# Bellum Gallicum II
## Caesar's Campaigns in Gaul

*A game by Frédéric BEY*

*"Gaul, praised and then ignored by historiography, continues to be the secret warp and weft of France."*
**Philippe Richardot**, The Strategic Errors of the Gauls against Caesar.

*To my son Etienne, who from a young age accompanied me to the archaeological sites of Bibracte and Alesia.*

**Version**:

*Last Update: November 13th 2013*
The present version of the rules integrates the errata and the modifications appearing since the publication of the game. All these corrections or clarifications are noted in red.

# 0. Introduction

**Bellum Gallicum** is a game for two players; the first being called the **Roman player** and the second the **Gallic player**. The Roman player controls the Roman units as well as the pro-Roman Gallic and Germanic units. The Gallic player controls those Gallic, British or Germanic units that are anti-Roman. The present version of **Bellum Gallicum** is a development of the original game that appeared in **Casus Belli**; issues number **68** and **69 (1992)** and which contains in particular new developments of the rules relating to combat. **Bellum Gallicum II** contains several independent scenarios and a campaign game that covers the whole of the Gallic Wars.

## 0.1. Time Scale

A year consists of 10 game turns:
- 9 turns of one month each (March to November);
- 1 winter turn of 3 months (December/January/February).

The period covered by the game corresponds to the following Consuls (696 to 703 *ab Urbe Condita,* since the founding of the city):

58 BC: Lucius Calpurnius Piso Caesoninus and Aulus Gabinius
57 BC: Publius Cornelius Lentulus Spinther and Quintus Caecilius Metellus Nepos
56 BC: Gnaeus Cornelius Lentulus Marcellinus and Lucius Marcius Philippus
55 BC: Marcus Licinius Crassus (II) and Gnaeus Pompeius Magnus (II)
54 BC: Appius Claudius Pulcher and Lucius Domitius Ahenobarbus
53 BC: Marcus Valerius Messalla Rufus and Gnaeus Domitius Calvinus
52 BC: Gnaeus Pompeius Magnus (III) and Quintus Caecilius Metellus Pius Scipio Nasica
51 BC: Servius Sulpicius Rufus and Marcus Claudius Marcellus

## 0.2. Counters

The counters represent the combat units, their leaders and the various markers required for the game. Combat units and leaders have counters with a front and a rear side. The reverse side of a leader counter represents the leader wounded. The reverse side of a combat unit represents the unit in a weakened state.

A leader has a rank and a rating (in addition a Gallic chief may be indomitable).

A combat unit has Strength Points (SPs) and a quality rating. The illustration on each counter distinguishes between warships, infantry and cavalry (in the rules British chariots are treated as cavalry). Units firing ranged weapons are identified by a specific symbol.

The Roman player may use Gallic or Germanic units provided they are permanently placed under the command of a Roman leader, a pro-Roman Gallic leader or a SPQR marker.

## 0.3. Map

The map is divided into regions, sectors and maritime zones.

### 0.3.1 Regions

The map has 34 regions. Each region comprises the territories of several tribes, according to their political loyalties (see **0.4**).

There are:
- coastal regions (regions adjacent to a maritime zone, see **0.3.3**);
- inland regions (the other regions).

### 0.3.2 Sectors

Regions are aggregated in larger groupings, called sectors. In total there are 10 sectors

- 7 sectors which form independent Gaul: Gallia Aquitania, Gallia Belgica, Gallia Celtica 1, Gallia Celtica 2, Gallia Celtica 3, Gallia Celtica 4 and Gallia Celtica 5;
- 1 sector for Roman Gaul (Gallia Romana);
- 2 sectors for regions neighbouring Gaul: Britannia and Germania.
*NB*: The sectors of Britannia and Germania have only one region.
*Note*: The Alps and the Pyrenees are not Sectors, but mountain zones which are out of bounds to the units in the game.

### 0.3.3 Maritime Zones
The different seas and oceans are grouped together in two maritime zones:
- The Mediterranean Sea;
- The Atlantic Ocean (including the English Channel and the North Sea).

### 0.3.4 Towns and Oppida*
The regions of Roman Gaul may contain cities, those of independent Gaul oppida. Cities and oppida have exactly the same characteristics in the rules, particularly for sieges (see **4.5.**).
* *oppida* is the plural of the Latin noun *oppidum*.

## 0.4. Gallic Tribes
Each region incorporates the territories of several tribes. Within independent Gaul the regions on the map are named after the principal tribe within that region.
The Tribes Table presents all the information regarding the tribes, viz:
- their name;
- their Mobilisation rating;
*Note*: This rating represents the demographic and military weight of each tribe, reflected in the number and value of its combat units.
Value 1: 1 infantry, 2 SPs
Value 2: 1 infantry, 4 SPs
Value 3: 1 infantry, 6 SPs
Value 4: 1 infantry, 6 SPs and 1 cavalry, 2 SPs
Value 5: 2 infantry (4 SPs and 6 SPs) and 1 cavalry, 2 SPs
*Special case*: the Veneti tribe also have ship counters.
- the name of their leaders, where known;
- an 'I' to indicate indomitable chiefs
- the names of their oppida;
- the defensive value of these oppida;
The names of certain tribes are preceded by a ' *v* ', which signifies that they are vassals of the principal tribe in the region (see **7.2.2.** and **7.2.3.**).
The Uprising columns allow the Gallic player to note the year of the last revolt, when playing the campaign game (see **7.2.4.**).
*Special case*: The Vercingetorix counter only enters the game after the year 52 BC. If the Arverni rise up before that date, their leader is then Vercassivellaunos. After 52 BC the tribe revolts with both leaders.

# 1. Sequence of Play

Each game turn follows the sequence below:

**I – Supply Phase (common to both players)**

    A. Removal of Scorched Earth markers (Turn 7 – *August* - only)

    B. Construction of Roman depots

    C. Regional status check

    D. Attrition check of forces in devastated regions and of besieged forces

    E. Placement of Scorched Earth markers in anti-Roman regions

**II – Roman Player - Movement Phase**

    A. Reinforcements

    B. Replacements *(campaign game only, see **7.5.5**)*

    C. Movement *(and possible hiberna removal see **4.5.7**)*

    D. Forced Marches

**III - Gallic Player - Movement Phase**

    A. Reinforcements

    B. Movement

**IV - Combat Phase (common to both players)**

    A. Naval Combat

    B. Skirmishes

        1. Evasion

        2. Resolution

    C. Pitched Battles

        1. Evasion

        2. Resolution

    D. Sieges

**V – Turn Marker Phase**

The Turn Marker is advanced one space. If it is already in *November*, it is placed in the Winter turn and the Year Marker is advanced one space.

# 2. Forces, Control and Supply

Supply is dependant on the status of the regions and the nature of the forces that occupy them.

## 2.1. Forces, Armies and Garrisons

The units and leaders present on the map make up forces, armies or garrisons.

### 2.1.1 Stacking limit

There is no stacking limit on the map for either combat units or leaders. For convenience the players may leave just their main leaders on the map and place the units, and the leaders stacked with them, in the off-map box provided.

### 2.1.2. Forces

All the combat units and the leaders of the same player in a given region make up one single force for supply calculation and combat resolution.

*Exception*: Garrisons are not counted with other units present in the region and are considered separately for supply checks (see **2.3.4**).

### 2.1.3 Armies

An army is a group of 5 or more combat units placed in the same region. Armies influence the type of combat to be undertaken (see **4.1**).

### 2.1.4. Garrisons

A garrison is a group of 3 or fewer combat units placed in the same oppidum, the same city or the same winter quarters. *Note*: this limit of 3 units only applies to the supply benefits conferred by garrison status; beyond this there is no limit to the number of units that may stack in oppida, cities or hiberna.

## 2.2. Control of Regions

A region may have one of the following statuses:
- pro-Roman (controlled by the Roman player);
- contested (controlled by neither player);
- anti-Roman (controlled by the Gallic player).

*Note:* The presence of an empty oppidum or city has no effect on a region's status.

### 2.2.1. Pro-Roman Regions

The 3 regions of the Gallia Romana sector are pro-Roman at the start of the game. The other regions are only pro-Roman if they are designated as such in the scenario, or if they become so because they are occupied solely by combat units belonging to the Roman player. A pro-Roman region remains as such even if it is empty of pro-Roman combat units, unless it is reoccupied by anti-Roman units (it then becomes contested or anti-Roman). A pro-Roman region clear of any units is identified by the use of a Roman control marker.

### 2.2.2. Contested Regions

Those regions in which there are combat units of both camps, even besieged, are contested.

### 2.2.3. Anti-Roman Regions

Those regions that are neither pro-Roman nor contested are anti-Roman.

## 2.3. Supply Check

The supply phase is common to both players who check the status of each region in which there are combat units. The players then determine the level of attrition suffered by their forces situated in Devastated regions and those forces that are besieged. They can also place and remove Roman Depot and Scorched Earth markers.

### 2.3.1 Regional Status

Each region may be at any given time either Devastated or Fertile

In every region where there are more than 5 combat units belonging to the same player, he must roll a 1d6, applying the following cumulative die roll modifiers (DRMs):

+1 the turn is winter;

+1 if there are more than 8 combat units belonging to the same player present in the region;

-2 if the region contains a Roman depot (applies only to the Roman player).

If the result is 5 or 6, the region is considered to be Devastated and a Scorched Earth (*Terre brûlée*) marker is placed on it; otherwise the region is considered to be Fertile.

*Note:* if there are two die rolls in a contested region (if both players have more than 5 combat units each in it), a single result of 5 or 6 suffices for it to become Devastated <u>for both players</u>. Conversely both results must be between 1 and 4 for the region to remain Fertile. At any particular time a region can therefore have only one status, whose effects apply to both players.

*Special cases:*

- garrisons do not count towards the number of combat units for the determination of a region's status;

- regions in the Gallia Romana sector are always considered Fertile (no die roll to determine regional status).

**2.3.2. Roman Depots**

At the start of each supply phase the Roman player may place a Depot marker (*Dépôt*) in in each fertile region within which he has an army, up to the limit of available markers.

*Special case*: It requires an army that has at least 3 legion counters to build a depot during a winter turn.

At the end of each supply phase the Roman player may voluntarily dismantle one, or several, depots by removing their markers from the map.

A depot remains operational unless the Gallic player destroys it (see **2.3.5**)

**2.3.4. Attrition**

Attrition depends on the status of each region (see Attrition Table):

- in a Fertile region all units present are considered to be in supply.  There is no calculation of attrition;

- in a Devastated region each player must calculate the attrition suffered by his forces, dependant on the number of his units and the type of terrain;

- the besieged garrisons of both players calculate and suffer the effects of attrition independently, regardless of whether the region is Fertile or Devastated.

*Reminder*: Within the same region players calculate attrition for besieged garrisons separately from the remainder of the combat units in that region.

**2.3.5. Scorched Earth**

At the end of each Supply Phase the Gallic player may place a Scorched Earth (*terre brûlée*) marker in each region he controls and destroy the Roman depots in it (placing or removing markers as necessary).  This action is limited by the number of available Scorched Earth markers. All Scorched Earth markers are automatically removed from the map at the start of the Supply Phase of Turn 7 (August) of each year.

# 3. Reinforcements, Replacements and Movement

## 3.1 Reinforcements

Both the Roman and the Gallic players receive reinforcements in certain scenarios and also in the campaign game. The arrival of reinforcements is detailed in the scenario notes (see **6.**) or in the rules special to the campaign game (see **7.5.5**).

## 3.2. Replacements

Only the Roman player receives replacements, and this only in the campaign game (see **7.5.5**). Replacements are available at the start of each year's campaigning (winter turn or March turn) from 56 BC onwards. Replacements are not cumulative from one year to the next, and are only available if there is at least one Roman leader present in Cisalpina.

Roman replacements are of two kinds:

- *Supplementum*: during Phase II.B all reduced legion counters are flipped back to their full strength side. They remain where they are on the map. In addition the Roman player receives 1 unit of Gallic cavalry, limited by the number of counters available, which can be placed in any winter quarters on the map providing a Roman leader or a pro-Roman Gallic leader is present;

- *Levies*: the Roman player receives 2 units of legionaries, 1 unit of auxiliaries (Cretans/*Crétois*, Balearics/*Baléares* or Numidians/*Numides*) and 1 unit of Roman cavalry, taken from those units eliminated in previous campaigns. These counters are placed in Cisalpina in Phase II.B of the March turn.

If Caesar is present in Cisalpina, the Roman may choose another 1 additional unit, of any kind, taken from those eliminated in previous campaigns.

## 3.3 Movement

Movement is defined as the transfer of combat units and leaders from one region of the map to a neighbouring region.

**Definitions**:

- in order to move, combat units must be stacked with at least one leader at the start of the movement phase;

- the presence of an enemy army (which is not deployed in an oppidum, a city or winter quarters) in the region to be vacated means the player wishing to move must take a test before being able to carry out his move (One single d6 roll per region. The result applies to the whole force present in that region): if the result is 1, 2, 3 or 4, the move is possible; if the result is 5 or 6 no movement is possible out of that region and no unit will be able to leave it during the current movement phase (during the combat phase it is still possible to evade combat).

*Die Roll Modifiers*: - 1 if the player has a leader ranked 3 in the region / +1 if the player has no leaders ranked 2 or 3 in the region.

- the presence of friendly or enemy units in the region to be entered has no effect on movement;

- movement from one region to another is only possible if they share a common border. The point where the extremities of two regions meet does not constitute a shared border.

*Example:* Movement is permissible between the Atrebates region to the Suessiones region, which both have a shared border; however movement is not possible between the Nervii and the Suessiones regions, which only touch at a corner.

**Out of Bounds**:

Movement into the Alps and the Pyrenees is never allowed.

### 3.3.1 Leaders and Movement

- a leader may move from one region to a neighbouring region, accompanied by as many units as he wishes;
- leaders may move from one region to a neighbouring region on their own;
- a force, if it has several leaders, may separate into several forces at the start of the Movement Phase and move to several different regions.

### 3.3.2 Entering and leaving a City or an Oppidum
- a leader and units placed in a city or an oppidum, not under siege, may leave their location freely and move into a neighbouring region to the one in which the city or oppidum is located, even if the region containing the city or oppidum is contested;
- a leader and units coming from an adjacent region may enter a city or an oppidum located in a contested region, unless the city or oppidum is already besieged by the opposing player;
- units without a leader may only move to an unbesieged city or oppidum located within their current region. This movement is possible even if the region is contested.

### 3.3.3 Special Cases
- anti-Roman Gallic units may not enter Britannia or Germania;
- conversely pro-Roman Gallic units may enter Britannia or Germania if they are with a Roman force;
- an army moving to a mountainous region during a winter turn must automatically roll for attrition;
- the Rhine (Rhenus) is the only river on the map to affect movement. To cross it a force must spend 1 turn without fighting in an adjacent and controlled region.  Place a Rhenus marker on the force to indicate its status.

## 3.4. Forced Marches
A forced march consists of leaving a region to cross a neighbouring region, finishing the move in a third region  (neighbouring the second).

**Restrictions**:
- only Roman units and Gallic or Germanic cavalry units (whether they be anti- or pro-Roman) may carry out forced marches;
- the force must have a leader ranked at least 2 or 3 to carry out a forced march;
- it is forbidden to drop units off during a forced march, but it is possible to collect a unit/units 'in the passing' while moving through the region being traversed;
- forced marches are impossible during winter turns;
- forced marches require an automatic die roll for attrition, based on the terrain of the region which has been passed through.

# 4. Combat

## 4.1. Types of Combat

Combat takes place when two enemy forces find themselves in the same region at the start of the Combat Phase.

- if both enemy forces are armies (see **2.1.3**), combat is a compulsory pitched battle, unless one side succeeds in evading combat (see **4.4**);
- if one of the two forces is a garrison (see **2.1.4**) placed in a city, an oppidum or winter quarters (see **4.5.7**), combat may be resolved by a non-obligatory siege (see **4.5**);
- every other case results in a skirmish, except in the case of successful evasion (see **4.3**).

## 4.2. Effects of Combat

### 4.2.1 Effects on Combat Units

After combat a unit may be
- eliminated immediately, whether it be at full strength or reduced;
- reduced in strength, by turning the counter to its reverse side, or eliminated if it is already on its reduced side.

*Special case for Britannia and Germania*: British or Germanic anti-Roman forces which engage in combat in their home sector, and which are defeated, are eliminated (removed from the map).

For a pro-Roman force defeated in Britannia, see also **5.6.3.** for withdrawal across the sea to Gaul.

### 4.2.2. Effects of Combat on Leaders

The results of tests carried out on the Leader Table are as follows:

- *Captured*: the leader's counter is removed. Gallic chieftains who are captured are returned to the game in the winter turn of the following year, apart from indomitable chieftains who are removed from the game permanently. Named Roman leaders who are captured (i.e. all of them, except the tribunes) are never returned to the game;
- *Wounded*: the leader's counter is turned to its reduced side. This result has no effect on a leader who is already wounded. Wounded leaders are turned face up (recovered), during the reinforcement phase of the following turn;
- *Killed*: the leader's counter is removed from the game. It may not return again.

**Replacements**. Roman leaders killed, or eliminated after capture, are immediately replaced by substitute leaders (tribunes), up to the limit of available replacement counters. Caesar and Labienus are never replaced. If Caesar suffers the result 'killed' the Roman player rolls 1d6. If the new result is 1, Caesar is killed. Otherwise he is simply wounded.

## 4.3. Skirmish

Skirmishes are engagements between weak enemy detachments, which are not normally decisive for the outcome of the campaign.

### 4.3.1. Avoiding a Skirmish

A player may only attempt to avoid combat if he controls a neighbouring region to retreat into. In the event of a skirmish, only the player with fewer combat units, or the one with fewer SPs if both players have the same number of units, or the Roman player in the final resort, may attempt to avoid combat. A player may only attempt to avoid combat if his force has more cavalry units than the enemy.

To resolve the attempt to avoid combat the player rolls 1d6. The attempt is successful on a result of 1, 2 or 3 (without any die roll modifiers). The player may then move the whole of his force into a neighbouring region that he controls. If the attempt fails, the skirmish takes place.

### 4.3.2. Resolving Skirmishes

Skirmishes are resolved on the Skirmish Table

The force with the largest number of units is considered to be the attacking force. Where both sides have the same number of units, the attacker is the one with the highest number of SPs. Should both sides still be the same, the Roman player is the attacker.

The strength ratio is arrived at by dividing the total SPs of the attacking units, including the value of the attacker's highest ranking leader (the leader with the highest rating in the event of leaders of equal rank), by the total SPs of the defending units, including the value of the defender's highest ranking leader (the leader with the highest rating in the event of leaders of equal rank).

The victor tests a chief of his choice on the Leader Table; the loser tests all of his chiefs**.** The winning and losing chief's tests are made in addition of the ones required by the Skirmish Table. The loser is the one who suffers a Loss (A1 or D1) or a Reduced (AR or DR) result. There is no victor or loser in case of exchange.

*Note*: The SPs of units with a ranged fire capacity are included in the calculation of the ratio.

The ratio is rounded in the defender's favour (2.75 becomes 2/1). The result is determined by consulting the Skirmish Table, after a die roll with all relevant DRMs applied.

## 4.4. Pitched Battle

Pitched battles represent confrontations between enemy armies on open ground.

### 4.4.1. Avoiding Pitched Battle

Avoiding combat is only possible if the player who is attempting to do so controls a neighbouring region to retreat into.

In the event of a potential pitched battle, each player may try to avoid the enemy attack before combat is resolved. If both players try to avoid combat, both attempts are resolved simultaneously and the results are likewise applied simultaneously.

To resolve the attempt to avoid combat the player rolls 1d6 and the attempt is successful on:

- a modified die roll of 1 or 2 for the Gallic player;
- a modified die roll of 1, 2 or 3 for the Roman player.

*Die Roll Modifiers*:

-1 if the Gallic player's units try to avoid combat in a forest, marsh or mountain region;
- 1 if the total cavalry SPs of the force trying to avoid combat are double or more than the enemy's total cavalry SPs;
-1 if a leader with a rating of 4 or more is with the force attempting to avoid combat.

If the attempt to avoid combat is successful, then all the leaders and combat units of the force are moved into a neighbouring region controlled by the same player.

If the attempt fails the force remains where it is.

If both enemy forces are still in the same region after the attempts to avoid combat, the pitched battle takes place.

*Special case*: In the event of a failed attempt to avoid a pitched battle, the Gallic player has the choice, if the region has an oppidum whose fortification level is 3 or higher and which is not already besieged, of preferring a siege to a pitched battle. The Gallic player's army then retreats into the oppidum and all the counters that comprise the army are placed in the oppidum. The pro-Roman Gallic units of the Roman player (but not his Roman or German units) may similarly retreat into the oppidum of a pro-Roman tribe or into a city.

### 4.4.2 Resolution of a Pitched Battle

The attacker is the player whose army is the last to enter the region where the pitched battle takes place: i.e., it is his turn when the two armies find themselves in the same region.

**Deploying Combat Units and Designating the Army Commander**.

The highest-ranking leader, and in the event of there being more than one of the same rank, the leader with the highest rating, and failing that the owning player's choice, is designated the Army Commander. Both players deploy their units, the attacker first, placing them on the wings of the Battle Map (Centre, Right, Left, Reserve). The reserve may harbour no more than a quarter of the army's units. The leaders, with the Army Commander on top of the stack, are placed in the Leaders' space on the Battle Map.

*Example (1)*: the pitched battle takes place in the region of the Nervii between two armies. There are no attempts to avoid battle. The Romans are the attackers.

The Roman player places a Pitched Battle (*Bataille rangée*) marker in the Nervii region and places his leaders and units on the Battle Map;

The 7 Roman leaders (Caesar, Crassus, Fabius, Labienus, Cicero, Trebonius and Antonius) are placed in the Leaders' space, with Caesar, as army commander, placed on top of the stack.

- the counters for the X and XI legions and 2 x pro-Roman Gallic Cavalry are deployed on the Left;
- the counters for the VII and VIII legions, the Numidians, Cretans and Balearics are deployed in the Centre;
- the counters for the IX and XII legions and 2 x Roman Cavalry are deployed on the Right;
- the counters for the XIII and XIV legions are deployed in Reserve

Total: 48 SPs in the first line and 10 SPs in reserve.

The Gallic player places his leaders and units on the Battle Map;

The 4 Gallic leaders (Comnios, Galba, Correos and Buduognatos) are placed in the Leaders' space, with Comnios, as army commander, placed on top of the stack.

- the Bellovaci counters (6 SPs), Bellovaci (cavalry 2SPs), Caleti, Veliocasses and Viromandui are deployed on the Left; 14
- the Nervii counters (6 SPs), Nervii (cavalry 2 SPs), Suessiones (6 SPs) and Suessiones (cavalry 2 SPs) are deployed in the Centre; 16
- the Ambiani, Atrebates, Morini, Menapii, Silvanectes and Catuellauni are deployed on the Right; 20
- the Bellovaci counter (4 SPs) is deployed in Reserve.

Total: 50 SPs in the first line and 4 SPs in Reserve.

The battle is then resolved in two successive sequences and a pursuit.

**First sequence:**

- the strength ratio is calculated by dividing the total SPs of the attacking units deployed in the first line (Centre, Right, Left) by the total SPs of the defending units deployed in the first line (Centre, Right, Left). *Note*: units placed in reserve are therefore not included in the calculation.
- the attacker rolls a d6 and uses the Pitched Battle Table, applying any modifiers. The results are applied to both adversaries: eliminated units are placed in the E (*Éliminée*) Spaces and weakened units are placed in the A (*Affaiblie*) Spaces, on their reverse (reduced) sides;
- both players, the defender first, then test their units for rout (unless they rolled an R – *Rien /* No Effect - on the Pitched Battle Table) by rolling three d6 (one specific die for each box in the first line: Left, Centre and Right) and consulting the Rout Table. The result obtained is applied to all units in the given wing of the Battle Map, depending on

their quality. The units then return to their original wings in the first line, in the status indicated by the Rally Table.

*Example (2)*: The Roman player attacks with 48 against 50, i.e. 2/3, with a DRM of + 3 (modifiers for the Army Commander, a superior number of leaders and the presence of units firing ranged weapons). The result is a 4, modified to 7, i.e. **R** / ½. The Gallic player must weaken half of his 15 units, i.e. 7 (rounded in his favour).

He reduces the Catuellauni, and Silvanectes on the Right, the two Nervii counters in the Centre, the Viromandui, Veliocasses and Caleti on the Left and places them in the A spaces of their respective wings.

The Gallic player then tests his units for Rout and for Rally:

He throws 3d6 on the Rout Table and rolls a 5 on the Right, a 3 in the Centre and a 1 on the Left.

On the Right, the 5 results in De for the two B quality units which, after reference to the Rally Table, are returned to the Right wing in a weakened condition.

In the Centre, the 4 results in Ra for the E quality unit which, after reference to the Rally Table, is flipped back to its front (full strength) side and De for the B quality unit, which remains in its weakened state. Both units are returned to the Centre wing.

On the Left, the 1 results in Ra for the three class B units, which after reference to the Rally Table, therefore return to the Left wing on their full strength side.

**Realignment**:

- the defender first, followed by the attacker, may transfer units from his reserve into areas in the first line.

*Example (3)*: the Roman player transfers the counters for the XIII and XIV legions from the Reserve to the Centre. The Gallic player leaves the Bellovaci counter (4 SPs) in Reserve.

**Second Sequence**:

- both players continue as for the first sequence;

- once any units have been rallied, any final losses are placed in the Permanent Losses box (*Pertes définitives*) on the Battle Map.

- the winner of the second sequence (results in bold on the Pitched Battle Table) is declared the winner of the Pitched Battle.

- the victor tests a leader of his choice, the defender tests all of his leaders on the Leader Table.

*Example (4)*: the new strength ratio is 54 SPs for the Roman player against 45 SPs for the Gallic player, i.e. 1/1. The Roman rolls 3 on a d6 with the same +3 DRM, giving a total of 6, i.e. **R** / ½

The Gallic player once again has to weaken 7 of his units. He reduces the Caleti, Veliocasses, Viromandui on the Left, the Suessiones (6 SPs) in the Centre, the Ambiani on the Left and eliminates the already weakened Catuellauni and Silvanectes on the Right. He places the units in box A or box E (for the last two) of their respective wings.

The Gallic player then tests his units for Rout and Rally:

He throws 3d6 and rolls a 3 on the Right, 4 in the Centre and 5 on the Left.

On the Right, the 3 gives a result of Ra. With all three units being class B, after checking the Rally Table, the Ambiani counter is turned back to its full strength side and the Catuellauni and Silvanectes counters return on their reduced sides. The three units are placed back in the Right wing.

In the Centre, the 4 results in De for the two class B units, which remain reduced after checking the Rally Table and return to the Centre wing.

On the Left, the 5 results in De for the three class B units, which remain reduced after checking the Rally Table and return to the Left wing.

The Roman player is the victor of the pitched battle (**R** in bold). He tests a leader of his choice, Crassus, on the Leader Table. With an 8 on the die, there is no effect. The Gallic player tests his 4 chiefs; an 11 kills Galba who is removed from the game, the three other chiefs with 4, 7 and 9 respectively, survive unscathed.

**Conclusion of the Pitched Battle and Pursuit:**

If all the units in the first line of an army are eliminated or weakened at the end of the first sequence the pitched battle ends and the opponent – now designated the victor – may engage in a pursuit;

Otherwise the pursuit takes place at the end of the second sequence.

**Pursuit** is resolved in the following manner:

The victor eliminates a minimum of one enemy unit from the first line, or a maximum of as many enemy units in the first line as he has intact cavalry units in the first line. *Special case*: the maximum number of units is reduced by -2 if the battle took place in a Marsh region and by -1 unit in a Forest region. The minimum remains 1 unit.

 The choice of eliminated units follows the following priorities: first reduced infantry units, then reduced cavalry units, then intact infantry units and finally intact cavalry units.

After any possible pursuit has taken place, the surviving units are replaced on the map: in the region where the battle took place for the victor, and in a neighbouring region for the loser (in the following order of priority: firstly, one controlled by himself, then one controlled by his opponent but free of enemy units, then a contested region, and finally one controlled and occupied by his enemy).

*Example (5)*: The Roman player has 4 intact cavalry units in his first line. He can therefore eliminate 4 Gallic units which are reduced and which were not in reserve during the second sequence: he chooses the Suessiones (6 SPs), Ambiani, Caleti and Veliocasses and places them in the Permanent Losses (*Pertes définitives*) space. All the counters that the Roman player had on the Battle Map return to the map in the Nervii region (and the Pitched Battle/*Bataille rangée* marker is removed) and the Gallic player places his surviving units in the Eburones region, which he controls.

## 4.5. Sieges

The Roman player may besiege oppida; the Gallic player may besiege cities and winter quarters. Those units that are eligible to be deployed in garrisons and those eligible to take part in sieges are listed on the Siege Table.

**4.5.1 Basics**

An oppidum or city empty of troops may be conquered and destroyed by the enemy player without a siege.

A force may conduct several sieges in the same region in the same turn, providing it has as many armies and leaders as there are sieges. The force is divided into as many armies as there are sieges, and the sieges are resolved separately.

A siege lasts as many turns as required to take the oppidum, city or hiberna and may be broken off voluntarily by the besieger.

The besieged force may call upon a relieving army to attempt to break the siege.

**4.5.2. Siege Resolution**

During each game turn the besieger must carry out a siege turn (see **4.5.3**). If the besieged force is of army strength, the defender may choose to sally out in place of and instead of the siege turn (see **4.5.4**). *Note:* Following any possible losses, a besieged army may naturally lose its army status if it falls below the limit of 5 units.

The besieger notes the number of turns the siege has lasted with a Siege Marker (*Siège*). Siege turns or sallies take place once a turn until the siege is finished or raised for one of the following reasons:

- the last combat unit of the besieged force is eliminated. Any remaining leaders are captured and the besieger may place an Oppidum/City Destroyed (*Oppidum détruit/Ville détruite*) marker on the space or remove a hiberna marker;
- the besieged player decides to surrender. The besieged leaders and combat units are withdrawn from the game. The leaders are considered as prisoners. The besieger may not place an Oppidum/City Destroyed marker on the space, but may remove a hiberna marker;
- after 4 consecutive siege turns the besieged force must surrender (*Note*: a sally counts as a siege turn, if the siege is not broken by a defeat of the besiegers). The leaders are taken prisoner and the combat units removed from the game. The besieger may place an Oppidum/City Destroyed marker on the space or remove the hiberna marker;
- if the besieger is defeated in a pitched battle by a relieving army or by a sally from the defenders, the siege is lifted (remove the siege marker).

### 4.5.3 Siege Turn

The strength of the besieging force is calculated by adding:
- the number of infantry units allocated to the siege;
+ 1 per leader present, as long as there is at least one combat unit per leader;
+ 1 if Caesar or Labienus is taking part in the siege;
The strength of the besieged force is calculated by adding:
- the value of the oppidum/city;
- the number of infantry units it contains;
+ 1 if the chieftain of one of the tribes from the region where the oppidum is located is present;
+1 if a Roman leader (other than Caesar or Labienus) is present;
+2 if Caesar or Labienus is present.
The siege differential is arrived at by subtracting the strengths of the two forces (besieger minus besieged). The siege turn is then resolved by rolling 1d6 on the Siege Table. The result is expressed in the number of units to be reduced by the besieger and the besieged. All results are applied immediately.

### 4.5.4. Sally

If the besieged force is of army strength (see **2.1.3**), the defender may choose to sally forth, and this combat is resolved in place of the siege turn.
A sally is conducted like a pitched battle limited to 1 combat sequence, and a pursuit. At the conclusion of the sally, those units that have not been permanently eliminated are replaced in the oppidum/city/hiberna.
The victor is indicated on the Pitched Battle Table. If the besieger is defeated, the siege is immediately lifted.

### 4.5.5 Relief Armies

If at the start of the combat phase an army of the besieged player is in a region where besieging forces are engaged in one or more sieges, it is considered to be a relief army. The besieger must then divide his forces into several groups, in the following manner:
- non-besieging units which must confront the relief army in a pitched battle or a skirmish in the combat phase;
- besieging units which must resolve the current siege(s) and any possible sallies.

### 4.5.6 Raising a Siege

A siege is raised when the besieger abandons it voluntarily, when he is defeated in the course of a sally, or when he is defeated in a pitched battle or skirmish by a relieving army.
When a siege is raised, all the besieging units present in the region must retreat to a neighbouring region, and therefore all the sieges in the region are raised.

### 4.5.7 Winter Quarters (Hiberna)

Hiberna are semi-permanent camps for the legions, allowing the Roman player's units to spend the winter sheltered from the bad weather and the Gallic player's ploys.

**Construction of Hiberna.** They are placed on the map during the End of Campaign Phase (see **7.4.2.**) or they are indicated as already being in place in the scenario instructions. The Roman player may only construct hiberna in a region that he controls and in which he has at least 1 legion counter and a leader (who may not be a pro-Roman Gallic chief). There is no limit to the number of leaders and combat units that the Roman player may place in a hiberna.

**Effects of Hiberna**. The pro-Roman units deployed in hiberna do not count for determining a region's status or for attrition. Hiberna have a defence value of 2 for siege determination. Roman units in winter quarters may not move unless attacked. From the March game turn onwards, Roman units are free to leave their hiberna, which are then withdrawn from the map at the start of the Roman movement phase.

# 5. Naval Construction, Movement and Combat

In certain scenarios, and in the campaign game, the Roman and Gallic players may have warships at their disposal. They may be constructed, moved and fought during the game turn, just like other units. However their operations are limited to the maritime zones and the coastal regions.

## 5.1 Construction of Roman Ships (Triremes)

Only the Roman player may build triremes, up to the limit of the three available trireme counters. To build a trireme counter, a full strength legion accompanied by a leader must spend a turn without fighting in a coastal region. During phase II.A (Roman reinforcements) of the following turn, the legion's counter is placed in a trireme box on the map edge and replaced by a trireme counter in the coastal region. Conversely, any trireme counter placed in a coastal region may be replaced at the beginning of the movement phase by the corresponding legion counter, which may immediately move and fight.

## 5.2. Gallic Ships

Amongst the Gallic tribes only the Veneti possess a fleet (2 ship counters) that are mobilised at the same time as their land units. Their fleet is initially placed in the Veneti region, or in the oppidum of Corbilo, at the choice of the Gallic player.

Corbilo may not be besieged so long as at least one ship counter of the Veneti is present in the Veneti region.

*Special case*: In the campaign game, if the Veneti have an uprising with a reduced mobilisation rating (see **7.2.4**) they may mobilise only one ship counter.

## 5.3. Naval Movement

During the movement phase ships may move into a neighbouring maritime zone or into a neighbouring coastal region.

A fleet in a maritime zone at the start of the movement phase must move to a coastal region.

## 5.4. Fleet Attrition

Every fleet stationed in a maritime zone at the end of its move rolls for attrition. It loses one counter on a roll of 5 or 6 during turns 1, 2, 9 and 10, or on a 6 for any other game turn.

## 5.5. Troop Transport

Only the Roman player may transport troops by sea.

One trireme counter may transport 4 infantry units, 1 cavalry unit and an unlimited number of leaders. During a game turn's movement phase, land units may embark and move with the fleet; or move with the fleet, disembark and move themselves. These two operations cannot be combined in the same turn. Embarkations and disembarkations take place in coastal regions.

## 5.6. Naval Combat

Combat is compulsory between two fleets situated in the same coastal region. It is not permitted in a maritime zone. Fleets fight independently of any land units that may be in the same region. Naval combat is resolved at the start of the combat phase, before skirmishes. It continues for as many turns as are required for the complete destruction of one of the two fleets, or until the Roman fleet withdraws.

### 5.6.1. Naval Combat Turn

At the start of each naval combat turn the Gallic player rolls a die to determine the wind strength. A result of 1, 2, 3 or 4 means light winds (-1 DRM for turns 1, 2, 9 and 10).

If the wind is light the Roman player has the choice, before resolving the engagement, of escaping towards an adjacent, controlled, coastal region or to the open sea if there is

no friendly coastal region available (reflecting the superiority of oars over sail). The Gallic fleet remains in the region the combat was to have taken place in.

In the event of combat each player rolls 1d6 to which he adds the number of ship counters he possesses, and then adds:

+1 for each counter, if it is transporting at least one unit with ranged fire capacity;

+1 in light winds (Roman player only);

The player with the lower total loses a ship counter.

### 5.6.2. Elimination of Ship Counters

If a ship counter is eliminated owing to attrition or combat, any units and leaders that were being transported by the eliminated counter are also removed from the game.

If a Roman trireme counter is eliminated, the legion counter that was necessary to construct it is also eliminated (but is eligible as a replacement, see **3.2**).

### 5.6.3. Fleets and Pitched Battles / Skirmishes on Land

If the Roman player engages in a pitched battle or a skirmish in Britannia and is defeated, he may retreat to a coastal region in Gaul, provided he has enough ships (see **5.5**) in Britannia.

# 6. Scenarios

This chapter provides all the information necessary to start a game. For each scenario, unless indicated to the contrary, the Gallic tribes listed are deployed with all their available counters, outside oppida. The Roman units are placed in hiberna when available. *Special case*: the Helvetii have a mobilisation factor of 5 in Scenario 6.2 (3 counters).

## 6.1 The Pacification of Aquitania

In 56 BC, Caesar had to deal with the opposition of the Armorican peoples, lead by the powerful Veneti. Marching against them with the bulk of his forces, he sent the legate P. Crassus to Aquitania to prevent the tribes of that region supporting the main rebellion in any way. Crassus, at the head of the VII Legion and some cavalry, easily overcame the Aquitanian tribes. First of all he defeated the Sotiates in battle, then captured their oppidum. In a second battle he crushed the Tarusates. Alarmed, the other tribes sent him hostages and submitted to Rome's authority.

**Level:** solo introduction to the game\* / **Balance:** favours the Romans / **Game Turns:** 7
\*: This scenario can easily be played solo by the Roman player as an aid to learning the rules. The solo game simply cancels the Gallic Player's Movement Phase (III). Gallic units cannot be moved.

### 6.1.1 Scenario length
May 56 BC - November 56 BC inclusive.

### 6.1.2 Regional Control
*Roman player*: Cisalpina, Provincia I, Provincia II and Veneti
*Gallic player*: All the remaining regions

### 6.1.3 Roman player – initial setup
*In Veneti*:
Crassus; VII Legion; 1 x Numidians and 1 x pro-Roman Gallic Cavalry
*In Provincia I*: 1xCivis and 1 x Roman cavalry

### 6.1.4 Gallic player – initial setup
*In Tarbelli*: Tarbelli, Boii, Elusates and Tarusates.
*In Bigerriones:* Bigerriones, Convenae, Consoranni, Auscii and Sotiates.

### 6.1.5 Victory Conditions
*Roman player*: control the 2 regions of the Gallia Aquitania sector and destroy the Oppidum Sotiates.
*Gallic player*: prevent a Roman victory.

## 6.2 From the Helvetii to the Germans

The Helvetii who had previously followed the Cimbri and the Teutons in their migrations, decided at the start of 58 BC to settle on the Atlantic coast, as their own lands were under pressure from the movement of Germanic peoples. Before leaving, they had burned their villages so that they would not be tempted to return. Caesar who had finally found an excuse to intervene in Gaul rushed to Genava with a legion. He destroyed the bridge over the Rhône and fortified the riverbanks for 18 miles, in order to prevent any crossing and thus protecting Provincia. The Helvetii and their fellow travellers then negotiated free passage with the Sequani and the Aedui. Caesar, with all his troops who had arrived from Gallia Cisalpina, finally met them near Bibracte and destroyed them in a bloody pitched battle. Caesar, strengthened by this victory, gained the alliance of the Aedui and hastened to the Rhine where Ariovistus was preparing to cross the river with an imposing army. He then led his legions to meet Ariovistus on

the plain of Alsace where he won the day after a bloody, and for a long time indecisive, battle. The Romans then entered their winter quarters in the lands of the Sequani: the conquest of Gaul had started.

**Level:** easy / **Balance:** balanced / **Game Turns:** 8

### 6.2.1 Length

April 58 BC - November 58 BC inclusive.

### 6.2.2 Regional Control

*Roman player:* Cisalpina, Provincia I and Provincia II.

*Gallic player*: Every other region

### 6.2.3 Roman player - initial setup

*In Provincia II*:

Caesar and the VII Legion

*In Gallia Cisalpina*: Labienus, Trebonius, Cicero and Crassus; VIII, IX, X, XI and XII Legions; 1 x Cretans, 1 x Balearics, 1 x Numidians and 2 x Roman cavalry

### 6.2.4 Gallic player - initial setup

*In Helvetii:* Helvetii and Raurici.

### 6.2.5 Reinforcements

*Gallic player reinforcements*:

July 58 BC: *in Germania*, Ariovistus, and Suebi chief, 4 x Germanic infantry (2 x 8 SPs and 2 x 6 SPs) and 2 x Germanic cavalry

*Roman player reinforcements*:

July 58 BC: 2 x pro-Roman Gallic cavalry, in any region containing a Roman leader.

### 6.2.6 Victory Conditions

*Gallic player*: at the end of the game occupy either the Pictones or the Santones regions with Orgetorix and anti-Roman Gallic units, without the region being contested.

*Roman player*: prevent the Gallic player from winning, and control the Sequani region. Any other result is a draw.

### 6.2.7 Special Rules

- Place a Scorched Earth (*Terre brûlée*) marker on the Helvetii region at the start of the game;
- The Helvetii have a mobilisation rating of 5 for this scenario and therefore 3 combat units;
- Phases II and III of the sequence of play are reversed. The Gallic player moves his forces before the Roman;
- Ariovistus and his troops are allowed to cross the Rhine from the turn when they are placed on the map in July (exception to rule **3.3.3);**
- No oppida may be used by the Helvetii or the Germans;
- The Germans may not enter the Gallia Belgica sector;
- At the start of the Gallic movement phase the Helvetii may try to negotiate free passage with a tribe from the sector that they wish to enter. This is not compulsory.

The Gallic player indicates the region into which he wishes to move and rolls a die. On a 1 or 2 all movement is forbidden (the force remains in the region where it is currently); a result of 3, 4 or 5 has no effect; a roll of 6 allows both movement and the mobilisation of a tribe which has a mobilisation rating equal to or less than 3 (Gallic player's choice). There may only be only one test per region during the scenario.

## 6.3. The last uprising

After Alesia Caesar went into winter quarters at Bibracte in the land of the Aedui. The whole of Gaul seemed to be conquered. Nonetheless some tribes were prepared to try their luck in one last attempt to rise up and see Caesar off. But once again the Proconsul

reacted with great speed and isolated his adversaries. He spread terror amongst the Bituriges in January and amongst the Carnutes in February. While a part of his troops pursued Dumnacos and his Pictones in the west of Gaul, Caesar campaigned against the proud Bellovaci and their allies. Caesar finally had to undertake a long siege of Uxellodunum where Lucterios' Cadurci and the disparate Gallic bands of the Senonian leader Drappes had sought refuge. The Romans overcame the place by diverting its water supply. Having won, Caesar ordered both hands to be cut off every Gaul found in the oppidum before sending them home. This time the war in Gaul was finished once and for all.

**Level:** easy / **Balance:** favours the Romans / **Game Turns:** 7

**6.3.1 Length**

Winter 51 BC - November 51 BC

**6.3.2 Regional Control**

*Gallic player*: Pictones, Carnutes, Bellovaci, Eburones, Treveri.
*Contested regions*: Arverni, Bituriges.
*Roman player:* every other region

**6.3.3 Roman player - initial setup**

*In Aedui:* Caesar, Antonius and Fabius; I, V, VI, XI, XIII, XIV Legions; 1 x Cretans; 1 x Numidians; 1 x Roman cavalry and 2 x pro-Roman Gallic cavalry.
*In Mediomatrici:* Labienus; VII and XII Legions; 1 x Balearics; 1 x Roman cavalry and 1 x pro-Roman Gallic cavalry.
*In Remi:* Cicero; VIII and IX Legions.
*In Arverni:* Trebonius; X Legion.
*In Bituriges:* Brutus; XV Legion.

**6.3.4 Gallic player - initial setup**

*In Carnutes:* Carnutes.
*In Treveri:* Treveri.
*In Pictones:* Pictones.
*In Arverni:* Cadurci.
*In Bituriges:* Bituriges.
*In Bellovaci:* Bellovaci
*In Eburones:* Eburones.

**6.3.5 Victory Conditions**

*Roman player*: control all the regions initially controlled or contested by the Gallic player (7 regions).
*Gallic player*: prevent the Roman player from controlling 5 or more of the original 7 regions.
If the Roman player controls 5 or 6 of the 7 regions, the game is a draw.

**6.3.6 Special rules**

- Phases II and III of the sequence of play are reversed. The Gallic player moves his forces before the Roman;
- On a die roll of 4 or less the Gallic player's forces may use an oppidum situated in a region where there was no tribe in revolt at the start of the scenario. There is no limit to the number of attempts that may be tried, but only one attempt may be made per oppidum.
- The Gallic player's forces may not move into the Gallia Aquitania sector.


## 6.4 The revolt in Gallia Belgica

After his victory over Ariovistus Caesar settled his army into its winter quarters amongst the Sequani, before himself returning to Cisalpina. Throughout the winter of

58 to 57 BC the Belgic tribes, who were renowned as the most belligerent of the Gallic peoples, prepared a major uprising against the Romans. Caesar paid for two new Legions to be raised in Gallia Cisalpina (the XIII and XIV Legions) and headed straight to rejoin his army accompanied by the new Legions. On the Belgian side, the powerful tribe of the Remi refused to take part in the rebellion and placed itself under Roman protection. While sending the cavalry of the Aedui, allies of the Romans, to make a diversionary attack on the Bellovaci, Caesar swept down upon the army of the Belgians that had assembled north of the Aisne. Led by the Suessiones, and despite a strength of more than 300,000 men (according to Caesar's figures), the army did not long resist the solid Roman legions. At the same time, thanks to the mediation of the Aedui, the Bellovaci were able to negotiate the status of "friends and allies of the Roman people" - in exchange for their surrender. Thereafter it only remained to deal with the hard core of the rebellion led by the Nervii, the fiercest of all the Gauls, and their allies the Atrebates and the Viromandui. This was a more difficult campaign. Caesar was taken by surprise when his troops were preparing their encampment on the banks of the Sambre. The outcome of the battle, which was uncertain for a long time, finally swung in the Romans' favour thanks to the arrival on the battlefield of the rear-guard legions. With the Nervii beaten, Caesar completed his pacification of the Belgians by taking the oppidum of the Aduatuci and massacring them.

**Level:** moderate / **Balance:** balanced / **Game Turns:** 9

**6.4.1 Length**

March 57 BC - November 57 BC.

**6.4.2 Regional Control**

*Roman player*: Sequani, Aedui, Remi, Provincia I, Provincia II and Cisalpina.

*Gallic player*: Every other region.

**6.4.3 Roman player - initial setup**

*In Sequani:* Labienus, Crassus, Trebonius, Fabius, Cicero and Antonius; VII, VIII, IX, X, XI, XII Legions; 1 x Cretans; 1 x Balearics; 1 x Numidians; 2 x Roman cavalry and 2 x pro-Roman Gallic cavalry.

*In Cisalpina:* Caesar; XIII and XIV Legions;

*In Remi:* Remi (pro-Roman)

**6.4.4 Gallic player – initial setup**

*In Bellovaci:* Bellovaci, Caleti, Veliocasses and Viromandui.

*In Suessiones:* Suessiones.

*In Menapii:* Menapii and Morini.

*In Atrebates:* Atrebates and Ambiani

*In Nervii:* Nervii.

*In Atuatuci:* Atuatuci.

*In Eburones:* Eburones.

**6.4.5 Victory Conditions**

*Roman player*: control all the regions in which at least one Gallic tribe was in revolt at the start of the scenario.

*Gallic player*: prevent a Roman victory.

**6.4.6 Special Rules**

- The Bellovaci may not leave their own region and neither may the forces of other tribes in revolt enter the region. Therefore they may only fight a pitched battle alongside the tribes from their own region (Veliocasses, Caleti), with no other exceptions.

# 6.5 War in Armorica

In 56 BC the Veneti, at the head of all the peoples of the west, refused to furnish supplies to the Romans and took up arms, confident in their naval power. Caesar consequently ordered a fleet to be built from scratch at the mouth of the Loire and concentrated his army against the Armoricans. At the same time, Crassus and one legion were sent off against the Aquitanians (see scenario **6.1**), while three other legions rushed to the Unelli and the other Gallic tribes in the Cotentin peninsula, which had also rebelled. The expedition against the Veneti turned out to be more difficult than predicted and final victory was only reached after an indecisive naval battle. It took the legionaries embarked on the Roman galleys a whole day's fighting to overcome the heavy Gallic vessels. Helped by a flat calm which suddenly materialised in the middle of the battle, the Romans managed to immobilise the ships of the Veneti by cutting their rigging with scythes and then boarding them. Those Gauls who remained on land had no other option than to surrender, and were sold at auction. The Unelli and their allies resisted little longer. On the other hand, the Menapii and the Morini, who had already risen up in 57 BC, carried on the struggle in their impenetrable marshes. Caesar pursued them for a while, cutting down forests to clear a way before abandoning the hunt, it being too late in the year.

**Level:** moderate / **Balance:** favours the Romans / **Game Turns:** 9

**6.5.1 Length**

March 56 BC - November 56 BC

**6.5.2 Regional Control**

*Roman player*: Bellovaci, Suessiones, Provincia I, Provincia II and Cisalpina.

*Gallic player:* Every other region

**6.5.3 Roman player - initial setup**

*In Bellovaci:* Crassus and Cicero; VII, VIII, IX and XIV Legions; 1 x Cretans;1 x Numidians;1 x Roman cavalry and 1 x pro-Roman Gallic cavalry.

*In Suessiones:* Caesar, Labienus, Trebonius, Fabius, Antonius and Brutus; X, XI, XII and XIII Legions; 1 x Balearics; 2 x Roman cavalry and 1 x pro-Roman Gallic cavalry.

*In Provincia I:* 1 x pro-Roman Gallic cavalry

**6.5.4 Gallic player - initial setup**

*In Veneti:* Veneti (including their 2 ship counters), Corio-Solitae, Namnetes and Osismii.

*In Unelli:* Unelli, Abrincatui and Lexovii.

*In Aulerci Eburovices:* Aulerci Eburovices and Aulerci Diablentes.

*In Menapii:* Menapii and Morini.

*In Tarbelli:* Tarbelli, Boii, Elusates and Tarusates.

*In Bigerriones:* Bigerriones, Convenae, Consorani and Auscii, Sotiates.

**6.5.5 Victory Conditions**

*Roman player*: control all the regions in which at least one Gallic tribe was in revolt at the start of the scenario and to destroy Corbilo and Oppidum Sotiates.

*Gallic player*: prevent a Roman victory.

**6.5.6 Special Rules**

- Phases II and III of the sequence of play are reversed. The Gallic player moves his forces before the Roman
- Corbilo cannot be besieged unless the Veneti's naval units have previously been destroyed.


# 6.6 Crossing the Rhine

In 55 BC Caesar was planning a landing in force in Britannia to punish the British for their support of the Gallic tribes in the west during the previous year's campaigning. But an unexpected event was to thwart this plan: the Usipetes and the Tencteri crossed the Rhine into the territory of the Condusi. Caesar could not tolerate this incursion into Gaul and marched to meet them. Negotiations were started but with cavalry having broken the truce, the Romans fell upon the German camp without warning and wiped out the migrants with their women and children. Caesar then decided to cross the Rhine in a show of force to discourage any similar action on the part of other German tribes. Back in Gaul Caesar was still able to organise a "raid" on Britannia, but the time he had lost in dealing with the Germans only allowed him to carry out a simple reconnaissance in force with two legions.

**Level:** moderate / **Balance:** favours the Romans / **Game Turns:** 9

**6.6.1 Length**

March 55 BC - November 55 BC

**6.6.2 Regional Control**

*Roman player*: Unelli, Aulerci Eburovices, Bigerriones, Provincia I, Provincia II and Cisalpina.

*Gallic player*: Every other region.

**6.6.3 Roman player - initial setup**

*In Bigerriones:* Crassus; VII and XIII Legions; 1 x pro-Roman Gallic cavalry.

*In Unelli:* Labienus, Trebonius and Cicero; VIII, IX and XI Legions; 1 x Cretans; 1 x Numidians; 1 x Roman cavalry and 1 x pro-Roman Gallic cavalry.

*In Aulerci Eburovices:* Caesar, Fabius, Antonius and Brutus; X, XII and XIV Legions; 1 x Balearics; 1 x Roman cavalry and 2 x pro-Roman Gallic cavalry.

**6.6.4 Gallic player - initial setup**

*In Atuatuci:* Chief of the Usipetes and chief of the Tencteri; 2 x Germanic infantry (8 SPs); 2 x Germanic cavalry (2SPs).

**6.6.5 Reinforcements**

*Gallic player*: if a force of the Roman player's penetrates into Germania, the player immediately deploys the chief of the Suebi and 2 x Germanic infantry (6 SPs) in Germania.

**6.6.6 Victory Conditions**

*Gallic player*: control three regions other than Germania and prevent the Romans from crossing the Rhine before the end of the scenario.

*Roman player*: prevent the Gallic player from winning, cross the Rhine to enter Germania and return to Gaul before the end of the scenario.

Any other result is a draw.

**6.6.7 Special Rules**

- Phases II and III of the sequence of play are reversed. The Gallic player moves his forces before the Roman.


## 6.7 The second invasion of Britannia

In 54 BC Caesar launched a large-scale operation against Britannia. More than six hundred ships had been assembled in the territory of the Morini. The crossing took place at the start of August and the invasion landed near Dover. After several battles the Romans pursued the chief of the Britons, Cassivellaunos, and his army as far as the Thames. There he was forced into submission. Caesar ordered that hostages should be handed over and an annual tribute paid, then returned to Gaul at the end of September. The feat had succeeded; the Gauls on the continent were impressed by this show of

Roman force, even if Britannia did regain its independence as soon as the last Roman ship had left.

**Level:** moderate played solo \*/ **Balance:** favours the Romans / **Game Turns:** 6

\*: This scenario can easily be played solo as the Roman player, to familiarise oneself with the rules and in particular those dealing with naval transport. The solo game simply cancels the Gallic Player's Movement Phase (III). Gallic units cannot be moved.

**6.7.1 Length**

June 54 BC - November 54 BC

**6.7.2 Regional Control**

*Roman player*: Menapii, Treveri, Provincia I, Provincia II and Cisalpina.

**6.7.3 Roman player - initial setup**

*In Menapii:* Brutus, Fabius and Antonius; VII, XI, XII and XIII Legions; 1 x Cretans; 1 x Roman cavalry and 2 x pro-Roman Gallic cavalry.

*In Treveri:* Caesar, Labienus, Trebonius, Crassus and Cicero; VIII, IX, X and XIV Legions; 1 x Balearics; 1 x Numidians; 2 x Roman cavalry and 1 x pro-Roman Gallic cavalry.

**6.7.4 Gallic player - initial setup**

*In Britannia:* Cassivellaunos; 4 x infantry and 2 x British chariots.

**6.7.5 Victory Conditions**

*Roman player*: land in Britannia and return to Gaul losing a maximum of 1 legionary counter.

*Gallic player*: prevent a Roman victory.

## 6.8 Blood and snow

In the middle of the winter of 53 BC, Ambiorix, the indomitable king of the Eburones, persuaded the tribes which neighboured his own to attack the Roman legions isolated in their winter quarters. He succeeded in tricking the XIV Legion into leaving its camp and destroyed it. However, Q. Cicero (the orator's brother) and the XI Legion successfully resisted the attacks of the Nervii. Once Caesar had been alerted about the attacks he marched to the help of those troops still in danger. He crushed all those peoples who had taken part in the revolt, before moving against the Senones, the Carnutes and the Treveri who were refusing to attend the assembly in Gaul that Caesar had summoned to reaffirm his authority. The matter was quickly settled and Caesar took advantage of it to return to Germania once more to carry out reprisals against those tribes that had sent support to the Treveri. The end of the year was spent on a manhunt for Ambiorix and his last companions, devastating the land of the Eburones in the process. The elusive Ambiorix managed to save his life however, going to ground in the depths of the Gallic forests.

**Level:** complex / **Balance:** favours the Romans / **Game Turns:** 10

**6.8.1 Length**

Winter 53 BC - November 53 BC

**6.8.2 Regional Control**

*Roman player*: Atrebates, Remi, Carnutes, Unelli, Menapii, Provincia I, Provincia II and Cisalpina.

*Contested regions*: Nervii, Menapii and Atuatuci.

*Gallic player:* Every other region.

**6.8.3 Roman player - initial setup**

*In Atrebates:* Caesar; 1 x Hiberna; VII and XII Legions; 1 x Cretans; 1 x Numidians;1 x Roman cavalry; 2 x pro-Roman Gallic cavalry and 1 x Germanic cavalry.

*In Remi:* Labienus; 1 x Hiberna; IX Legion; 1 x Balearics; 2 x Roman cavalry and 1 x pro-Roman Gallic cavalry.
*In Carnutes:* Antonius; 1 x Hiberna; VIII Legion.
*In Unelli:* Trebonius; 1 x Hiberna; XIII Legion.
*In Menapii:* Fabius; 1 x Hiberna; X Legion.
*En Nervii:* Cicero; 1 x Hiberna; XI Legion.
*In Atuatuci:* 1 x Tribune; 1 x Hiberna; XIV Legion.

**6.8.4 Gallic player - initial setup**
*In Eburones:* Eburones.
*In Atuatuci:* Atuatuci.
*In Nervii:* Nervii.
*In Menapii:* Menapii.

**6.8.5 Reinforcements**
<u>*Roman player*</u>:
March 53 BC: *in Cisalpina*, Brutus, I and XV Legions.
<u>*Gallic player*</u>:
March 53 BC: *In Treveri*, Treveri, *in Carnutes*, Carnutes and in *Senones*, Senones.
If a Roman force enters Germania, the Gallic player immediately deploys the 4 x Germanic infantry and 2 x Germanic cavalry units in Germania.

**6.8.6 Victory Conditions**
<u>*Roman player*</u>: control all the regions in which at least one Gallic tribe has been in revolt (either at the start of the scenario or through the March reinforcements) and cross the Rhine once during the scenario.
<u>*Gallic player*</u>: prevent a Roman victory.

**6.8.7 Special Rules**
- Phases II and III of the sequence of play are reversed. The Gallic player moves his forces before the Roman;
- The Roman player may not move his forces during the first turn (winter), except for those units attacked by the enemy.

## 6.9 The Year of Vercingetorix

Aiming to learn from the lessons taught by the defeat in detail of the isolated uprisings of the previous year, all the Gauls opposed to Roman domination consulted in secret over the winter of 53 to 52 BC. The authority of a young chief of the Arverni, Vercingetorix, soon asserted itself over those who wished to continue the struggle. His plans and his strategy were very different to the usual Gallic ways. He advocated the assembly of an elite army that would refuse combat in open country against the invincible Roman legions, concentrating on harassing them and depriving them of supplies through a scorched earth policy. At the beginning of the year 52 BC the massacre of the Roman citizens of Genabum (Orleans) by the Carnutes signalled the start of the revolt. Under Vercingetorix's leadership, the Gauls of the south mobilised and assembled a large force of cavalry. Very quickly, and in snowy conditions, Caesar reacted by concentrating his army stationed in central Gaul along with two new legions. The two protagonists were now up against each other. The campaign had three phases. The first followed Vercingetorix's initial plans. The Romans exhausted and demoralised themselves chasing unsuccessfully after the Gauls. But in mid-April the capture of Avaricum, which Vercingetorix was forced to allow to fall without being able to take any effective action, reversed the situation. The second phase started, the phase of battles. The Romans divided their forces into two groups. Pursued by Caesar, Vercingetorix took refuge in the lands of the Arverni. In the north, the Gauls under the

command of Camulogene were beaten by Labienus near to Lutetia. Pinned down in Gergovia, Vercingetorix continued to resist Caesar. He even defeated him, by inflicting heavy losses that forced Caesar to raise the siege of the oppidum. Caesar then retreated towards Labienus to concentrate all his forces. This half defeat encouraged the whole of Gaul to join in the revolt. Even the powerful Aedui, who had up to this point remained prudently neutral, were to join up with Vercingetorix in July. The third and final act, a fight to the death, had become inevitable. Caesar, avoiding the now hostile Aedui, marched through the country of the Sequani where Vercingetorix in turn hoped to surprise him, attacking with all his cavalry in a huge ambush. The Romans managed to win, thanks to their German mercenaries. It was now August and Vercingetorix took refuge in the oppidum of Alesia, which had doubtless been prepared in advance for such a role. The siege of Alesia started. The Romans carried out colossal works to isolate it. In the middle of September a relief army arrived, estimated by Caesar as being 240,000 men strong. Badly commanded, it failed to break the siege. Despite a determined but indecisive struggle, Vercingetorix's sallies failed as well. There was only one way open to the Gauls: unconditional surrender. The fate of the Gallic Wars was decided at Alesia. Vercingetorix was nonetheless the only Gaul to genuinely endanger Caesar.

**Level:** complex / **Balance:** balanced / **Game Turns:** 10

**6.9.1 Length**

Winter 52 BC - November 52 BC

**6.9.2 Regional Control**

*Roman player*: Remi, Treveri, Provincia I, Provincia II and Cisalpina.

*Contested*: Lingones.

*Gallic player*: Every other region.

**6.9.3 Roman player - initial setup**

*In Remi:* Remi

*In Lingones:* Lingones; Brutus; 1 x Hiberna; I and XV Legions.

*In Senones:* Fabius, Antonius, Cicero and Trebonius; 1 x Hiberna; VIII, IX, X, XI, XIII and XIV Legions; 1 x Balearics; 1 x Numidians; 1 x Roman cavalry; 1 x pro-Roman Gallic cavalry;

*In Treveri:* Labienus; 1 x Hiberna; VII and XII Legions; 1 x Cretans; 1 x Roman cavalry; 1 x pro-Roman Gallic cavalry and 1 x Germanic cavalry.

*In Provincia I:* Caesar; V and VI Legions.

**6.9.4 Gallic player - initial setup**

*In Lingones:* Tricasses.

*In Senones:* Senones.

*In Carnutes:* Carnutes and Turones.

*In Parisii:* Parisii and Meldi.

*In Arverni:* Vercingetorix; Arverni, Cadurci, Gabali, Ruteni and Vellavi.

*In Bituriges:* Bituriges and Boii.

*In Nitiobroges:* Nitiobroges, Bituriges Vivisci and Vasates.

*In Sequani:* Sequani.

*In Aulerci Eburovices:* Aulerci Eburovices.

**6.9.5 Reinforcements**

*Withdrawal of units*:

In July 52 BC, all pro-Roman cavalry units still on the map desert and are removed from the game.

*Roman player*:

July 52 BC: 1 x Germanic cavalry unit in whichever region Caesar is located.

*Gallic player*:

July 52 BC: *in Mediomatrici:* Mediomatrici; *in Veneti:* Veneti, Corio-Solitae, Osismii and Riedones; *in Unelli:* Unelli, Abrincatui, Baiocassi, Essuvii, Lexovii, Seii and Viducasses; *in Aulerci Eburovices:* Aulerci Cenomanni and Aulerci Diablentes; *in Pictones*: Pictones; *in Santones:* Santones; *in Lemovices:* Lemovices and Petrucorii; *in Aedui:* Aedui, Ambarii and Segusiavi; *in Helvetii:* Helvetii and Raurici; *in Bellovaci:* Bellovaci, Caleti, Veliocasses and Viromandui; *in Suessiones:* Suessiones, Catuellauni and Silvanectes; *in Menapii:* Morini; *in Atrebates:* Atrebates and Ambiani; *in Nervii:* Nervii.

**6.9.6 Victory Conditions**

*Roman player:* control the Aedui and Arverni regions at the end of the scenario; or capture or kill Vercingetorix (scenario ends immediately with an automatic victory).

*Gallic player*: control every region except Provincia I, Provincia II, Cisalpina, Germania and Britannia by the end of the scenario; or capture or kill Caesar (scenario ends immediately with an automatic victory).

Any other result is a draw.

**6.9.7 Special Rules**

- The Gallic player may not enter the region of the Aedui before July;

- For the Gallic reinforcements in July, the tribes' mobilisation ratings are modified as follows: only the tribes of the Aedui region keep their original values; in the Gallia Celtica 3 sector, all the tribes have a value of 1; in the other sectors, tribes with a value of 4 and 5 and those with a value of 2 and 3 become respectively tribes with values of 3 and 2, tribes with a value of 1 remain as they are;

- The campaign rule concerning Hiberna is in force;

- If Gergovia falls into Roman hands before July, the Gallic reinforcements are cancelled.


# 6.10 Scenario Balance and Alternative Victory Conditions

From the historical viewpoint the Roman player has often a much better chance of winning than the Gallic player. For those players in search of greater balance, it is recommended that the scenarios be played "home and away", with performances compared according to the victory point allocation described below:

*The Gallic player scores:*

- 3 points for each Roman leader (except tribunes) killed or captured;
- 2 points for each legion counter eliminated;
- 1 point for any other combat unit eliminated.

*The Roman player scores:*

- 2 points for each indomitable Gallic chieftain killed or captured;
- 2 points for each unit of anti-Roman cavalry eliminated;
- 1 point per region controlled at the end of the scenario (except Provincia I, Provincia II and Cisalpina).

# 7. Campaign Game Special Rules

The campaign game covers the whole of the Gallic Wars and runs as a series of annual campaigns. For each of these the Gallic player may choose to lead a revolt or to remain at peace. Victory is decided by the accumulation of campaigns won by the Roman player. The game may however stop at any moment if the conditions for a decisive victory are met.

## 7.1. Campaign Game Sequence

Each annual campaign follows the sequence below:

**A – Campaign Preparation Phase**
- choose between peace or Gallic revolt
- if there is a revolt: determine the initiative, mobilise the tribes, setup pro- and anti-Roman Gallic units

**B – Campaign Phase**
- Game Turns, following the sequence as described in **1. Sequence of Play**

**C – End of Campaign Phase**
- check victory conditions
- remove all pro- or anti-Roman Gallic counters
- construct Hiberna
- remove Oppidum Destroyed markers in those regions without a hiberna
- remove Scorched Earth and Roman Depot markers
- set up unbeaten indomitable tribes
- place a Roman leader in the Cisalpina region

## 7.2. Campaign Preparation

During the Campaign Preparation Phase the Gallic player may try to lead a revolt by mobilising the tribes from one sector, then subsequently trying to raise other tribes belonging to other sectors.

### 7.2.1. Initiative Determination

The Gallic player may choose to take the initiative during a revolt phase. The effects are as follows:
- the Gallic player may commence play in the winter turn;
- he has a modifier of -1 on the die to mobilise tribes in the Initial Revolt Sector (IRS), but not for the Extension of Revolt Sector (ERS);
- phases II and III of the sequence of play are reversed; the Gallic player plays first.

### 7.2.2. Revolt and Mobilisation

The Gallic player designates an Initial Revolt Sector (IRS), and an Instigator of Revolt Tribe (IRT) in a region within the sector. The Roman player then chooses within the IRS another tribe with a mobilisation rating of 3 or less, to be his ally during the campaign. The Gallic player may then try to spread the revolt amongst other tribes within the IRS by mobilising them. He may choose as many tribes, and of whatever value he likes, but he may only roll once per year for each tribe. To resolve attempts to mobilise the Gallic player rolls 1d6. Mobilisation is successful on a modified die roll of 1 to 5 for the first attempt, 1 to 4 for the second, 1 to 3 for the third, 1 or 2 for the fourth and succeeding attempts.

The die roll modifiers for extending the revolt are determined by the results of the previous campaign (the modifiers are cumulative, but limited for each campaign to a maximum of -1 or +1. For example, a total of +3 is rounded down to +1, and a total of -2 is rounded up to -1)):
- 1 if at least 2 Roman leaders have been killed;
- 1 if Labienus has been killed;

- 1 if Provincia I and II are controlled by the Gallic player;
- 1 if at least 3 legionary counters have been eliminated;
+1 if an indomitable chief has been killed;
+1 if no legionary counters have been eliminated;
+1 if all the Gallic counters have been eliminated.

*Note*: Vassal tribes cannot be chosen directly as an IRT or as an ally of the Romans. They automatically assume the same status as the principal tribe of the region (in revolt, neutral or pro-Roman).

### 7.2.3. Extension of the Revolt

Once he has finished mobilising the tribes of the IRS, the Gallic player can try to spread the revolt to Extension of the Revolt Sectors (ERS) on a die result of 1, DRMs taken into account. The ERS must be adjacent to the IRS or to other possible ERSs. The cumulative DRMs affecting the spread of the revolt are:

- 4 if Vercingetorix is present;
- 1 if the Gallic player won the previous campaign.

If he succeeds, the Gallic player goes on to mobilise the tribes in the ERS as he did for the IRS (selection of a Tribe Extending the Revolt (TER), selection of an allied tribe of the Romans, attempt to raise other tribes). In the event of a failure the revolt stops (no more die rolls to extend the revolt or to mobilise other tribes) and the players start the campaign. There is no limit to the number of Extension of the Revolt Sectors, but the Gallic player may only roll once per sector per year.

*Note*: Vassal tribes cannot be chosen directly as a TER or as an ally of the Romans. They automatically assume the same status as the principal tribe of the region (in revolt, neutral or pro-Roman).

### 7.2.4. The Tribes Table

The Tribes Table is used to record years where there has been a revolt, using the three Uprising columns on the right hand side of the table. When a tribe revolts, whether as an IRT or following a mobilisation die roll, the Gallic player writes the year in the relevant column (first column for the first revolt, second column for the second revolt etc.) and immediately places the tribe's counters and leaders on the map. A tribe may not participate in more than 3 revolts during the campaign game.

The mobilisation rating for each tribe is modified by the time elapsed between the two revolts:

- the year after its last uprising, the tribe may not revolt;
- 2 years after its last uprising the tribe may revolt with a reduced mobilisation rating, meaning its combat units are deployed reduced.
- 3 years after its last uprising, the tribe may revolt with its initial mobilisation rating and with its combat unit(s) deployed at full strength (face up).

Tribes allied to the Romans are always mobilised using their initial mobilisation rating. If these tribes have a leader, he is replaced by a generic pro-Roman Gallic chieftain (up to the limit of the two available pro-Roman Gallic chieftains). Failing this, a SPQR marker is placed on their units to indicate their status.

*Special case:* The Helvetii have a mobilisation factor of 3 and one single combat unit (Infantry 6 SPs) in the campaign game.

### 7.2.5. Unit Setup

Units belonging to tribes which are in revolt or which are pro-Roman are placed on the map as soon as their tribe has been mobilised. The setup of each tribe must be completed before continuing with the uprising process.

### 7.2.6. Peace in Gaul

If he wishes, the Roman player may take advantage of a period of peace in Gaul to pursue a campaign in Britannia or Germania. Should this not take place, the game moves directly to the Campaign Preparation Phase of the following year, and the turn marker is advanced by one year.

**Campaigning in Germania**

The initial setup for the Germanic units and the victory conditions are the same as for scenario **6.6 Crossing the Rhine**. The Roman units start from their locations at the end of the previous campaign. In the event of a Roman victory, the Gallic player may no longer choose the Gallia Celtica 2 sector as an IRS for any remaining campaigns, and the Roman player receives 1 unit of Germanic cavalry for the remainder of the campaign game (initial setup is in any hiberna during each subsequent phase II.A of the sequence of play).

**Campaigning in Britannia.** The initial setup for the Gallic units and the victory conditions are the same as for scenario **6.7 The second Invasion of Britannia**. The Roman units start from their locations at the end of the previous campaign. In the event of a Roman victory, the Gallic player may no longer choose the Gallia Celtica 3 sector as an IRS for any remaining campaigns.

**7.2.7. Indomitable Tribes**

Indomitable tribes are those that are commanded by indomitable chiefs. They may be mobilised even during a period of peace in Gaul, if they were not defeated at the end of the last campaign, i.e. their chief is intact (neither wounded, killed nor captured) and if the tribe's region of origin is anti-Roman. They mobilise during the End of Campaign Phase, using their initial mobilisation rating and without noting this new revolt on the Tribes Table.

*Note*: If an indomitable chief is eliminated, his replacement does not retain the same status, and the tribe therefore loses its status of being indomitable.

**7.2.8 Gallia Romana**

If any anti-roman Gallic units enter any Provincia I or Provincia II regions, 2 units of urban militia (civis) are immediately placed in the cities of Narbo and Vienna.

A city has a defence value of 3 for sieges.

## 7.3 Campaign Sequence of Play

Each annual campaign has a succession of game turns, as laid out in **1. Sequence of Play.**

If the Gallic player has chosen to have the initiative, the campaign starts in winter and the Gallic player movement phase (III) takes place before the Roman player movement phase (II). Otherwise, the campaign starts in March and the sequence of play takes place in the normal order.

## 7.4 End of Campaign

**7.4.1. Victory Conditions**

To win an annual campaign, the following conditions must be fulfilled:

- *Roman Player*: if in November he controls the IRT's region, and if he has at any point during the campaign controlled the regions of the Tribes Extending the Revolt in their Extension of the Revolt Sectors (with a maximum of 4 regions controlled if there are more than 4 ERSs), or if he captures or kills Vercingetorix;

- *Gallic player*: if he prevents a Roman victory.

The campaign game stops immediately one of the following conditions is met:

- Roman victory once 6 annual campaigns have been won;

- Gallic victory if Caesar dies or if no legionary combat unit remains in independent Gaul (see **0.4.2**) at the end of an annual campaign.

**7.4.2 End of Campaign**

After checking the victory conditions the players carry out a number of actions:
- remove all the pro- and anti-Roman Gallic leaders and combat units which are on the map;
- convert all Roman trireme counters into legionary units (these are eliminated if they are still in the open sea);
- place Hiberna markers in those regions where it is permissible to construct them;
- remove Oppidum Destroyed markers from those regions which do not contain a hiberna;
- remove City Destroyed markers
- remove Scorched Earth and Roman Depot markers;
- place on the map the counters of those indomitable tribes which have not been defeated;
- place a Roman leader, of the Roman player's choosing, in Cisalpina.

## 7.5 Starting Positions

The campaign game starts after Caesar's crushing of the Helvetii during their attempt to migrate to the Atlantic coast and after his defeat of Ariovistus' Germans who had crossed the Rhine. The Proconsul has returned to his province, and his army is stationed in its winter quarters on the lands of the Sequani. Will independent Gaul tolerate a permanent Roman presence on its soil?

### 7.5.1 Length
The campaign game starts during phase A of the 57 BC game turn and finishes at the end of 51 BC, unless one of the players has previously won an automatic victory.

### 7.5.2 Regional Control
*Roman player***:** Gallia Cisalpina, Provincia I, Provincia II and Sequani
*Gallic player*:  Every other region

### 7.5.3 Roman player - initial setup
*In Sequani:*
Labienus, Fabius, Antonius, Trebonius, Cicero, Crassus and Brutus; 1 x Hiberna; VII, VIII, IX, X, XI, and XII Legions; 1 x Cretans;1 x Balearics; 1 x Numidians; 2 x Roman cavalry and 2 x pro-Roman Gallic cavalry.

### 7.5.4 Gallic player - initial setup
No anti-Roman Gallic units are placed on the map.
In the Tribes Table, enter a revolt in 58 BC for the Helvetii and the Raurici.

### 7.5.5 Reinforcements
Both players receive reinforcements during the campaign (see **3.1**), but only the Roman player has replacements available (see **3.2**).
Reinforcements and replacements appear in the first game turn of the year indicated (Winter or March, depending on which player has the initiative). Vercingetorix is added to the Tribes Table before the Campaign Preparation Phase.
*Gallic player reinforcements*:
52 BC: Vercingetorix is added to the Tribes Table in phase A.
*Roman player reinforcements (placed in one or several regions of Provincia I or II at the Roman player's choice):*
57 BC: Caesar, XIII, and XIV Legions and 1 x pro-Roman Gallic cavalry.
53 BC: I and XV Legions and 1 x Germanic cavalry (unless a Germanic cavalry counter has already been raised after a campaign in Germania, see **7.2.6**).
52 BC: V and VI Legions and 1 x Germanic cavalry.
*Leader or unit withdrawals:*
53 BC: in phase A, withdraw Crassus and 1 x pro-Roman Gallic cavalry from the game.

*Historical note: Publius Crassus left Gaul for good to meet his father, Marcus Crassus, in Syria with a thousand Gallic horsemen. They both lost their lives at the Battle of Carrhes in 53 BC.*

52 BC: In phase A, remove from the map all pro-Roman Gallic cavalry that is still in play.

## 7.6 Mini-campaigns

It is possible to play short campaigns that only cover two or three years.

For these mini-campaigns players should use a Tribes Table clear of any entries at the start of the game (as if there had been no uprisings in the years beforehand).

### 7.6.1 Mini-campaign 58 BC to 57 BC

*Start*: April 58 BC
*End*: November 57 BC
- use the setup positions from scenario 6.2;
- use the victory conditions from scenario 6.4;
- use the reinforcements from scenario 6.2 for the Gallic player (Ariovistus and the Germans) and the reinforcement schedule from 7.5 for the Roman player (including the withdrawal of units);
- apply the Campaign Game rules and ignore the special rules for the scenarios;
- for phase A in 57 BC, the IRS must be Gallia Belgica.

### 7.6.2 Mini- campaign 53 BC to 51 BC

*Start*: winter 53 BC
*End*: November 51 BC
- use the setup positions from scenario 6.8;
- use the victory conditions from scenario 6.3;
 - use the reinforcements from scenario 6.9 for the Gallic player (Gallic reinforcements for July 52 BC) and the reinforcements from 7.5 for the Roman player;
- apply the Campaign Game rules and ignore the special rules for the scenarios;
- for phase A in 52 BC, the IRS must be Gallia Celtica 5 and the IRT the Arverni.


## Bellum Gallicum II

# TABLES

## Attrition Table

The player rolls as many d6 as the table indicates:

| Region | Number of Combat Units | | | |
|---|---|---|---|---|
| | **1 to 4** | **5 to 9** | **10 to 14** | **15 or more** |
| Clear and Mountainous | 1d6 | 2d6 | 2d6 | 3d6 |
| Forest and Marsh | 2d6 | 2d6 | 3d6 | 4d6 |
| Besieged garrison | 0d6 | 1d6 | 2d6 | 3d6 |

The player reduces one unit for every 6 rolled.

*Modifiers:*

Add 1d6 if the region is contested

Add an extra 1d6 for every turn of siege play, starting with the second turn (Siege 2 = +1d, Siege 3 = +2d etc.)

## Skirmish Table

| Die roll | Strength Ratio | | | | | | |
|---|---|---|---|---|---|---|---|
| 1d6 | 1/4 and - | 1/3 | 1/2 | 1/1 | 2/1 | 3/1 | 4/1 and + |
| 1 and - | AE | AE | AE | A1 | EC | EC | EC |
| 2 | AE | AE | AR | A1 | EC | D1 | DR |
| 3 | AE | AR | A1 | EC | D1 | D1 | DE |
| 4 | AR | A1 | A1 | EC | D1 | DR | DE |
| 5 | A1 | A1 | EC | D1 | DR | DE | DE |
| 6 and + | EC | EC | D1 | D1 | DE | DE | DE |

*Die Roll Modifiers (cumulative)*:

+1 if more cavalry units than the defender

-1 if fewer cavalry units than the defender

+1 if the value of the attacker's highest ranking and highest rated leader is greater than that of the defender's highest ranking and highest rated leader

-1 if the value of the attacker's highest ranking and highest rated leader is less than that of the defender's highest ranking and highest rated leader

+2 if the attacker has a leader and the defender does not

-2 if the attacker has no leader whereas the defender does

-1 if the skirmish takes place in a Marsh or a Forest region

*Results*:

- AE: Attacker Eliminated. All the attacker's units and leaders are eliminated;

- AR: Attacker Reduced. All the attacker's units are reduced, those units already reduced are eliminated and the highest value leader with a rank of 1 or 2 taking part in the skirmish must roll on the Leader Table;

- A1: Attacker loss. The attacker chooses one of his units and weakens it (eliminating it if it is already reduced), and the highest value leader with a rank of 1 or 2 taking part in the skirmish must roll on the Leader Table;

- EC: Exchange. Each player reduces one of his units (and eliminates it if it is already reduced) and the highest value leader with a rank of 1 or 2 taking part in the skirmish must roll on the Leader Table. All the defender's remaining units and leaders may retreat into a neighbouring region that he controls. If this is not possible they must remain in the same region where the skirmish took place;

- D1: Defender loss. Same result as A1 but applied to the defender. The remainder of the force may retreat, as indicated in EC;

- DR: Defender Reduced. Same result as AR, but applied to the defender.

- DE: Defender Eliminated. Same result as AE, but applied to the defender.

# Pitched Battle Table

| Die roll | Strength ratio | | | | | | |
|---|---|---|---|---|---|---|---|
| 1d6 | 1/3 and - | 1/2 | 2/3 | 1/1 | 3/2 | 2/1 | 3/1 and + |
| -1 and - | E - **R** | A - **R** | 3/4 - **R** | 1/2 - **R** | 1/2 - **R** | 1/2 - **R** | 1/2 - **R** |
| 0 | E - **R** | 3/4 - **R** | 1/2 - **R** | 1/2 - **R** | 1/2 - **R** | 1/2 - **R** | 1/4 – **1/4** |
| 1 | A - **R** | 1/2 - **R** | 1/2 - **R** | 1/2 - **R** | 1/2 - **R** | 1/4 - **1/4** | 1/4 - **1/4** |
| 2 | A - **R** | 1/2 - **R** | 1/2 - **R** | 1/4 – **R** | 1/4 - **1/4** | 1/4 - **1/4** | **1/4** – 1/2 |
| 3 | 3/4 -**R** | 1/2 - **R** | 1/4 – **R** | 1/4 – **1/4** | 1/4 -**1/4** | **1/4** - 1/4 | **R** – 1/2 |
| 4 | 1/2 - **R** | 1/4 – **1/4** | 1/4 – **1/4** | 1/4- **1/4** | **1/4** – 1/4 | **R** – 1/2 | **R** – 3/4 |
| 5 | 1/2 - **1/4** | 1/4 -**1/4** | **1/4** – 1/4 | **R** – 1/4 | **R** - 1/2 | **R** – 1/2 | **R** – A |
| 6 | 1/4 - **1/4** | **1/4** -1/4 | **R**- 1/4 | **R** - 1/2 | **R**- 1/2 | **R** – 3/4 | **R** – A |
| 7 | **1/4** - 1/4 | **R** – 1/4 | **R** - 1/2 | **R** - 1/2 | **R**– 1/2 | **R** – 3/4 | **R** - E |
| 8 and + | **R** - 1/2 | **R** – 1/2 | **R** – 1/2 | **R** - 1/2 | **R** - 3/4 | **R** - A | **R** - E |

*Modifiers (cumulative)*:
- The defender has no leader: +3
- The leader of the attacking army has a value that is double or more than that of the defending army's leader: +2
- The leader of the attacking army has a value greater than that of the defending army's leader, but not double: +1
- The leader of the attacking army has a value that is equal to or lower than that of the leader of the defending army: -1
- The attacker has more leaders than the defender: +1
- The attacker (Romans only) has a unit with a ranged fire capability (Cretans or Balearics): +1
- The attacker has at least twice as many cavalry units as the defender: +1
- The attacker has fewer cavalry units than the defender: -1
- The pitched battle takes place in a Mountainous region: -1

*Results*:
The results are displayed as follows: attacker's losses / defender's losses.
The result in **bold** indicates the victor.
R = No effect (*Rien*), A = Reduce (*Affaiblir*) and E = Eliminate (*Eliminer*)
- R = no losses.
- A = all combat units in the force affected are turned to their weakened side; those units which are already reduced are eliminated.
- 1/4, 1/2 or 3/4 = the player reduces the indicated proportion of his units (calculated as units not as SPs). The number of units to be reduced is always rounded in his favour, but he must always reduce at least one unit.
  *Example*: A player who has 3 combat units, and who has to apply the result 1/2, arrives at the arithmetical answer of 1.5 that he rounds down to 1 in his favour. A player who has 2 combat units, and who has to apply the result 1/4, arrives at the arithmetical answer of 0.5 that he rounds up to the minimum of 1 unit to be reduced.
- E = All the units in the force are eliminated.

# Rout Table

| Die roll | Unit quality | | | | | | |
|---|---|---|---|---|---|---|---|
| 1d6 | Veterans V | Romans R | Elite E | Allies A | Belgians B | Levies L | Gauls G |
| 1 | Ra | Ra | Ra | Ra | Ra | Ra | Ra |
| 2 | Ra | Ra | Ra | Ra | Ra | Ra | Di |
| 3 | Ra | Ra | Ra | Ra | Ra | Di | De |
| 4 | Ra | Ra | Ra | Di | De | De | De |
| 5 | Ra | Di | De | De | De | De | De |
| 6 | De | De | De | De | De | De | De |

- *Results*:
- Ra: Rallied
- Di: Dispersed
- De: Routed (*Déroutée*)

# Rally Table

Results from the Rally Table are applied to units in Boxes E or A on the Battle Map following the results obtained on the Pitched Battle Table.

| Rout test result | Unit in box E | Unit in box A |
|---|---|---|
| Ra | Return Reduced (reverse side) | Return Intact (face up) |
| Di | Return Reduced (reverse side) | Return Reduced (reverse side) |
| De | Permanently eliminated | Return Reduced (reverse side) |

**Leader Table**

Roll 2d6:
2 to 9: no effect
10: Wounded
11: Killed
12: Captured
*Die Roll Modifier:*
-1 if the leader's rank is 3
*Special cases*:
- If Caesar suffers a " killed " result, the Roman player re-rolls a d6. If the new result is 1, Caesar is killed.
- If a Roman leader is captured, the Roman player rerolls a d6. If the result is an odd number, then the leader remains captured, if the result is an even number he is freed (the capture is ignored).

# Siege Table

| | **Oppidum** (value 1 to 5) | **City** (value 3) | **Hiberna** (value 2) |
|---|---|---|---|
| **Units permitted to serve in the garrison** | Gauls | Romans | Romans, Gallic and Germanic pro-Roman cavalry |
| **Units which may lay siege** | Romans and Gauls | Gauls | Gauls |

| Die roll | Differential between Besieger / Besieged | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 1d6 | -2 and - | -1 | 0 | +1 | +2 | +3 | +4 | +5 | +6 and + |
| 1 or - | 1 / 1 | 1 / 1 | 1 / 1 | 1 / 1 | 1 / 1 | 1 / 2 | 0 / 2 | 0 / 3 | 0 / 3 |
| 2 | 1 / 0 | 1 / 1 | 1 / 1 | 1 / 1 | 1 / 2 | 0 / 2 | 0 / 2 | 0 / 2 | 0 / 3 |
| 3 | 1 / 0 | 1 / 0 | 1 / 1 | 1 / 2 | 1 / 1 | 1 / 1 | 0/ 2 | 0 / 2 | 0 / 3 |
| 4 | 1 / 0 | 1 / 0 | 1 / 0 | 0 / 1 | 0 / 1 | 0 / 1 | 0 / 1 | 0 / 2 | 0 / 2 |
| 5 | 2 / 0 | 1 / 0 | 1 / 0 | 0 / 1 | 0 / 1 | 0 / 1 | 0 / 1 | 0 / 1 | 0 / 2 |
| 6 or + | 2 / 0 | 1 / 0 | 1 / 0 | 1 / 0 | 0 / 1 | 0 / 1 | 0 / 1 | 0 / 1 | 0 /1 |

**Result:** number of the besieger's units reduced / number of the besieged units reduced.