ALESIA 52AD
Caesar versus Vercingetorix
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0. GENERAL RULES
Alesia is designed for two players, one controlling the Roman Army of Julius Caesar, the other the besieged army of Vercingetorix and the Gallic relief force. It is possible to play with three, in this case, two players will handle the Gauls: the first controls Vercingetorix and the besieged force, and the other the Gallic relief force and its four leaders.

0.1 Abbreviations
For simplicity the abbreviation "hex" is used in these rules for hexagons, PF for combat points, PM for movement points and ZOC for zone of control.

The game requires the use of 1d6 and one 1d10 (for which 0 is zero and not 10). The ten-sided dice is used for the strategic phases, and the six-sided dice for the tactical phases.

0.2 Game scales
A game turn represents 90 minutes during the day and two hours at night, with the game taking 20 turns. A hexagon on the map corresponds to 500 metres (about 540 yards). The Gallic units represent the contingents of a tribe, the Roman units are the men of one legion or part-legion (a group of cohorts). Each combat point (PF) to equivalent to between 500 foot and 1,000 horsemen.

1.0 COUNTERS AND LINE OF SIGHT
1.1 Types of Counters
There are three types of counters in **Alesia**: markers, leaders and combat units.

1.2 Deployment
The leader counters are always deployed on the map. They are placed with their anonymous side upper most unless they are in line of sight of an enemy in which case they are flipped over and the named side of the counter is upper most.

Each side also has two dummy pieces, which are used just as the leader counters. These represent the small detachments of troops used to mislead the enemy about the strategic moves which are in train. Their anonymous side is identical to that of a leader but the named side has only the legend "detachment". It has no value either for combat or command when face-up

Exception The Vercingetorix counter has not got a anonymous side, it is considered always to be in view of the Romans. Its reverse side is purely decorative and shows his surrender.

The combat units are placed on the respective "Command Boxes" of their leader if they are not in an enemy line of sight, otherwise on the map itself. This mechanism permits a measure of strategic uncertainty on the attack or defence plans of the two sides.

1.3 Line of Sight
A leader is in enemy view only if he is within the following ranges:
- in the day: 4 hexes (with the intervening three hexes being empty) of an enemy unit,
- in the night: 3 hexes (with the intervening two hexes being empty) of an enemy unit.
Note: The Camp *romain* counters count as a unit for this rule.

Apart from the limits of distance the line of sight is not affected by terrain or units.
Exceptions:

- Vercingetorix is always in sight of the enemy
- Roman leaders situated within range of a Gallic unit of the besieged force (Vercingetorix and his troops) are still out of sight to the relief force, until at the moment when Vercingetorix or one of his units is adjacent to a Roman fortification those Roman leaders within range are considered to be within view as normal.

2.0 GAME SEQUENCE

Alesia is played over twenty turns, each game turn containing several phases.

A. Organisation of Commands

On the first turn of the game, each player simultaneously places in the command boxes of his leaders his units up to the limits given (Rule 3.2).

In the following turns, each player may transfer units between the command boxes, within the limitations of the respective leaders's factors, and on condition the leader counters are situated on the map in the same, or adjacent hexes.

B Initiative and Strategic Movement

Each player throws 1d10 and adds to the score his leader modifier (Caesar for the Romans, and Comnios for the Gauls).

The player who has the highest score has the strategic initiative. In the case of ties the Roman has the initiative if the turn in progress is a day turn, if the turn is a night turn then the Gaul has the initiative.

B.1 The player with the initiative may move one leader or one dummy which is not in sight of the enemy (that is to say has its anonymous side uppermost on the map). If his leaders are all in sight, or because he wishes it, he passes.

B.2 The second player then moves up to **three** leaders or dummies which are not in enemy sight. If his leaders are all in sight he passes.

Exceptions

- The maximum of three leaders is reduced by one for the Gallic player if a Gallic leader, other than Vercingetorix, is already in sight.
- The maximum of three leaders is reduced by two for the Gallic player if two Gallic leaders, other than Vercingetorix, are already in sight.
- There must always be at least one Gallic leader (NOT a dummy) in hex 0505 (the relief force's camp). This restriction is lifted if a leader of the relief army is killed, wounded or captured.
- Caesar may always be moved in his phase in addition to the three Roman leaders who can move normally.

B.3 The player who has obtained the strategic initiative then moves up to **three** leaders or detachments which are not in enemy sight. If his leaders are all in sight he passes. The exceptions are as in B.2 above.

Strategic Movement

Only leader or detachment counters may move in this phase, up to the limit of their strategic movement. The counters must halt in the first hex they enter which is in enemy sight (see 1.3 and its exceptions). The counters are immediately turned over. They have a *Deploiement tactique* marker placed on them.

C Initiative and Tactical Phase

Each player throws 1d6, the player with the strategic initiative adding 1. The player with the higher score wins the tactical initiative. In the case of ties, the Roman player wins the initiative if the turn in progress is a day turn, and the Gallic player if the turn is a night turn.

C1 For each and every leader with a *Deploiement tactique* marker the players deploy on the map, up to hex limits, within the command range of the respective leader all the units in that leader's command box (the *Deploiement tactique* markers are then removed). This deployment is first made by the player who does not have the tactical initiative, followed by the player that has the initiative.

Special case: a unit cannot be deployed in contact with an enemy unit, entrenchment, wall or enemy Camp. The Roman player may never deploy combat units outside its entrenchments or Camp.

Note if the deployment of combat units has the result of bringing into view an enemy leader (because a unit has deployed within four hexes - or three at night - of an enemy leader), a *Deploiement tactique* marker is immediately placed on the leader. He must deploy his troops on the map once the other leader has completed his deployment.

C2 The deployed units of the player with the initiative, and their leaders, may then move and attack tactically. The combats are resolved once all the movement is complete. A rally attempt may then be made for all units which have neither moved nor fought (see 12.4).

C3 The player without the initiative then completes his own movements and combat in the same fashion, followed by his rallying.

D Retreat and Strategic Rally
The players check whether any of their leaders or detachments are, after movement, out of the enemy sight. The leader counters are flipped over to their anonymous side and the combat units within command range may - at the choice of the players - be placed in the relevant command box. The units outside command range are left on the map.
        All the combat units placed in command boxes may make a rally test (see 12.4) even if they have already done so in phase C.

E Victory Conditions Check
The players check whether the victory conditions of either player have been achieved
        Where this is the case the side that has achieved its objectives is the winner. If the game does not stop before the twentieth turn, a count of victory points is made to decide the victor.

3.0 LEADERS AND COMMAND
3.1 Leaders
leaders permit combat units to be moved during the strategic movement phase, and their combat values are used in the tactical movement and combat phases.
        In the strategic movement phase, a leader counter is always deployed anonymous side uppermost. There are values on the counter for strategic movement are identical for all leaders and detachments.
        In the tactical movement phase and in tactical combat a leader counter is always deployed on the map with its front side uppermost. On this is given the number of units the leader can command, the radius in hexes of his command, and a dice modifier (for combat and rallying) and finally a tactical movement allowance.
        The detachment counters, otherwise similar to the leader counters, have no values on their front side other than the title "detachment" and a tactical movement value.

3.2 The Command Boxes
These are laid out on the edge of the map with one box for each leader on each side. There is none for Vercingetorix whose army is always deployed on the map (see Rules 1.2 and 1.3)

In each box is shown an illustration of the respective leader with all his factors. The stacking limit of the leaders corresponds to the limit of combat units which may be placed in that leader's combat box.

4.0 COMBAT UNITS
The combat units are either infantry units or cavalry units and are double-sided. Each counter has a combat factor ("PF") representing the size of the unit, a dice combat modifier (representing the quality of the unit) and a movement factor.

The front of the counter represents the unit in battle formation assembled, and its reverse the unit disorganised from movement or combat.

The combat units are placed in the command boxes only when their leader is in not in enemy sight. The enemy player may look at, if he wishes, the entire contents of each command box.

The units are deployed on the map if their leader is in enemy view or if they are not in command (outside the range of command of any leader).

Whether in the command boxes or on the map, combat units can be in battle formation (front of the counter), in disorder (the back of the counter) or in rout (counter flipped over with a *Deroute* marker). The effects of these statuses are described in Rule 12.0.

Special features of the units of a legion
The counter for each Roman legion can be replaced, at any stage, with two counters each representing a half legion. The legion counter and the two half-legion counters which is its equivalent can never be on the board at the same time. Replacing the half-legions can only occur if both counters are stacked together or are in the same command box.

5.0 STACKING
Stacking of combat units on the map in a hex is limited up to 12 combat points, without any limitation as to the number of counters. In a command box, stacking is limited to the number of units which may be commanded by the respective leader.

The stacking limits are applicable with all movement
* in the course of and at the end of movement
* in the course of a retreat or advance after combat
* during a rout

Overstacking results in the elimination of the extra units.

Exception if, following a rally of a unit, the stacking limit is exceeded, the situation must be corrected as soon as possible. In the case of combat, the illegal stack is treated as having only 10 combat points.

* The stacking of units of cavalry and infantry is forbidden. **Exception** the Roman player may stack German cavalry units with German auxiliary infantry. [**Historical Note**: the German auxiliaries employed in the Roman army fought in mixed groups of light foot accompanied by horsemen. They are known by the Latin name *antisegnani*.]
* leaders do not count towards stacking
* the place of a unit within a stack is not of any importance in the game.

6.0 FACING AND ZONES OF CONTROL
Taking into account the scale of the game units do not need to face in any particular way. There is no concept of flanks or rears in the game, and units are treated as having a front hex into all six adjacent hexes.

All combat units exert a Zone of Control ("ZOC") into all six adjacent hexes which will affect enemy units in those hexes. leader counters do not have a ZOC.
ZOCs do not extend across
* a crest
* a stream

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ZOCs do not extend out from
- the exterior to the interior of a fortification (Roman or Gallic)
- the exterior into a Roman camp.

6.2 Properties of a ZOC
A ZOC posses the following properties:
- A unit which enters an enemy ZOC during tactical movement must immediately halt;
- a combat unit that retreats into an enemy ZOC, following a combat result, is eliminated;
- it is forbidden to move directly from one enemy ZOC to another enemy ZOC in tactical movement;
- leaving an enemy ZOC costs 1 movement point.

A ZOC has no effect of lines of sight or leader command range.

7.0 MOVEMENT
There are two types of movement, strategic (which affects only leaders and detachments) and tactical which concerns all units (Leaders and combat units).
The cost of movement (in PM) is given on the *Table des terrains et des mouvements*.

7.1 Strategic Movement
In the strategic movement phase, the leader counters and detachments may be moved up to their strategic movement allowance, providing only that they start outside of enemy sight. This movement is halted in the first hex where the leader counter or detachment enters enemy sight (see Rule 1.3).
The number of leaders able to undertake strategic movement is fixed by the rules of the strategic initiative (see Rule 2.B).
Strategic movement is completed with all counters showing their anonymous side uppermost.
Special Case a Roman leader making his entire movement by following hexsides of Roman fortifications benefits from an extra PM. This movement must occur entirely "inside" the two lines of Roman fortifications. This bonus corresponds to the advantage constituted by the Roman "circular road" put in place by the Romans.

Restrictions to strategic movement
- a combat unit or leader coming into contact with an enemy fortification, a wall, a ditch or a camp must halt its strategic movement before crossing these, even if there is no enemy unit defending the locations. A unit beginning its movement adjacent to an enemy fortification, a wall, a ditch or a camp may cross it. **Note**: a camp counts as an enemy unit for a leader undertaking strategic movement.
- Vercingetorix is the only leader counter who may not make a strategic movement (he may only undertake tactical movement).
- There must always be at least one Gallic leader (not a detachment) in hex 0505 (the Camp of the relief force) except for the circumstances given in Rule 2.B;
- a leader counter leaving a hex in line of sight of an enemy counter may not undertake Strategic Movement;
- a Roman leader or detachment may not make strategic movement outside the fortifications (that is only between the external, contravallation, and internal, circumvallation, lines);
- In night turns strategic movement is reduced by one PM with 6 PM as the maximum.

7.2 Tactical Movement
During the tactical movement phase the leader counters and the combat unit counters deployed on the map may be moved all or part of their tactical movement allowance.

Note A leader who has already made a strategic move may in the same turn undertake tactical movement if he entered a hex in enemy sight. Tactical movement is always made with the counters having their named side uppermost.

Special Cases: a Roman leader or combat unit making his entire movement by following hexsides of Roman fortifications benefits from an extra PM. This movement must occur entirely "inside" the two lines of Roman fortifications. The restriction noted in strategic movement also applies to tactical movement.

Restrictions:
- a combat unit or leader coming into contact with a fortification, a wall, a ditch or an enemy Camp must halt its strategic movement before crossing these, even if there is no enemy unit defending the locations. A unit beginning its movement adjacent to a fortification, a wall, a ditch or an enemy Camp may cross it. **Note**: a Camp counts as an enemy unit for a leader undertaking strategic movement.
- a Roman leader or combat unit may only cross a Roman fortification hexside if he is adjacent to a Camp. The Camp acts as a gate (see Rule 9.0) **Example**: a Roman unit is in 1516 and a Roman camp in 1617. Movement 1516-1617-1616 is permitted. Movement 1516-1616 is forbidden.
- a Roman leader or Roman infantry unit can only exit a Roman fortification in tactical movement and then cannot move more than two hexes (for the cavalry and German auxiliaries this limit is increased to three hexes);
- In night turns tactical movement is reduced by one PM.

7.3 Leaving an Enemy ZOC
A unit may leave a hex in an enemy ZOC by paying an extra movement point providing it is not immediately moved into another enemy ZOC. Movement from one ZOC of an enemy unit to another ZOC of the same unit is also forbidden (see Rule 6.0)

8.0 COMMAND
8.1 General Rule
Each side has one or two Commanders and several subordinate leaders:
- Julius Caesar is the Commander of the Roman army;
- Comios is the Commander of the Gallic relief army;
- Vercingetorix is the Commander of the Gallic army besieged in Alesia;

For determining the strategic initiative (see Rule 2.B) it is the modifiers of Caesar and of Comnios that are used (that of Vercingetorix is ignored).

Vercassivelaunus, Epedorix and Viridomaros are subordinate Gallic leaders. Labienus, Antonius, Trebonius and Rebilus are the subordinate Roman leaders

In the case of death or capture of Caesar (see Rule 11.4) Labienus will replace him as Commander. If Labienus is killed or captured in his turn the Roman player may freely chose a new replacement.

In the case of death or capture of Comnios (see Rule 11.4) Vercassivellaunus will replace him as Commander. If Vercassivellaunus is killed or captured in his turn the Gallic player may freely chose a new replacement.

If Vercingetorix is killed or captured the game ends in a Roman victory.

8.2 Command
To be in command, a combat unit must be:
- in the command box of a leader (Strategic Phase);
- in the command range (within a certain number of hexes) of a leader (tactical phase).

8.3 Commanded unit
A combat unit in command may

- move (tactical movement)
- fight (tactical combat)
- attempt to rally (not in an enemy ZOC and instead of movement)

8.4 Units out of Command
A combat unit out of command may
- move one hex (irrespective of its cost) providing it does not enter an enemy ZOC
- fight if and only if it was attacked by an enemy unit(tactical combat)
- attempt to rally (not in an enemy ZOC and instead of movement)

A *Non comandee* marker is placed on the unit to indicate status.

8.5 Death, wounds or capture of Leaders
A leader may be captured, wounded or killed following combat results (see Rule 11.4). It is immediately removed from play (death or capture). Place a *Chef blesse* marker on a wounded leader (three new factors are shown on the marker, modifier, command range, and movement value) after recording the Victory Points in an event (see Rule 14).

9.0 CAMP AND FORTIFICATIONS
The game distinguishes between the Roman camp and three distinct types of fortification.

9.1 Roman camp
The Roman player has nine camp markers which he may place on the map before the game begins.

Constraints in set-up
- A camp must be placed adjacent on at least one hex side to a Roman fortification
- A camp cannot be placed on a level 4 hex
- A camp may not be placed adjacent to a hex containing a Gallic fortification, nor in a hex situated between Alesia and the line of circumvallation (the internal Roman fortification line).

Examples: Placement in 1321 or 1819 is allowed, but 0512, 1421 and 0912 is forbidden.

Properties of a camp
- a camp gives a combat advantage to the Roman units which occupy it (see Rule 11.2)
- a camp has an Archery value of 2 (see Rule 10)
- a Roman unit (Combat or leader) may cross a Roman fortification hexside only if it is adjacent to a camp (the camp serves as a gate for the fortifications).
- An enemy unit moving adjacent to an undestroyed camp must halt before entering it, even if no enemy unit occupies the camp. A unit adjacent to the camp at the beginning of its movement may enter the camp. There is no restriction in advance after combat.

A camp may be destroyed. This is achieved if it is occupied by a Gallic unit (following combat or movement). The destruction is immediate and permanent. The camp *romain* marker is turned over to the camp *detruit* side. It retains its value as a gate to the fortifications for Roman units and equally for Gallic units.

9.2 Fortification
The three types of fortification are as follows:

Roman Fortifications of contravallation (external) and circumvallation (interior). These have a Archery value of one per hexside (see Rule 10.0). The effect of fortifications and their Archery capability is only effective against an enemy situated outside the double line of Roman fortifications (they are oriented against Alesia for the internal line, and the board edges for the external line).

- An enemy unit coming into contact with a Roman fortification must immediately halt without entering it even if no enemy unit occupies the hex.
- A Roman fortification may only be crossed by an enemy unit in an advance after combat or if the unit begins its movement adjacent to the fortification.
- A Roman unit cannot cross a Roman fortification except at a Camp (see Rule 9.1)

When a Roman fortification is crossed by a Gallic unit place a *Breche* marker in the hex where this occurred. This hex only regains its fortification abilities once a Roman unit has reoccupied it and no Gallic unit is adjacent. The *Breche* marker is then removed and the fortification recovers its properties.

The Roman fortifications give advantages to the Roman units which occupy them (see Rule 11.2)

Roman Ditches (between hexes 0912 and 1312 on the map) have the effect of halting tactical movement immediately of any Gallic unit (leader or combat unit) and forcing them to take a disorganisation test. To cross them a Gallic or Roman unit must begin its movement adjacent to the ditch. The ditch has no Archery value and no effect on combat.

Gallic Walls these halt immediately the tactical movement of a Roman or Gallic unit (leader or Combat unit). To cross the walls, a unit must begin its movement adjacent to the Gallic walls. The walls do not have a Archery value but they do have an effect on combat (see Rule 11.2)

10.0 ARCHERY
In the game, units do not shoot, only fortifications and Roman camps. A Roman camp has a Archery capability of 2. Each unoccupied Roman fortification hexside has a value of 1 (this means each of the six sides of a hex).

Important a fortification hex which does contain combat units has no Archery capability of its own, its effect is included in the total combat resolution.

10.1 Procedure for Archery
Archery is resolved at the end of the enemy tactical movement, before combat.

- **Archery range**: the range of archery is equal, in hexes, to the Archery capacity. Thus a Roman camp may fire two hexes distance, and a fortification hexside one hex (that is the adjacent hex).
- **Line of sight**: for archery up to two hexes (Roman camp only) only a slope in the intermediate hex will block fire (for example, a camp in 0719 could not fire into 0618. Archery into the adjacent hex is always possible.
- **Archery values** of the various fortification hexsides or of one or more camps my be accumulated on the same target (however only one shot is possible, each turn, per camp or fortification hexside). For example, a target situated in 0811 may suffer two shots with a 1 Archery value or one with a value of 2 (fired from the fortification hexsides). If a Roman camp was present in 0812, the total value on the unit in 0811 could rise to 4!

10.2 Results of Archery
1d6 is thrown:
- if the result is less than or equal to the total Archery value: the target unit must make a disorganisation test (see rule 12.1). All the units in a target stack suffer the result. They test individually for disorganisation.
- if the result is greater than the total Archery value: No effect

Exception: If the Archery Value concentrated on the target is four, and if the result of the dice is 4 or less, disorganisation of the target units is immediate (there is no test)

Dice modifiers; add +1 to the dice if the target is situated at two hexes distance.

11.0 COMBAT
A combat can only occur during the tactical movement and combat phase. It is possible only between adjacent enemy units; it is never obligatory

11.1 General rule
Combat consists of an attack, by the attacking player (who is the phasing player) and, simultaneously a riposte by the defender. Each throws a dice and consults the *table de combat*. The two results are applied simultaneously and the retreats or advances required deduced from the results (see 11.4). When the defender becomes the attacker the reverse applies.

A unit may only attack once per phase, but a total of twice per game turn (it may attack in its own phase and in that of the enemy).

11.2 Combat resolution
The attacking player decides the order of combats,

From those enemy units which are adjacent to the player's units he selects which he will attack.

If he decides to attack he must attack all enemy units within the ZOC of the attacking unit(s) in that phase, including combats already in train, directly or with the aid of other units.

The attacking player totals all the Combat values engaged in the combat (adding all the values of the adjacent units), his opponent totals all his values in the hex or hexes under attack (and only those). [Here be wobbly translations].

Note; an attack may only attack several enemy hexes if they are not otherwise under attack (that is to say, if one or more of his units or stacks has enemy occupied hexes in its ZOC).

For each combat, the two players each throw 1d6, apply the applicable modifiers and check the CRT for their side to establish the results. These results are then immediately and simultaneously applied (see rule 11.3) **All** the units of the defender suffer the result. However one, and only one, stack of attackers suffers its results (the defender selects which stack). Only the modifiers applying to this stack are used in combat.

The results of the combats are given by the two CRTs. The Gallic Player uses *la Table des combats gauloise*, and (surprisingly enough) the Roman Player uses *la Table des combats romaine*. To read each result use the column covering the PF in use and the row corresponding to the score of the 1d6.

The following modifiers apply:
Cumulative Dice Modifiers
+   the bonus for a leader participating in combat
-    the bonus for a defending leader in the hex under attack
+   average difference between the bonus of the best and the worst unit participating in the combat, rounding up.
+1   if the attacking units have a superior bonus to those of the defender
+1   if the attacker has more cavalry PF than the defender and the terrain is open (that is, it is not in a camp, a fortification or a wall)
-1   if the attacker has less cavalry PF than the defender and the terrain is open
+2   if all the attackers are all cavalry and the defenders all infantry in clear terrain
-2   if all the attackers are infantry and the defenders all cavalry in clear terrain
+1   if the defender is situated at a terrain level lower than that of the attacker
+1   if at least one defending unit is disorganised or in rout.
-1   if all the attacking units are situated at a terrain level lower than that of the defender
-1   if at least one attacking unit is disorganised or in rout.
-2   if all the attacking unit are disorganised or in rout.
-1   if it is a night turn

-1   if the combat is fought across a crest

Column Shifts
-1   column to the left if all the defenders are behind a fortification
-2   columns to the left if all the defenders are in a Roman camp of behind a Gallic Wall
+1   columns to the right if all the attacking units have a superior bonus than those of all the defenders

The last shift is cumulative with no more than one of the first two.

11.3 Combat results
The possible results are as follows

1T	A defending unit must take a disorganisation test (choice of owner)
T	All the defending units must take a disorganisation test
1d	A defending unit is disorganised (choice of owner)
d	All the defending units are disorganised
1D+T	A defending unit routs, all the others must take a disorganisation test
1D+d	A defending unit routs, all the others are disorganised
1E+T	A defending unit is eliminated, all the others must take a disorganisation test
1E+d	A defending unit is eliminated, all the others are disorganised
1E+D	A defending unit is eliminated, all the others are routed
E	All the defending units are eliminated
*	Each time this symbol appears the leaders of the two sides participating in the combat must make a death or capture test (see Rule 11.4). This test may need to be made twice in the same combat (attack and riposte) if the asterisk appears in both results.

Note: A player may always decide to substitute a one hex retreat of all the units involved for a **T** result (not a **1T**) **unless** the attacker includes cavalry. A player may always decide to substitute a two hex retreat of all the units involved for a **d** result (not a **1d**) **unless** the attacker includes cavalry.

11.4 Death, wounding and capture of leaders
Whenever an asterisk symbol appears in a combat result, the leaders of both sides participating in the combat must make a death or capture test. Each player throws 1d6 for each leader involved:
- if the result is less than six the leader is hale and hearty;
- if the result is a six, the player throws the 1d6 a second time: on a score of 1, the leader is wounded, on a throw of 3 he is captured, and on a throw of six he is killed.
- A wounded leader has a *chef blesse* marker put on him which has new factors. He may no longer undertake strategic movement.

For the replacement of Commanders see Rule 8.1

11.5 Retreat and advance after combat
After combat, the retreat by units can be voluntary (under Rule 11.2 as a substitute for a **T** or **d** result, or mandatory

Mandatory Retreat
If all the defender units are disorganised, no leader is present in the hex, and the units have less PF than their attackers who must be in battle formation, then all the defender units must retreat. This is a one hex retreat, but can be for two hexes at the choice of the retreating player.
      If the units required to retreat cannot do so because of enemy ZOCs or stacking limits, they are immediately eliminated

Advance after Combat

If the case of a retreat, mandatory or voluntary, after combat of all enemy units then units in battle formation which participated in the attack may occupy the vacated hex up to the stacking limit.

If this advance is made across a Roman fortification a breach is created (see rule 9.2). If this advance is made into a Roman camp, the camp is destroyed (turn over its counter see rule 9.1).

12.0 DISORGANISATION AND ROUT

The disorganisation or rally tests are always made individually, unit by unit, even if they are stacked together.

12.1 Disorganisation test

Where a combat unit is required to take a disorganisation test the player throws 1d6, if the result is less than 4, the unit is disorganised (turn over the unit), otherwise it remains in good order.

Dice Modifiers

+ the modifier printed on the combat unit
+ the modifier of a leader stacked with the unit

12.2 Disorganisation

Disorganisation only affects the strength of a unit. When the counter is turned over it shows the reduced strength.

12.3 Rout

A unit in battle formation may go straight to rout as the result of combat. A unit which suffers a second disorganisation from whatever cause while already disorganised, routs.

- Place a *Deroute* marker on the unit;
- the router retreats half its movement allowance (if retreat is not possible because of stacking or EZOCs the unit is immediately eliminated.

12.4 Effects of Rout

- A routing unit may not engage in combat
- A routing unit has no ZOC
- A routing unit may only use tactical movement to move further from enemy units
- A unit placed in a command box while in rout is immediately rallied (remove the *Deroute* marker and leave the disorganised face uppermost);
- a unit in rout which suffers a further disorganisation is eliminated.

12.5 Rally Test

Instead of a tactical movement (for units on the map) units in rout of disorder for either side may attempt a Rally test (1d6). In the strategic retreat and rally phase (for units in command boxes) units in rout of disorder for either side may attempt a Rally test (1d10).

A routed unit which recovers becomes Disorganised and may not attempt a second rally in the same turn to return to battle formation.

The Rally Test is made like a Disorganisation Test (1d6 in the tactical phase [C2 and C3] and a 1d10 in the strategic phase [d]):

If the modified result is greater than 4, the unit is rallied, otherwise it remains in rout or disorder as before:

Dice Modifiers

+ the modifier printed on the combat unit
+ the modifier of a leader stacked with the unit

-1 if the unit is routed in the tactical phase and -3 if in the strategic phase.

A disorganised unit is turned over to its battle formation side. A routed unit which rallies remains on its disorganised side but the rout marker is removed.

13.0 THREE PLAYER GAME

Alesia may be played with three players: two players control the Gauls, with one controlling the relief force and the other the besieged army of Vercingetorix. The two Gallic players may not communicate between themselves during the game (and must not have prepared plans) as the main interest of the game for Vercingetorix, as for Caesar, is that they do not know the area of attack of the relief army.

14.0 SCENARIO
14.1 Starting Positions
Gauls
- Vercingetorix and the nine units of the besieged force, front side uppermost in the four hexes of Alesia (1114, 1115, 1116, and 1215)
- The four leaders and the two detachments of the relief army, anonymous side uppermost, in 0505.
- All the combat units of the relief force in the command boxes, at the choice of the Gallic player.

Romans
- The eleven Roman camps, in the hexes chosen by the Roman player
- the five leader counters, anonymous side uppermost, in any hexes between the two lines of fortification or in any of the camps.
- All the Roman combat units in the command boxes, at the choice of the Roman player.

14.2 Historical placement of Roman camp
With agreement of both sides the Roman forts may be placed historically. The camps are in 1309, 1109, 0811, 0613, 0615, 0718, 1321, 1519, 1618, 1615 and 1511. Otherwise use the free set-up according to Rule 9.1.

14.3 Victory Conditions
Automatic Victory
- The game stops automatically with a Roman victory if Vercingetorix is killed or captured
- The game stops automatically with a Gallic victory if Vercingetorix and five Gallic units manage to cross the Roman double entrenchment lines.

Victory at the end of the game
Roman Player
- 2 points per Gallic PF eliminated and 1 point per Gallic PF disorganised or routed
- for each leader killed, the number of points equivalent to the number of units he can control (for example, Comnios is worth 15 points), for each leader captured, the same figure plus 5 (thus 20 points for the capture of Comnios). [Frederic Bey confirms this translation]
- 25 points if no Gallic unit has escaped from Alesia across the fortification double-lines
- 10 points if Vercingetorix has not escaped from Alesia across the fortification double-lines

Gallic Player
- 2 points per Roman PF eliminated and 1 point per Roman PF disorganised or routed

- for each leader killed, the number of points equivalent to the number of units he can control (for example, Antonius is worth 8 points), for each leader captured, the same figure plus 5 (thus 13 points for the capture of Antonius). [See above].
- 5 points if units of the besieged army succeed in escaping from Alesia across the fortification double-lines, and 10 points if Vercingetorix does so
- 5 points per Roman camp destroyed and 1 point per breach in place at the end of the game

Table des Terrains et des Mouvements
Cost of a hex: 1 PM
Plus
Going up one level: +1PM
Going up several levels: +2 PM
Going down one level: +0
Going down several levels: +1 PM
Crossing a stream: +1PM
Entering a Roman Camp: +3PM [a] and [b]
Crossing a Roman fortification: +3PM [a] and [c]
Crossing a ditch: +2PM and a disorganisation test [a]
Crossing a Gallic Wall: +2PM [a]
Crossing a crest: +1 if strategic, 0 + disorganisation test in tactical movement [d]

[a]: to cross this obstacle, one must commence movement adjacent to it.
[b] ignore [a] and any extra costs for Roman units at gates
[c] forbidden to Roman units which must use camp gates
[d] ignore the disorganisation test for Roman units inside their two fortification lines.

Errata from Crete 1941 Issue

The Counters
Clarification The counters of the relief army are identified by a deep blue colour band, those of Vercingetorix's army (9 units) by a lighter blue.
Correction: The Vellaves counter of the relief force should have a +1 modifier on its front. A new piece is provided in the Crete Vae Victis.

The Map
Clarification
6.0 A ZOC does not extend from the interior to the exterior of the fortification (Roman or Gallic). Exception: the Roman ditch, and the Gallic walls situated in 0915, 0916 to 1147 and in 1216 have the special feature that they do not have a direction, they block the ZOCs of both sides.

8.2 The command range of a Leader is not affected by enemy ZOCs. One checks command (8.4) before tactical movement (for the movement allowance) and before combat (to decide whether the units may attack).

9.1 The placement of Roman camps is prohibited on the fourth Level . On the map this is represented as Level 3 (the count starting at zero).

9.2 Breach: The breach marker is placed in the hex with the Roman unit.

8.5 and 11.4 A leader alone in a hex may be attacked by enemy units. It only takes a death, wounding or capture test.
      If it is undamaged or wounded it is placed with the nearest friendly unit. If no route free of enemy ZOCs exists to the nearest friendly unit the leader is automatically captured.
      The attacker may advance into the hex vacated by the Leader.
      If the result **1E** or **E** occurs in combat, eliminate all the units stacked with a leader, then follow the procedure given above (a death test with retreat towards the nearest friendly unit).

10 Archery: The Roman fortification archery may only be used against units on the exterior.

12.3 Half of the movement allowance is counted by rounding up to the higher number. A movement of a single hex (except in an enemy ZOC) is always possible.

Correction: The third paragraph should be disregarded. It is necessary to apply a -3 modifier to the d10 required in Rule 12.5 to check rally which is not then automatic.

The Tables

Clarifications: For combat the two column shift for the camps cannot be added to that for Roman fortifications.

Correction: Roman Combat Table; third column, should read 5-7 and not 4-7.
Gallic Combat Table third column, should read 4-5 and not 3-5.