven years later, the two victors fight for supremacy, a struggle that Octavian wins at Actium to become Augustus, the first Emperor of Imperial Rome.

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8.0 WINTER TURN

A Year ends when all five (5) cards have been played. A Winter Turn now occurs during which players determine if either has won. Play the winter events in the ***exact*** order given.

8.1 CLEOPATRA GOES HOME

Move CLEOPATRA to Alexandria. If enemy-occupied, she joins that side immediately at her current strength.

8.2 VICTORY

Determine if one player has won. See: 1.2.

8.3 NAVIS TO PORT

Move all Navis to a ***Friendly*** port on the ***same*** sea (Caesar first). Navis unable to move to a Friendly port are ***disbanded***, but can be rebuilt in the upcoming Year.

8.4 WINTER SUPPLY

All cities can supply in winter a maximum of three (3) blocks without penalty. This limit is increased by the city value if any. Hence, *Genua* can support 3 blocks, *Massila* can support 3+1=4, and *Rome* can support 3+2=5.

Each surplus block (owner choice) is ***disbanded*** to the ***Friendly*** Levy Pool, but can be rebuilt in the upcoming Year.

8.5 DISBANDING

Players cannot **merge** blocks on the map. They may disband **any** block (except Cleopatra) to their *Levy Pool*. Steps on disbanded blocks are ***forfeit***, but they can be rebuilt in the upcoming Year.

8.6 YEAR RESET

All ***face-up*** blocks in Levy Pools *stand-up* and are available to be recruited in the upcoming Year.

Shuffle all 27 cards and deal six (6) cards to each player. Examine your cards and discard one (1). The discard is not revealed.

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