Great Battles of Julius Caesar



Scenario Book

Battles of the Late Roman Republic and Early Empire

106 BCE to 51 CE

Deluxe Edition

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INTRODUCTION

The *Great Battles of Julius Caesar Deluxe Edition* scenarios are presented in chronological order. The first section features three battles that occurred prior to the time of Julius Caesar featuring the new style Roman Legion that Caesar later honed to perfection during his time in Gaul. Each battle showcases a different Roman opponent with their distinct mode of fighting: Numidian hit and run, Germanic tribal onslaught, and Hellenistic-style combined arms. Cirta and Chaeronea are of moderate size while Vercellae is one of the largest in the box.

The second section covers Caesar's time in Gaul, where all battles pit a Roman army against a tribal army, or in the case of the battle with the Veneti, a tribal navy. The Invasion of Britain and the Battle for Paris are among the smaller battles in the box while the Bibracte, Rhine, Sabis, and Gergovia battles are of moderate size with the latter featuring elements of a siege assault. The Bay of Biscay is unique in that it uses a modified version of the *War Galley* rules to depict Caesar's clash with the maritime Veneti.

The third section covers the Civil War period showcasing several legions vs. legions battles as well as engagements by Caesar against Numidians and Pontines who had sided with the Senatorial party. Dyrrachium, Lesnikia, and Nicopolis are smaller-size battles, although with the former two fortifications play a significant role. Thapsus, Zela, and Ruspina are of moderate size with each adding some specialist units. With Thapsus we see the last use of Elephants in the ancient period, the last hurrah of the Chariot as a shock and awe weapon with Zela, and the hit and run light units versus heavy units with Ruspina. Lastly, there the two large Legion slugfests of Pharsalus and Munda, both with a host of supporting unit types.

The last section covers two battles that occurred during the conquest of Britannia by Caesar's heirs roughly a century after Caesar's foray there. Medway is a moderate size battle featuring three veteran Legions of the early empire and their auxiliary specialists against a horde of light infantry mounted on chariots. Wales is a small battle that does not use the command and activation rules and serves as a good introduction to the combat system.

COUNTERS

The scenarios feature armies from rival Roman factions, various German, Gallic, and Briton tribes, Numidians, and the Hellenistic kingdom of Pontus. Each army/faction has its own color scheme as follows:



Caesarian Faction: Caesarian faction Legion counters have a tan background with each numbered Legion distinguished by a distinct border color. Several of the numbered Caesarian Legions have more than one set of counters:

- **VII, XI, XII, XIII, XIV, XV Legions:** Each comes in two versions, ***Veteran*** (where all cohorts are Veteran) and ***Recruit*** (where most cohorts are Recruit).
- **VII, IX, X, XIII, and XIV Legions:** Each has a Gallic War and a Civil War version. The Gallic War version has a small "**g**" next to the Legion ID number.

Caesarian faction auxiliaries (skirmisher, cavalry, artillery, etc.) counters have a tan background with a white border. Caesarian faction leaders have a white background. A few of the leaders have more than one counter which are distinguished by an ID keyword or Rank.



Senatorial Faction: Senatorial faction Legion counters have distinct background colors for each numbered Legion with no border. Each Legion has only one set of counters. Senatorial faction auxiliaries (skirmisher, cavalry, artillery, etc.) counters have a light blue background with a white border. Senatorial faction leaders have a light grey background. A few of the leaders have more than one counter which are distinguished by an ID keyword or Rank.



Pontus: Pontus leaders and combat unit counters have an orange background color.



Numidia: Numidian leaders and combat unit counters have a green background.



Moor: Moor combat unit counters have a tan background.



Arverni: Arverni and allied tribes' leaders and combat unit counters have a blue background color.



Cimbri: Cimbri leaders and combat unit counters have a light green background color.



Briton: Briton leaders and combat unit counters have a light grey background color.

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German: German leaders and combat unit counters have a salmon background color.



Helvetii: Helvetii leaders and combat unit counters have a medium blue background color.



Belgae: Nervii and other allied Belgae tribes' leaders and combat unit counters have a sea green background color.



Parisii: Parisii and allied tribes' leaders and combat unit counters have a golden background color.

General Rules on Initial Deployments

SETUP CHARTS

Within the counters available for that side, leaders (and ID where needed) are listed by Name. Combat units are listed by Name, Type, and ID#. SK type units are further identified by Missile Type.

Roman Legions are often an exception. If a Legion name appears in bold face type (e.g., **X Legion**), that is shorthand for all 10 Cohorts, the Tribune, and Aquila for that Legion. For setups that use Legates instead of Tribunes, the Legate will be listed before the Legion name (the Tribune, if any, is not used). The Legate will either be specifically named, or left simply as Legate. In the latter case, the player picks any of the 12 named Roman leader counters (not Labienus) with the "Gaul" keyword beneath the Strategy Rating. If a setup doesn't identify a CO by its ID#, any CO from that Legion may be used.

Unless explicitly stated otherwise, the players may place their units in a group of setup hexes as they see fit. Tribunes/Legates may be deployed stacked with or adjacent to any cohort in their legion. Depending on how the Aquila will be used in the scenario, it is either placed with the Legion's units or with a leader. Combat units may be faced in any direction unless specifically directed otherwise.

Placed combat units must conform to the stacking restrictions given in 6.61 unless specified otherwise in the setup instructions.

Setup Diagram Key

* Overall Commander
SC Section/Subordinate Commander
L Legate
T Tribune
P Praefect
TC Tribal Chief
C Chief
Sc Scorpio
Ba Ballistae
Two character unit Type in all other cases (e.g., CO, LI, LC, etc.)

Competitive Play

We have designed the following battles/scenarios to be as historically accurate (within the limits of available research materials) as possible. While this allows them to be excellent tools for study and solitaire play, some of the battles, because they were not balanced historically, will fall short in game balance. To ameliorate if not entirely remedy this situation, we offer two suggestions for competitive play that players may use by mutual agreement. These methods will provide a more even balance; however, the "end result" may often not reflect "historical" objectives or realities. For the shorter battles, the players can play the battle twice, switching sides in the second game. The player with the more impressive victory in terms of RP differential earns the game win.

Rout Point Bid Method: Each side secretly writes their bid (in Army rout point equivalents) down and then simultaneously reveals the amounts. The player with the higher amount is the winner of the bid and plays the side of his choice reducing his Army Withdrawal level by the bid amount.

Rule and Withdrawal Level Adjustments: In this method, we have provided changes to the rules and/or adjusted the army's withdrawal level in some of the battles to balance the game. If the players agree, both Rout Point Bid and Rule/Withdrawal Level methods may be used in combination.

Counter Abbreviations

Counter Abbr.	Leader Name
Bodngtus	Boduognatus
Cnvctitvs	Convictolitavus
Critgnatus	Critignatus
Drmchtes	Dromichaetes
Mtrphnes	Metrophranes
Vercingtrx	Vercingetorix
Vrcsvinus	Vercassivellaunus

Counter Abbr.	Unit Name
Aduat	Aduatuci
Antesign	Antesignani
Atreb	Atrebates
Bturiges	Biturriges
Helvet	Helvetii
Lib Bireme	Liburnian Bireme
Macedn	Macedonia
Marcom	Marcomanni
Ntbrges	Nitobriges
P Herd	Pompey Herdsmen
P Slave	Pompey Slave
Virom	Viromandui

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RISE OF THE ROMAN WARLORDS

- CIRTA, 106 BCE (JUGURTHA)
- VERCELLAE, 101 BCE (DICTATOR)
- CHAERONEA, 86 BCE (DICTATOR)

INTRODUCTION

This section introduces three key battles from the fading years of the Roman Republic, when Rome was faced with three major outside threats: the Numidians under King Jugurtha; the Germanic invasion of the Cimbri, Teutons, and Ambrones; and the threat from the east of King Mithridates of Pontus. The Republic was also racked with civil wars, and the conflict for power between the two leading men at the turn of the century—Gaius Marius and L. Cornelius Sulla—all leading to the brutal dictatorship of Sulla. The outside threats led quickly to the establishment of the army as a political power base; the day of the military dictator was at hand, and the Republic was entering its death throes.

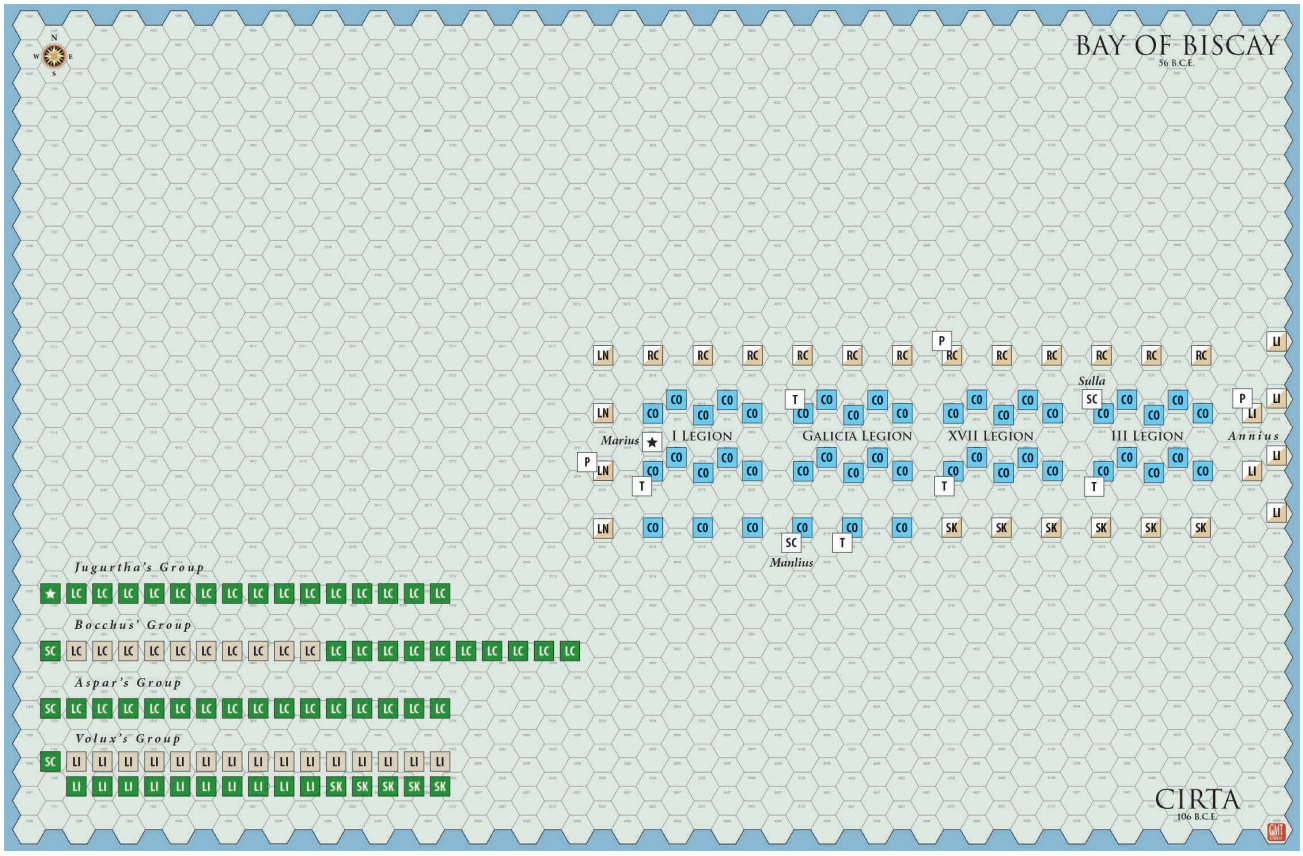
Cirta is the second of two key battles of the Jugurthine War (the first, the Muthul River appears in *SPQR*), in which Rome expanded to take virtually all North Africa, destroying in the process the once-proud kingdom of Numidia.

The Jugurthine War is also where Gaius Marius gained the fame that propelled him to his string of dictator-like consulships and his transformation of the Roman army into a fully professional, cohort-oriented machine. The transformation from the days of the maniple had begun with Scipio Africanus. Many of these changes were probably in place—it is very difficult to tell—by the time Marius assumed command. Our best guess is that he simply made them legal, implementing a few of his own at the same time. Thus, the Roman armies you have before you are pretty much the same as those Caesar fought with fifty years later.

Cirta also gives gamers something they rarely see in ancient world battles: guerrilla warfare. Here's a rare chance to test your on-field maneuver capabilities. In addition, the Numidian forces are rather different from anything else we've seen; almost entirely light in nature, they rely on speed and mobility more than anything else.

Vercellae and Chaeronea allows the *GBoH* series, once again, to compare tactical systems. Here we show the legion against the frightening, but undisciplined, barbarian hordes (Vercellae), as well as the last, true appearance of the Macedonian system (granted, gone to Asiatic seed), the Pontine army, including *SPQR*-style Phalanx units, Cataphracted cavalry, and of course those shock-orientated Chariots. You will have to wait for the Battle of Thapsus to see the last hurrah of the Elephant.

The legion has now fully eschewed the velites-hastati-principes system of the Punic era. Each legion now has 10 equally-armed cohorts, the cohort being the basic tactical battlefield formation. This allows field commanders to use a variety of linear/depth formations, from 4-3-3 to 4-4-2 to 5-3-2 …even the Nickel Defense. This is the Roman army in transition to its ultimate embodiment in the legions of the early Caesars.



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The Battle of Cirta

Numidia, 106 BCE

Gaius Marius vs. King Jugurtha

HISTORICAL BACKGROUND

In 107 BCE, Metellus had been given charge of the army in Numidia by the Senate. However, Gaius Marius had been elected consul that year. His province of choice, Numidia, gave him effective charge of operations, much to Metellus' embarrassment and anger. Marius adopted the same strategy as Metellus: destroy Jugurtha's key cities and treasuries, depriving him of his ability to fight. For Marius, this meant wandering all over North Africa, as far west as present day Morocco!

Jugurtha, meanwhile, was busy raising a new army. He went to his southernmost province and raised and trained a large number of Gaetulians, relatively uncivilized Saharan nomads, according to Sallust. He then convinced the King of Mauretania, Bocchus, to bring his Moors in on his side. Bocchus was never quite convinced of the wisdom of this (he eventually was the main cog in the betrayal of Jugurtha to the Romans), but, for the time being, he became an active participant against the Romans.

After laying about the vicinity of Numidia for some time, Marius was joined by a new legate from Rome, the young patrician L. Cornelius Sulla. Accompanying Sulla was a large contingent of Roman cavalry. Leading an army now somewhat more veteran than that originally trained by Metellus, Marius headed east to seek winter quarters. Jugurtha, though, with a large, if somewhat disjointed army of Numidians, Moors, and Gaetulians, sped on ahead of the Romans. Some miles just outside of the key city of Cirta, apparently in the middle of nowhere, Jugurtha attacked Marius' line of march from all sides. Just how he did this is not explained at all. Coordinating such a move, and keeping it hidden from a wily general like Marius in such terrain, would be beyond the ability of most commanders. It certainly was beyond the narrative powers of Sallust.

The rather confusing (if you try to follow it in Sallust) battle was two battles covering four days. The constant attacks from four sides forced Marius to have his entire army enter testudo formation at times but despite the constant and often clever hit and run tactics of Jugurtha and Bocchus, they were no match for Roman discipline. In the end, Marius' legions turned on Jugurtha's troops and beat them to a pulp. It appears, though, that the end was in doubt for some time.

Except for the sorry tale of the betrayal of Jugurtha, Cirta was the end of the Jugurthine War. It provided Marius with the victory that raised him to the level of hero in the eyes of the Romans. Cirta and the surrender of Jugurtha also led to Marius' being appointed to lead the Romans against the Germans in 101 BCE (that battle is next up). As for Jugurtha, he was taken back to Rome in chains to be displayed as part of Marius' triumph and then left to rot in a Roman dungeon.

PRE-GAME NOTES

Map: Use the Cirta/Bay of Biscay "blank" map. There appear to be no terrain features of note, according to the descriptions of the battle. All terrain is Clear Level 1.

Balance: Jugurtha's army is somewhat bigger, and more cavalry oriented here than at The Muthul (included in *SPQR Deluxe*), and his four-point attack plan is a lot better. But Marius' army is somewhat bigger, and better, than Metellus'. Balance greatly depends on what sort of tactics each player adopts, but it is not easy to beat a determined and capable Roman.

Difficulty: This battle provides a game situation seldom encountered: a large-scale, guerrilla-warfare type battle. This requires a somewhat different mentality than the standard "Your Line vs My Line" approach. Command situations may get stretched, as the Numidian implements hit-and-run tactics. Playtesters' comments on this—and the Muthul battle—were, "It isn't easy to handle either army considering the very different styles of warfare."

Playing Time: This is a relatively fast-moving game; it may take 4 hours or so to play.

INITIAL DEPLOYMENTS

The Roman Army under the Consul Gaius Marius

Counters: Use the Senatorial Faction Legion counters and the Caesarian Faction Leader and Auxiliary counters.

The Roman army is in Route March (see Route March rule below). The Scorpio units are placed in Move mode either adjacent to or stacked with any cohort in the listed Legion. All units are facing directly west.

UNITS	HEX(ES)
Marius (OC)	With or adjacent to any Roman unit
Praefect (Cav Prf) Gaul LN (1-4)	3311, 3313, 3315, 3317
Sulla (SC)[a]	With or adjacent to any Roman RC unit
Roman RC (1-12) Praefect (Cav Prf)	3511, 3711, 3911, 4111, 4311, 4511, 4711, 4911, 5111, 5311, 5511, 5711
Manlius (SC) Tribune L Legion L CO (3-8)[b], Aquila L Numidia SK-A (1-3) Balearic SK-S (1-3)	3517, 3717, 3917, 4117, 4317, 4517, 4717, 4917, 5117, 5317, 5517, 5717
I Legion 1 Scorpio	3513, 3515, 3613, 3615, 3713, 3715, 3813, 3815, 3913, 3915
Galicia Legion 1 Scorpio	4113, 4115, 4213, 4215, 4313, 4315, 4413, 4415, 4513, 4515
XVII Legion 1 Scorpio	4713, 4715, 4813, 4815, 4913, 4915, 5013, 5015, 5113, 5115
III Legion 1 Scorpio	5313, 5315, 5413, 5415, 5513, 5515, 5613, 5615, 5713, 5715
Annius (Inf Prf) Roman LI (1-6)	6011, 6013, 6015, 6017, 5913, 5919

a Use the 2-Star Sulla counter.

b The cohorts from the "L" Legion are those referred to in the sources as the Ligurian cohorts.

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Roman Command Structure

Section Commanders are used in this battle. Marius is the OC. Sulla and Manlius are SC. The Roman player may divide the Legions between Sulla and Manlius as he sees fit with no more than 3 Legions assigned to either one. Use the Legion Aquila counters to indicate who commands what. Aquilae rule sections 9.82 and 9.85 are not used.

Annius is an Infantry Praefect for the Roman LI and uses 4.54 to order those units. He does not have a Strategy Rating so must be within the OC's Command Range (other than the first Game Turn) to issue a Line Command.

The Numidians and Moors [a] under King Jugurtha

Counters: Use the Numidia and Moor counters.

All Numidian units start off the map, in one of the groups listed below.

UNITS	HEX(ES)
Jugurtha's Group Jugurtha (OC), Numidia LC (1-5) Numidia LC (41-50)	Pre-designated map edge; see Numidian Entry below
Bocchus' Group Bocchus, Moor LC (1-10) Gaetuli LC (1-10)	Pre-designated map edge; see Numidian Entry below
Aspar's Group Aspar, Numidia LC (6-20)	Pre-designated map edge; see Numidian Entry below
Volux's Group [b] Volux, Moor LI (1-15) Gaetuli LI (1-10) Numidia SK-A (1-5)	Pre-designated map edge; see Numidian Entry below

a The word "Moor" is a modern term for the inhabitants of Mauretania, a kingdom situated in roughly what is now present-day Morocco. The Gaetulians, although a separate tribe, were officially Numidian mercenaries; they were not fighting for themselves.

b Volux, Bocchus' son, arrived late during the second historical battle, the infantry probably moving slower than the horse. Because of this, we suggest that Volux must arrive from the rear (eastern) side of the map.

Numidian Entry

Prior to starting play, the Numidian player must pre-assign each of his four groups to one of the edges of the map: N, S, E or W. He may assign more than one group to a given map edge; however, Volux's group must arrive through the eastern edge. The Numidian player may not change his pre-designated arrival edge.

A group is brought in when it is that group's leader's turn to activate. To bring in a group, when it would be that group's leader's turn to activate, the Numidian player rolls the die. If the DR is equal to or less than that leader's Initiative Rating, that group may enter. The Numidian player may, if he wishes, delay that entry and roll again next turn. Any group that has not entered by the end of Game Turn 3 may enter on Game Turn 4 without a die roll.

If no group enters on Game Turn 1, after all Roman leaders are Finished, the Numidian player rolls again for each leader. The lowest DR (ties, roll again) determines the one group that *must* enter that Game Turn. The leader of this entering group cannot use Momentum this turn.

DESIGN NOTE: This is a game mechanic; it has nothing to do with history.

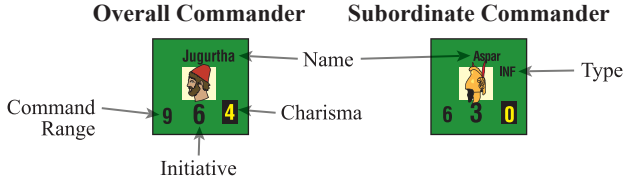
No group may enter through the eastern edge on Game Turn 1.

A group that enters may do so through any hexes along its arrival edge, but the units must all enter within Command Range of the group's leader—decide where then leader will enter and count the range from that hex.

SPECIAL RULES

The Numidian Command System

The Numidian Command system accounts for the fluidity and mobility of the Numidian style of warfare. The Numidians—apparently—did not fight in the linear fashion of most ancient armies, requiring some new command mechanics. Numidian leaders have a limited set of ratings compared to the leaders in other armies.



The ratings are used as follows:

- **Command Range:** Same as a Roman leader. The range over which the leader can issue a Command.
- **Initiative:** Same as Roman leader but no Individual Orders.
- **Charisma:** Same as Roman leader.
- **Type:** The type of units that leader may command.

The Numidian leaders do not use Individual Orders, Line Commands, nor any of the Roman-specific ways of affecting units. A Numidian leader instead may issue a Command to units. A Command allows all units of a single type, within that leader's Command Range, to do one of the following.

- Move; units capable of firing missiles may do so.
- Conduct Missile Fire without movement.
- Recover hits as if the units were issued an Individual Order (5.22 #3).

The leader may also use his Command Range to enable Shock Combat (7.33).

PLAY NOTE: The Numidian command ranges are quite high when compared to other leaders. This reflects, and allows players to implement, the mobile, hit-and-run style of warfare at which the Numidians were so adept.

Each Numidian leader may issue one Command per Orders Phase to the units of the Type noted on his counter, i.e., either infantry (INF) or cavalry (CAV). If there is no such notation, that leader (here, only Jugurtha) can issue a Command to either type, but only one type (INF or CAV) at any one time. A Numidian leader that starts an Orders Phase in an enemy ZOC has his Command

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Range halved, rounding down. He still may issue a Command—the provisions of 5.27 do not apply.

PLAY NOTE: There is no command hierarchy so each leader may do as the player pleases regardless of type of Orders Phase.

Numidian Army Capabilities and Liabilities

The following apply to all units in the Numidian army:

Auxiliares Phase: The Numidian player does not use the Auxiliares Phase.

Movement: Numidian units do not incur any Cohesion Hits from any movement, and this includes moving more than once per Game Turn. Stacking penalties do apply.

Harassment & Dispersal: A Numidian LC may use H&D fire (8.3) through a friendly combat unit (ignore the LOS and any other restrictions). However, doing so costs the moving and stationary unit 1 Cohesion Hit each.

Combat: A Numidian unit that routs is eliminated instead.

Roman Route March

The Romans have the capability of moving their entire army at once. To use Route March (RM), the Roman player must pass with all leaders until it is the OC's turn. When the OC activates, if the activation wasn't due to a successful Trump, the Roman player may declare a Route Match.

When this is done, the Roman player may move each/all his units 12 MP, regardless of type or printed MA. The following restrictions apply:

- The units must maintain formation, i.e., stay in the same spatial relationship to the other units.
- No Roman unit may move within 6 MP of any Numidian unit.
- There is no Momentum allowed—the OC receives one Orders Phase.
- The units may not do anything else other than move. No special formations allowed.

The Roman may declare Route March at any time, if his units meet, and will meet, all the above requirements. In addition:

- All cohort and cavalry units using RM must be within range of a leader eligible to command them.
- All Tribunes/Praefects must be within twice the Command Range of their SC or the OC.
- SK units may be within any leader's Command Range.



To indicate such, place the ROUTE MARCH marker on the OC in the Rout & Reload Phase.

If a Numidian unit Shock attacks a Roman infantry (not cavalry) unit while it is in Route March, and does so with Position Superiority, Roman Cohesion Hits are tripled (not doubled). If a Roman unit is Shock attacked while in Route March, or the Roman player does anything else during his turn other than Route March, the Romans are no longer in RM. Numidian missile fire has no effect on Route March.

Section Commanders may automatically issue Legion/Line Commands the first Game Turn the Romans emerge from the first use (only) of Route March.

Mandatory Route March: Now it gets interesting. In any Game Turn in which the Romans are in RM, and the Numidian player declares he will pass with all his leaders (in essence, doing nothing that turn), the Roman must use Route March. The declaration occurs prior to the Auxiliares Phase.

The Roman player may exit the west edge of the map while in RM.

RETREAT DIRECTION

Numidian units retreat towards any hex along the map edge through which they entered. Numidian units may also voluntarily exit the map along the map edge through which they entered. They do not count as eliminated but cannot return to the game.

Roman units retreat towards any hex along the western edge of the map. Roman units may also voluntarily exit the map along the western map edge. They do not count as eliminated but cannot return to the game.

VICTORY

HISTORICAL NOTE: Jugurtha is seeking to do extensive damage to the Romans; Marius is looking to reach his winter quarters. However, if he can destroy Jugurtha, so much the better.

The Roman army withdraws when units totaling **150** Rout Points have been eliminated.

The Numidian army withdraws when units totaling **100** Rout Points have been eliminated.

Guerilla Victory

If at any time a player has no units remaining on the map (this will usually result from voluntarily moving units off the map (as is allowed, above), the game ends. Both players total their RP for eliminated units:

- If the Numidian player has fewer RP than the Roman, and the Romans have incurred at least **50** RP, he wins.
- If the Roman player has fewer RP than the Numidian, he escapes Jugurtha's ambush. However, unless the Numidian player has more than **50** RP, Marius, eager for a definitive result, and the concomitant glory, will not be happy. In that case, consider the game a draw.

COMPETITIVE PLAY SUGGESTIONS

Because of the non-linear nature of this battle, the only way to even things up is the Rout Point Bid Method.

Army Size and Troop Quality

Army	Units	Size	Rout Points	Rout Ratio	Avg TQ
Romans*	68	300	424	35%	6.2
Numidians*	75	254	412	25%	5.5

* Excludes SK and Scorpio units.

DESIGN NOTE: The Romans most likely had numerical superiority; in game terms the Numidians have more counters.

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THE BATTLE OF VERCELLAE

Cisalpine Gaul, 101 BCE

Gaius Marius vs. King Beorix of the Cimbri

HISTORICAL BACKGROUND

No one is exactly sure where the Cimbri first came from; the best guess is the Jutland peninsula in what is now Denmark. What we do know is that "Cimbri" derives from the German word for "plunderer". The Cimbri, however, appear to be something more than that. In the last decade of the 2nd century BCE together with the Teutons, Ambrones and several other lesser Germanic tribes, the Cimbri swept south across Central Europe, wandered into Gaul and Northern Italy, and, in the process, wreaked havoc on several Roman armies sent to deal with the invaders (the Roman fear of Gallic invasion had by now settled into their gene pool). The most notable incursion occurred in 105 BCE, at Arausio, where 80,000 legionnaires were wiped out in two quasi-battles, a loss several classical historians felt exceeded Cannae in importance.

It was thus that, after returning "victoriously" from Numidia and the war with Jugurtha (see the battle of Cirta), Gaius Marius, having just secured his third consulship, was ordered to take his African legions, join up with a relatively raw group under Q. Lutatius Catulus, and rid Rome of the Teutons, Ambrones, Cimbri and anyone else they met on the road.

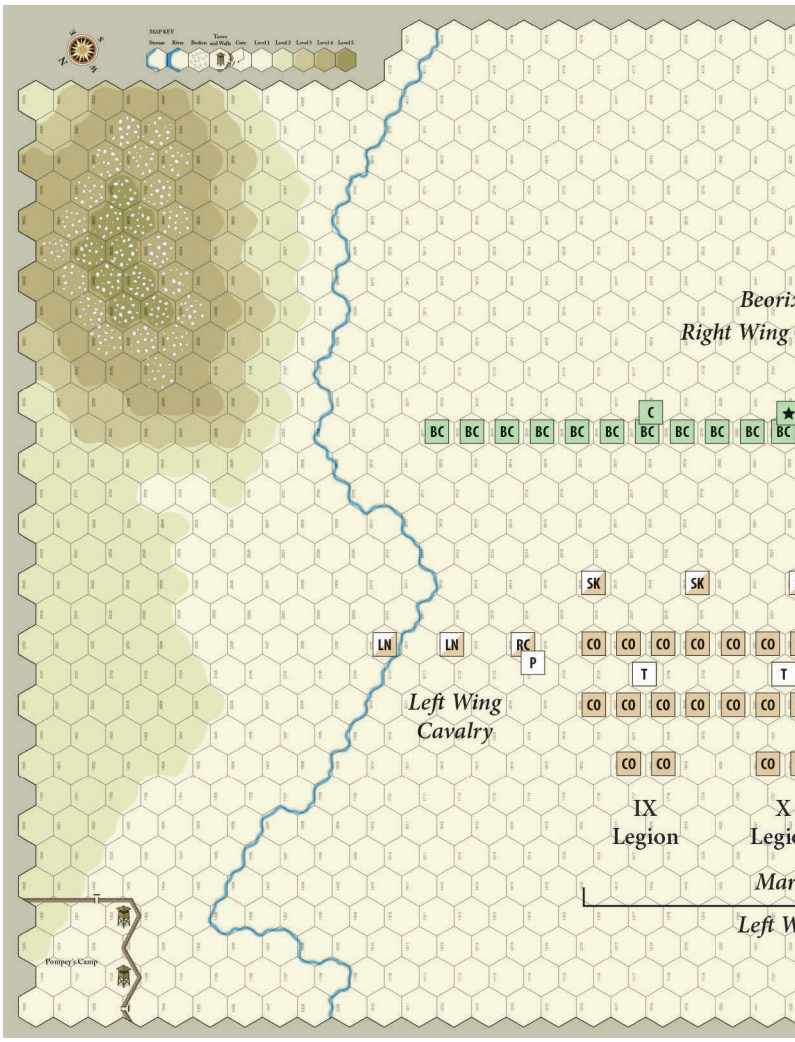
In two separate battles around Aquae Sextiae, Marius defeated both the Teutons and the Ambrones, allowing him to turn his attention to the east, where the Cimbri, under their king, Beorix, had been giving Catulus a hard time. Marius quickly marched his six veteran legions to where the Cimbri lay ready to move in whatever direction they felt would provide them with a new homeland, and pitched a fortified camp to await further developments.

Two things must be considered at this point:

1. There is not much cogent or coherent material on any of this. We are, for the most part, reliant on Plutarch and his "Lives" for hard information, and his life of Marius is, in the words of the edition I had, "... one of the least satisfactory." He is more interested in the person than in the specifics of the events. However, his battle description for Vercellae, and his numbers, etc., while not to be taken literally, are light years less suspect than what he gives us for Chaeronea, featured in the next scenario.
2. Tangentially, what Plutarch tells us about the Cimbri flies almost directly in the face of what little we know about these Germanic peoples from archaeological evidence. Take the description, in Plutarch, of Beorix's elite German Cavalry:

   "Their cavalry ...wore helmets like the heads and gaping jaws of terrible wild beasts ...and these, heightened with great feather plumes, made them look taller than they were. They had iron breastplates and shining white shields. Each man carried two javelins for throwing, and for fighting ...they used large heavy swords."

All very colorful, and most likely, pure invention. What archeological evidence we do have for the Germans from this era shows



absolutely no armor, no helmets, and a very small number of swords in use. What Plutarch is right about is the size of the Germans: they were bigger and heavier than their Mediterranean counterparts, and so were their horses, which were more suited to "shock" combat than the Romans' smaller Gallic/Italian ponies.

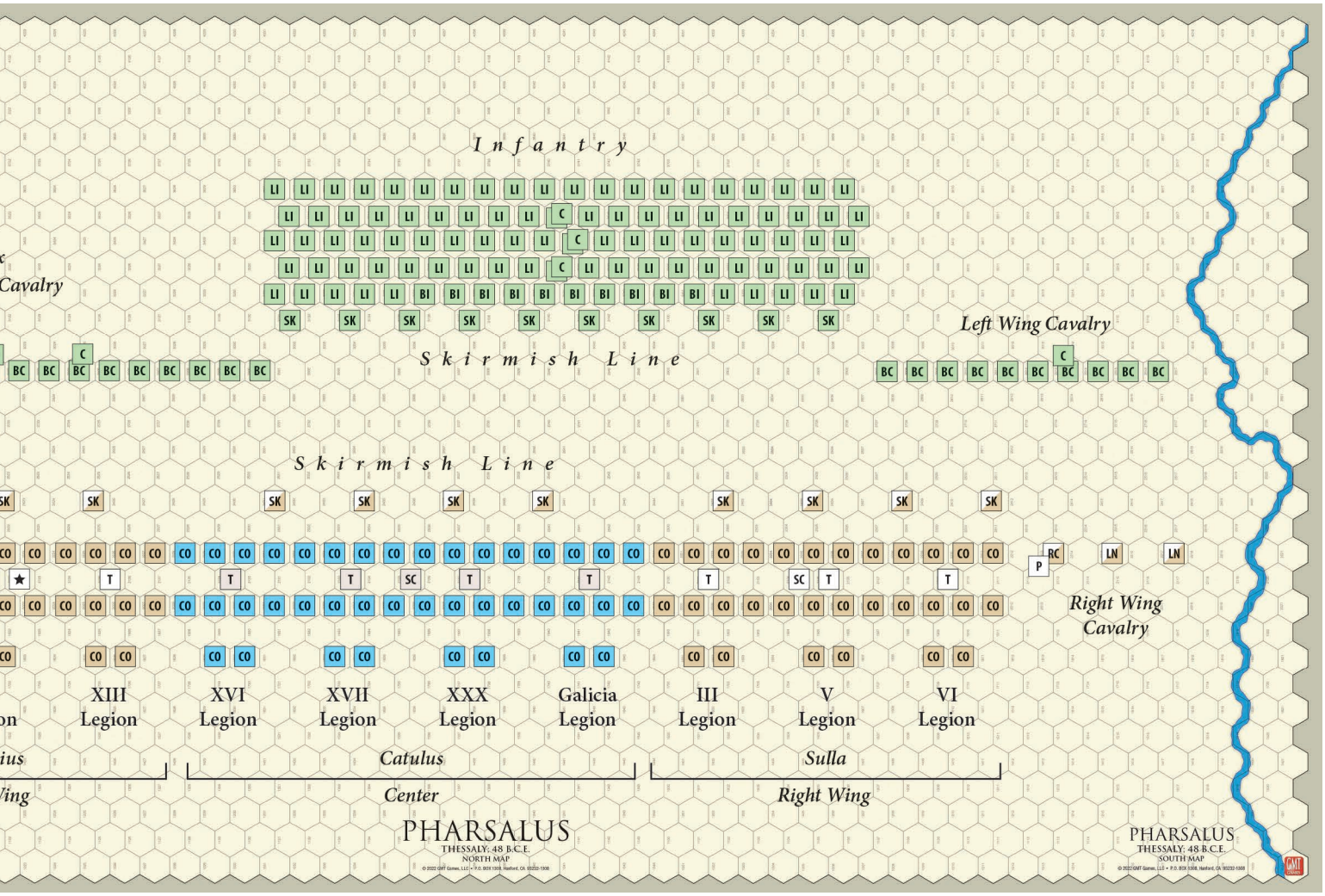
Plutarch is writing some 200+ years after the event, and the only known eyewitness reports of Germans were from Sulla's autobiography. Sulla, as we shall see below, makes Caesar look like the latter was on truth serum. Plutarch was not interested in preserving the record; he was interested in heightening the drama. Sulla was interested in getting elected.

Regardless of our academic portfolio and intellectual breeding papers, we think we're a lot closer than Plutarch …at least as far as German/Cimbri haberdashery is concerned. Our Germans look pretty much like what we have on their BI counters. The cavalry is effective not because it is dressed for an Ariovistus Day Parade but because they are bigger and better trained than their Roman/Roman allied counterparts.

Back to our beleaguered troops in Northern Italy.

Beorix, it appears, was awaiting the arrival of his allies, the Teutons and the Ambrones. When Marius informed him that this was not about to happen, complete with various Teutons in chains, they

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became mightily peeved, but to little avail, as the Romans were secure inside their fortifications. Beorix now approached Marius and challenged him to battle; Marius, much to everyone's surprise, and in opposition to "the manual", accepted. Why? Lord/Jupiter knows. Plutarch says, essentially, that it seemed like a good place for battle: a nice level plain, great for cavalry of which the Romans did not appear to have much.

The battle opened with the Cimbri cavalry moving off to its right, to attack Marius' left …and keep them busy. In the meantime, the huge mass of barbarian infantry headed straight for the center of Marius' line, Catulus' legions, which Beorix knew were not up to the level of Marius' "mules". Plutarch then says that great clouds of dust obscured everything; then he cuts quickly to the end result: Romans slaughtering Cimbri. Exactly how Marius held off the German cavalry, whether Catulus withstood the charge of the Cimbri infantry, or what Sulla did, other than to note the effects of the heat/sun …none of this is mentioned. All we get is "The Cimbri charged, the Cimbri died."

One interesting tactical innovation described by Plutarch is that the barbarian infantry was all chained together "... to preserve an unbroken line." In the next sentence they are all running back to Jutland, probably humming "Unchained Melody" as they went.

We will leave it to you, as cogent, incisive garners, to fill in the blanks.

PRE-GAME NOTES

Map: No one really knows where Vercellae took place; all we have is what Plutarch labels as "the plain of Vercellae". For our purposes, the two Pharsalus maps will do fine, with the following adjustments:

- Ignore all elevation levels
- Ignore the stream and Rocky terrain
- Treat the Epineus River as a Stream

In this scenario's setup charts' hex references, "N" refers to the northern section of the map (i.e., the large map); "S", refers to the smaller, southern section.

Balance: The Cimbri are extremely dangerous …but very brittle. The Romans are favored.

Difficulty: The Cimbri/German army operates differently from any other army we have included in the series, and it takes a bit of skill to use them to their best advantage. Discerning the pros and cons of the Wedge, and when to use Furore Teutonicus, is part of that learning curve.

Playing Time: The game usually reaches a decision by about the 5th turn. That usually means 5-6 hours of play, perhaps more.

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The Roman Army under the Consul Gaius Marius

HISTORICAL NOTE: Plutarch is quite specific in assigning Marius 32,000 men and Catulus 20,300. Although the paper strength of a legion in those days was 6,000, they were rarely anywhere near that in the field. Here, Marius' army has already fought two hard battles, and Catulus' troops were also not up to top level. We therefore read each legion as c.5,000, plus auxiliares, allowing us to use 10 legions. The sources also indicate that Marius had little cavalry.

PLAY NOTE: We have used a 4-4-2 legion configuration, mostly to strengthen the second line against the barbarian charge. Within the hex parameters, below, feel free to adapt and change as desired.

Counters: Use Senatorial Faction XVI, XVII, XXX, and Galicia Legion counters. The remainder of the Legion counters are from the Caesarian Faction. Use the IX, X, and XIII Legion counters without the "g" indicator. Use the Caesarian Faction Leader and Auxiliary counters.

The Romans deploy on the western side of the map facing east.

UNITS	HEX(ES)
Skirmish Line	
Numidia SK-A (1-4) Balearic SK-S (1-4) Numidia SK-J (1-4)	N2416-S2411
Left Wing Cavalry [a]	
Praefect (Cav Prf) Roman RC (1) Gaul LN (1-2)	N2210, N2212, N2214
Left Wing	
Marius (OC, SC)	
IX Legion	N2216-19, N2016-19, N1817, N1818
X Legion	N2220-23, N2020-23, N1821, N1822
XIII Legion	N2224-27, N2024-27, N1825, N1826
Center	
Catulus (SC)	
XVI Legion	N2228-31, N2028-31, N1829, N1830
XVII Legion	N2232-35, N2032-35, N1833, N1834
XXX Legion	N2236-39, N2036-39, N1837, N1828
Galicia Legion	N2240-43, N2040-43, N1841, N1842
Right Wing	
Sulla (SC) [b]	
III Legion	N2244, S2201-03, N2044, S2001-03, S1801, S1802
V Legion	S2204-07, S2004-07, S1805, S1806
VI Legion	S2208-11, S2008-11, S1809, S1810
Right Wing Cavalry [a]	
Praefect (Cav Prf) Roman RC (2) Gaul LN (3-4)	S2213, S2215, S2217

a Cavalry may be deployed on the wings as the Roman player sees fit, but not east of the 2200 hex row.

b Use the 2-Star Sulla counter.

Alternate Deployment: As an alternate to the 4-4-2 arrangement, we suggest that the Roman player deploy his Left/Right Wing #9 and #10 cohorts to refuse both the left and right flank and use his Center #9 and #10 cohorts to back up the center of the line, as the troops there are not of the same caliber as those on the wings. The cohorts can be deployed anywhere west of the 18xx hex row inclusive. This will put somewhat of a strain on the Roman command system, as the Romans are not getting extra Tribunes. However, when those Cimbri cavalry types start rolling around your flanks, you will see the benefit of such deployment.

Roman Command Structure

Section Commanders are used in this battle. Marius is both the OC and SC for the Left Wing Legions. Catulus is the SC for the Center Legions, while Sulla is the SC for the Right Wing Legions. Use the Legion Aquila counters to indicate who commands what. Aquilae rule sections 9.82 and 9.85 are not used.

The Cimbri Army under King Beorix

HISTORICAL NOTE: Plutarch gives Beorix 15,000 cavalry and a whole lot of other guys, perhaps over 120,000. Given what we know about numbers in this era, plus the fact that the Cimbri were travelling with all their "sisters, cousins, and aunts…", there is no doubt there were lots of barbarians hanging around. How many of them were "effectives" is anyone's guess. We gave them c. 90,000 combatants, with the BI counting in at 150 men per Size Point.

Counters: Use the Cimbri counters.

UNITS	HEX(ES)
Skirmish Line	
Cimbri SK-A (1-10) [a]	N3131-S3105
Left Wing Cavalry Cimbri BC (1-10) 1 Chief (Cav)	On the South map, east of Hex row S2900 inclusive but no further north than hex row S2907.
Infantry [c] 3 Chiefs (Inf), Cimbri LI-X (1-32) Cimbri LI J (1-58) [b] Cimbri BI (1-10)	In five rows of 20 counters each, starting with row N3231-S3206, and the 4 rows directly east and behind it.
Right Wing Cavalry Beorix (TC) Cimbri BC (11-30) 2 Chiefs (Cav)	On the North map, east of hex row S2900 inclusive but no further south than hex row N2930.

a True, skirmisher-like archers are unusual, albeit not unknown, for barbarian armies, and there is no mention of them in Plutarch. However, archaeological sources indicate a large use of a forerunner of the longbow by the German tribes. We've guessed they were used in quasi-skirmisher formations.

b Spear would be a better term than javelin, although the effect is much the same. The German "javelin/spear" was heavier than the Roman pilum and doubled as an in-fighting weapon.

c This deployment is based on Plutarch's description of the Cimbri infantry massed in a huge square, some 30 furlongs by 30 furlongs. Now, given that

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30 furlongs is approximately 3.75 miles, that would give us 14 square miles of barbarians. Giving each Cimbri 3 yards worth of space, and that is far more than they usually were allotted, it would give Beorix a field army of some 15 million men. I do not think so. Lay it down to an overheated Muse of Hyperbole.

Cimbri Command

The Cimbri army uses the Tribal Command rules (4.6). Beorix is the TC for the Cimbri. Cimbri Chiefs (Inf) can command BI and/or LI only while Cimbri Chiefs (Cav) can command BC only. SK may be activated in the Auxiliaries Phase. Beorix can command either infantry (including SK) or cavalry but not both in any single Orders Phase.

SPECIAL RULES

Rules Exclusions

Rule 9.6 Barbarian Ferocity is not used by the Cimbri.

Cimbri Unit Capabilities

Axes: See the Missile Range and Results Chart.

HISTORICAL NOTE: A favorite weapon of the German tribes was the axe, a rather vicious weapon that was both thrown and used for in-fighting. It had remarkable shield-piercing capabilities, although at limited ranges (not more than 50 yards or so, probably less).

Archers: It appears that the Cimbri had developed a much better, more effective bow than that used in the Mediterranean, probably an ancestor of the longbow. Therefore, the Cimbri archers receive a –1 DRM to all missile fire die rolls.

Light Infantry: Cimbri LI *cannot* use Harassment and Dispersal fire (8.3). Cohorts must make a Pre-Shock check when attacked by Cimbri LI (8.43).

The Wedge

HISTORICAL NOTE: This shock attack formation, favored by the Germanic tribes and later adopted by almost everyone in sight in one form or another, was initiated to (a) place maximum shock power at a single point in the line, and (b) lessen the targets for—and effect of—the Roman pila. It does have its drawbacks, as you shall quickly see when you implement it. In game terms, it is similar to wargaming's "moving assault", with some nice geometric symmetry thrown in.

Cimbri infantry (no cavalry) of any/mixed type may use the Wedge at any time, if the units satisfy the formation and leadership requirements:

Formation: A wedge requires the presence of, at least at the start, 6 to 15 BI and/or LI units. The units are arrayed in from 3 to 5 rows: 1 in the first, 2 in the second, 3 in the third, 4 in the fourth and 5 in the fifth. They may assume this formation at any time.

Command Requirements: Wedge is treated as a Line. However, for units to remain in the Wedge formation, the leader commanding the Wedge must be stacked with a unit in row 1 or row 2.

DESIGN NOTE: Effective tribal leadership depended upon personal example. Tribal chieftains were expected to be up front, showing their men the way. To do otherwise was to quickly lose one's "political" standing.

Wedge Shock: A Wedge may use Wedge Shock if, at the start of the Shock Combat segment, the point unit (row 1) is adjacent to an enemy unit, and the latter is in the point unit's ZOC. If this requirement is satisfied, all units in the Wedge must now attempt to Shock attack, doing it in waves as follow:

- The point unit resolves its Shock combat completely, performing steps 8.43 through 8.47.
- The 2nd row must now move up to its printed MA until it comes adjacent to an enemy unit or runs out of MPs. It may not change facing at all during movement. After movement, the Roman player may conduct Entry Reaction fire per 8.21 and then the 2nd row units may Missile Fire. After all missile fire is resolved, the 2nd row units resolve their Shock Combats performing steps 8.43 to 8.47, with step 8.43 being performed for all units, then 8.44, etc.

  PLAY NOTE: It is important to remember that units in a Wedge attack must keep moving until they've exhausted their MPs or reached an enemy unit. With Furore Teutonicus, this means infantry may have a MA of 6.

- The 3rd and subsequent rows continue with the same procedure, as the 2nd row until all units in the wedge have moved.
- Units moving while in Wedge may, as an exception to the stacking rules, move through one (and only one) friendly unit at a cost of +1MP for doing so. In addition, the stationary unit (only) receives 1 Cohesion Hit.
- As an exception to 8.41, a defending unit may be Shock attacked more than once per Shock Combat segment, but only once per wave.
- The Wedge commander must move—and stay with—either the point unit or a unit in the 2nd row (life policy premiums for these guys were quite high.) However, at the completion of Wedge Shock combat, that leader may—if the player so wishes, and the leader would normally be able to do so—move up to 4 hexes. He may leave an enemy ZOC in which he starts. This does not count against his normal MA.

Movement during Wedge Assault is in addition to any movement during the preceding Movement/Missile Fire and does not incur the 1 Cohesion Hit for 6.13.

PLAY NOTE: Hey, this is neat! How can the Germans lose?? Well, for one, it is silly to use it against a single line, as the furious tribal types simply overrun their targets. It was a tactical formation meant to pierce multiple lines in one swoop. It is also somewhat less effective against a double/triple line of veteran cohorts. And then, try regrouping the barbarians afterwards. It is a one-shot attack, for the most part, leaving the participants pretty much useless for the rest of the battle. And it is somewhat susceptible to flank attacks if formed too soon.

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Furore Teutonicus

DESIGN NOTE: This rule represents the "Fury of the Teutons", the feared, initial tribal charge, in which the locals seem to instill all their pent-up anger, excitement, and determination. Against anything less than a fully disciplined army, it could, in effect, simply sweep them off the field.

Cimbri BI/LI may use Furore Teutonicus (FT) (or "FurToot", as the testers preferred to call it) only if they will finish movement adjacent to an enemy unit. If in Wedge, this requirement is satisfied by having the point unit end movement in an enemy ZOC. The Cimbri player designates that a unit is under FT at the start of its movement. If a unit in a Wedge is given FT all must be given it. The effects of FT are:

- Cimbri BI/LI Have a MA of 6 if they do not have any Cohesion Hits.
- When conducting Shock combat under FT all defending units incur a +1 DRM to their Pre-Shock TQ checks while the FT unit incurs a –1 DRM to its Pre-Shock TQ check.
- LI units under FT must Shock attack.

Impetuosity

DESIGN NOTE: The basic psychological profile of tribal types was Aggression first, with Discipline running somewhat out of the money. Because of this, it was, sometimes, possible to induce tribesmen into somewhat foolhardy moves.

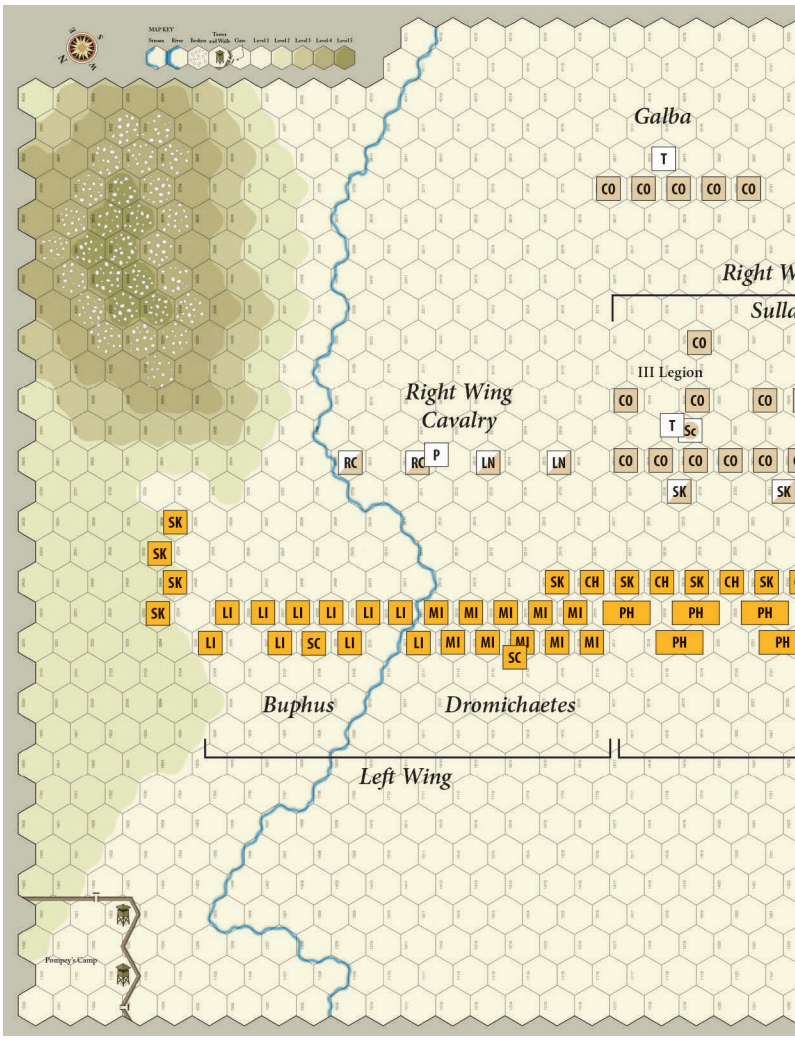
Whenever a Cimbri BI/LI suffers a Cohesion Hit from enemy Missile Fire during a Roman Orders Phase, the Cimbri player rolls the die. If the DR is the same or lower than the unit's TQ nothing happens. If greater, place an IMPETUOSITY/MUST ATTACK marker on top of that unit. If the unit is within Orders Range of a leader, apply a –1 DRM.

No die roll is made if the unit is:

- already in an enemy ZOC, or
- is stacked with or adjacent to a friendly leader, or
- is fired on through its rear hexsides.

At the start of the very next Cimbri Leader Activation, even if it is the next Game Turn, all units with Impetuosity markers are moved in as straight a line as possible to engage the nearest enemy Missile-armed unit in shock. This movement is not part of the activated leader's Orders Phase, but in addition to it. After all Impetuous Cimbri have moved, the Leader activation continues normally. All shock is still resolved in its normal sequence. When a unit with an IMPETUOSITY/MUST ATTACK marker engages in Shock, remove the marker.

DESIGN NOTE: Although we read of these things in "generic" descriptions of tribal warfare, we are hard-pressed to come up with a specific instance of this ever happening during this era. Our feeling is that the Germans, Gauls, Celts, etc., were not the wild tribesmen of the hills that Alexander the Great encountered along the Danube, etc., where this sort of thing was prevalent. It's a neat, "play-oriented" rule, though, so we included it.



Heat

The day of battle, sometime in August, was hot and steamy. The Cimbri, being from the far North, were unaccustomed to the heat, and its enervating effects were telling. Therefore, starting with Game Turn 3, all TQ checks involving BI/LI units incur a +1 DRM. This includes those checks affected by Furore Teutonicus. Starting with the Game Turn 5, its a +2 DRM instead.

RETREAT DIRECTION

Roman units retreat toward the west edge of the map. Cimbri units retreat toward the east map edge.

VICTORY

The Roman army withdraws when units totaling **240** Rout Points have been eliminated. The Cimbri army withdraws when units totaling **165** Rout Points have been eliminated.

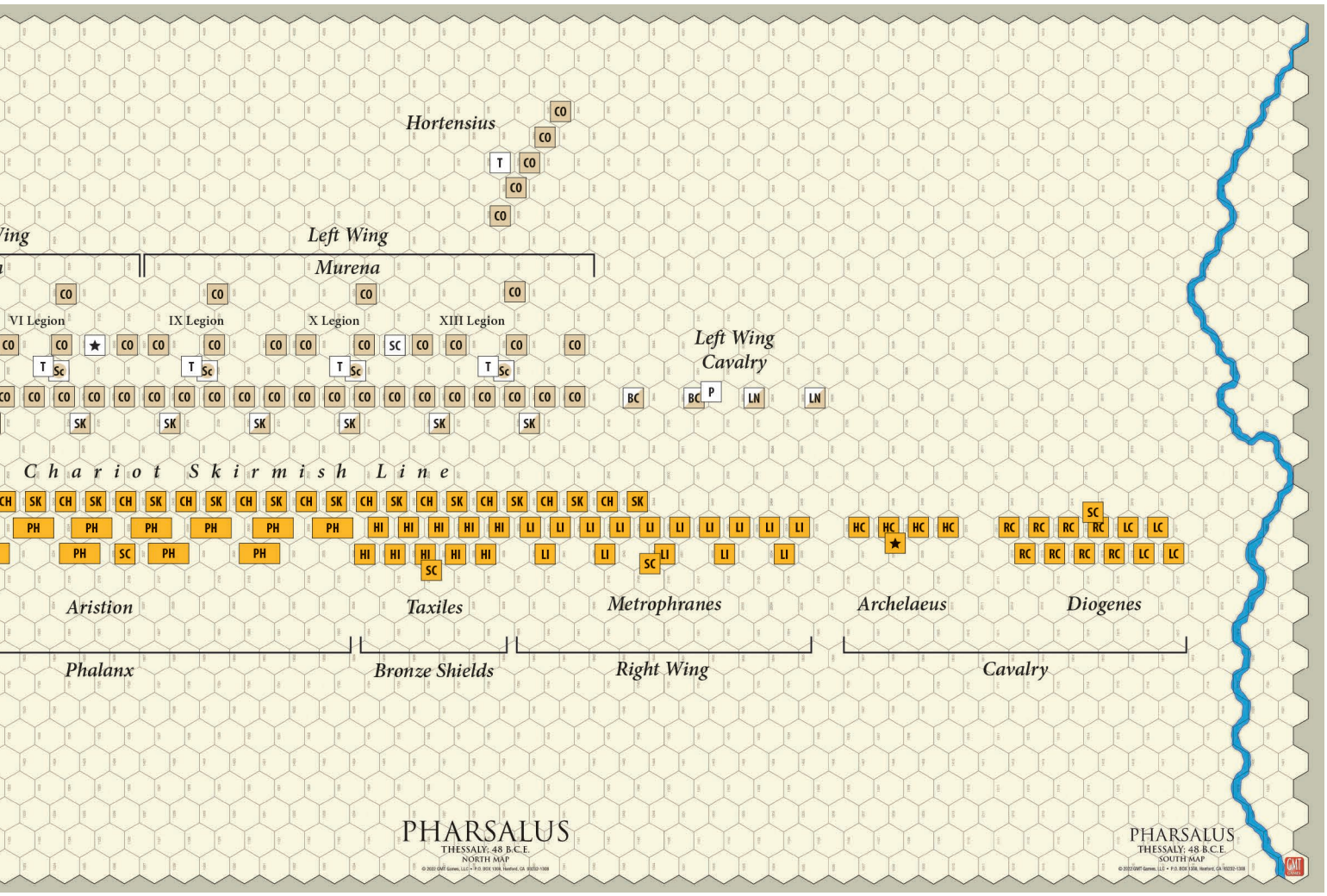
COMPETITIVE PLAY SUGGESTIONS

Use the Rout Point Bid Method. If the Cimbri need additional help:

- Do not use the Heat Rule, and/or
- Give the Cimbri a 25% Rout Ratio for **205** RP withdrawal level

Continued on page 20

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THE BATTLE OF CHAERONEA

Boeotia, Greece, 86 BCE

Sulla vs. the Mithridatic General Archelaeus

HISTORICAL BACKGROUND

This is the key battle in the First Mithridatic War, a war which an aging Marius was appointed by the Senate to undertake. Sulla, however, using his readily available army, usurped that privilege, drove Marius out of Rome, and then went over to Greece for fame and glory. After besieging Athens, he then set out after a rather large Mithridatic army under the king's top general, Archelaeus. After some initial maneuvering and position shuffling, the two armies found themselves facing off just north of the town of Chaeronea, site of the battle in which Phillip II of Macedon gained hegemony over the Greek city states some 250 years earlier. It was also the hometown of Plutarch, himself.

The rest is a muddle. Plutarch states that Sulla had only some 15,000 men, as opposed to the combined armies of Archelaeus and Taxiles of 100,000+. Plutarch also states that the result was that the Pontines lost 80,000 men and the Romans... well, they couldn't find 15 of their total force, although 2 wandered back into camp later. If one ever doubts the lack of veracity in classical numbers, one has only to ponder this bit of Sulla's political horse manure for a few moments; Plutarch is using Sulla's lost memoirs as his basic source.

Appian is a bit less rooted in Never-Never Land, simply saying there were lots of Pontines and that Sulla's army was about one-third of Archelaeus'.

Other than to say that the Romans won handily, and that the Pontines started the battle outflanking the Romans, neither source agrees as to what happened …and neither is overly, or even remotely, clear about the course of the battle. Aside from Sulla's use of his two reserve groups of cohorts, and that the chariots did not work out (no surprise there), there is no indication of how the Romans persevered. There is much talk about how the Romans resented facing slaves, then about how well the slaves did. There is also some description about the Pontine phalanx mixing it up with the Roman cohorts, but not much information above that level.

The victory could not have been that crushing for the Pontines, because they managed to piece together a similar army at Orchomenus a few days later. Dorylaus arrived, as if on cue, with "80,000 of the best trained and disciplined troops in Mithridates' army", but with the same result. What does seem to be obvious is

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that neither the Pontine army, nor its use of the Macedonian system, was even remotely in the same league as a well-trained, adequately-led Roman legion. It is only a few years later that Fimbria, Lucullus, and, ultimately, Pompey (with a brief disastrous interlude while Murena is at the helm and Clodius Pulcher incites Lucullus' army to mutiny), completely destroy Mithridates' armies in Asia Minor. Well, not completely... but it all becomes a bit muddy, as Rome heads downhill into civil war.

PRE-GAME NOTES

Map: Just our luck—must be Sulla. The Pharsalus map bears a strong resemblance (really!!) to the battlefield just west of Chaeronea. Those of you who have *Great Battles Of Alexander, Deluxe Edition*, will note the resemblance. The battle took place with the three streams about a half mile to the rear of the Pontine lines. So, once again, we use both Pharsalus maps. All terrain is played, with the exception that you ignore the small stream and Pompey's Camp on the north map. In addition, treat all hexes Level 2 or higher as Broken Terrain. The Epineus River is now the Cephisus River.

In this scenario's setup charts' hex references, "N" refers to the northern section of the map (i.e., the large map); "S", refers to the smaller, southern section.

Balance: Despite the difference in strength and frontage, the poor Pontine command system and the generally low level of troop quality make the "historical" version an easy Roman victory, although one fraught with some danger. When playing for psychic blood, we heartily suggest using the Competitive Play rules.

Difficulty: No more difficult than any of the other large scenarios in the series. Most of the difficulty will be of the decision-making kind.

Playing Time: Long evening, say about 5 hours or so, although the battle should not last more than 5 or 6 Game Turns.

The Roman Army under Cornelius Sulla

Counters: Use the Caesarian Faction Legion, Leader, and Auxiliary counters. Use the IX, X, XIII, and XIV Legion counters without the "g" indicator.

Important! All Roman Cohorts—except those of the XIV Legion—start Depleted. This reflects the losses from Sulla's siege of Athens.

UNITS	HEX(ES)
Skirmish Line	
Numidia SK-A (1-6) Balearic SK-S (1-2)	Any hexes between N2718-N2739 inclusive
Right Wing Cavalry	
Praefect (Cav Prf) Gaul LN (1-2) Roman RC (1-2)	N2809, N2811, N2813, N2815
Right Wing	
Sulla (OC, SC) [a], Aquila III and VI	With or adjacent to any Roman unit
Tribune III, Tribune VI	With or adjacent to any CO in their Legion
III CO (1-5)	N2817-N2821
VI CO (1-5)	N2822-N2826
Tribune Galba XIV CO (1-5)	N3716-N3720
Left Wing	
Murena (SC), Aquila IX, X, and XIII	With or adjacent to any Roman unit
Tribune IX, Tribune X Tribune XIII	With or adjacent to any CO in their Legion
IX CO(1-5)	N2827-N2831
X CO(1-5)	N2832-N2836
XIII CO (1-5)	N2837-N2841
III CO (6-8), VI CO (6-8) IX CO (6-8), X CO (6-8) XIII CO (6-8)	Any hexes between N3017-N3041 inclusive
IX CO (9), X CO (9) III CO (9), VI CO (9) XIII CO (9)	Any hexes between N3117-N3141 inclusive
Tribune Hortensius III CO (10), VI CO (10) IX CO (10), X CO (10) XIII CO (10)	N3538, N3639, N3739, N3840, N3940
5 Scorpios [b]	Anywhere east of hex row 29xx inclusive
Left Wing Cavalry	
Praefect (Cav Prf) German BC (1-2) Gaul LN (3-4)	Anywhere on the Left Wing east of hex row 28xx inclusive

a Use the 3-Star Sulla counter. Historically, Sulla commanded the Roman right, Murena the left.

b Sulla's legions apparently carried their full complement of light artillery, probably because they had just participated in a siege. Plutarch notes the "...constant stream of javelins and firebolts (!) from the rear ranks." Seems that Sulla's artillerists souped up their shafts a bit.

DESIGN NOTE: We have used a 5-3-1 legion configuration. This allows Sulla's army to not be quite as outflanked as it would be if it used a 4 cohort front, as well as allowing for the deployment of reserves as indicated in the sources. Legions maybe deployed in the line as the player sees fit. Within the hex parameters, below, feel free to adapt and change as desired.

Roman Command Structure

Section Commanders are used in this battle. Sulla is both the OC and the SC for the Right Wing. Murena is the SC for the Left Wing. The Roman player may instead of using the legion assignments above, divide the Legions between Sulla and Murena as he sees fit with no more than 4 Legions to either one. Use the Legion Aquila counters to indicate who commands what. Aquilae rule sections 9.82 and 9.85 are not used.

Galba is the Tribune for the partial XIVth Legion. Hortensius is the Tribune for the 5 CO #10s. These cohorts are treated as a separate Legion under Hortensius' command. Neither are assigned to a Sec-

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tion Commander. Both use 4.51 to command their units, however, Hortensius and Galba may issue a Legion Command in their Initial Orders Phases without being in range of a SC.

The Pontic Army of Mithridates Eupator VI under General Archelaeus

DESIGN NOTE: Information concerning Archelaeus' deployment is sketchy, although we do know that most (if not all) of his cavalry and much of his light infantry was on the far right. This is, after all, a Macedonian-style army, and we have deployed it as such. We do know that the two lines were quite close together, as, it appears, Archelaeus' chariots could not get up enough speed to operate successfully. Again, feel free to improvise within the line parameters set out.

Counters: Use the Pontus counters.

UNITS	HEX(ES)
Detached Skirmishers	
Pontus SK-S (1-4)[a]	N2604, N2503, N2404, N2303
Chariot-Skirmisher Line	
Pontus SK-S (5-6) Crete SK-A (1-3) Pontus SK-A (1-10)	N2415-N2443 (odd hexes only)
Pontus CH (1-14)[b]	N2416-N2442 (even hexes only)
Left Wing	
Buphus, Thrace LI (1-4) Cappadocia LI (1-6)	N2305-N2310, N2205-N2211 (odd hexes only)
Drmchtes, Phrygia MI (1-5) Galatia MI (1-5)	N2311-N2315, N2212-N2216
Phalanx	
Aristion Slave PH (1-7) Greek PH (1-4) Macedon PH (1-3)[c]	N2316-N2333, N2218-N2219, N2221-N2222, N2224-N2225, N2227-N2228, N2230-N2231
Bronze Shields	
Taxiles, Pontus HI (1-10)[d]	N2334-N2338, N2234-N2238
Right Wing	
Mtphrnes Bythnia LI (1-8) Phrygia LI (1-7)	N2339-S2304, N2240- S2204 (even hexes only)
Cavalry	
Archelaeus (OC) Pontus HC Cat (1-4)	S2306-S2309
Diogenes Bessia RC (1-2) Dardania RC (1-2) Galatia RC (1-2) Greek RC (1) Macedon RC (1) Syria LC (1) Asia LC (1) Cappadocia LC (1) Thrace LC (1)	S2311-S2316, S2212-S2217

a It appears that Archelaeus had some men up on the small mountain on which Chaeronea sat. They didn't do much in the battle.

b Plutarch says that Archelaeus' 96 scythed chariots (6-7 per SP), a military system that had seen its best days a hundred years before, could not get up enough steam to gain any momentum and were, literally, laughed off the field. Appian simply states that the Romans used what we call "bypass", let them through, and killed them with pila. Either way, they proved totally worthless. See Chariot rules, below.

c These are "legitimate" Phalanxes, not just massed HI. At least that's what Plutarch and Appian seem to be saying.

d The Bronze Shields. Curiously, while Plutarch makes a "big deal" out of these units, Appian never even mentions them. Probably militarily destitute descendants of the classic Macedonian hypaspists, the Seleucid argyraspides, etc.

HISTORICAL NOTE: The only leaders that either Plutarch or Appian mention specifically as being at Chaeronea are Archelaeus, who later deserted to Rome, and Taxiles (Plutarch only). Diogenes was Archelaeus' son, killed a few days later at the battle of Orchomenus. Dromichaetes appears to have been sent previously from Pontus …"previously from Pontus"; rolls rather trippingly off the tongue, doesn't it ...with some reinforcements. The rest pop up in the general narrative of the First Mithridatic War in Greece. Plutarch does mention that each "contingent" had its own general, but he never identifies the contingents; Appian does, to a certain extent.

Pontic Command

The Pontic army uses the Pontic Command System (4.7). Archelaeus is the OC. The remaining leaders are Subordinate Commanders. All Subordinate Commanders have command restriction keywords so may only affect units (orders, enable Shock, etc.) of the type listed on their counters.

Pontic Line Command Eligibility	
1. HC*	5. PH
2. LC, RC*	6. HI
3. SK*	7. MI
4. CH*	8. LI

* There may be one intervening hex between another unit in the same Line. The intervening hex cannot be occupied by an enemy unit or a friendly unit not eligible to participate in that Line.

SK and CH units are usually utilized in the Auxiliares Phase (see below); however, they may be issued a Line Command.

The Pontic player may use the Auxiliares Phase for either his Skirmishers or his Chariots …but not in the same Game Turn.

Initiative

Historically, the Archelaus began the battle with a Chariot charge, so, the Pontic player goes first in the Auxiliares Phase on Game Turn 1.

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FREE DEPLOYMENT SCENARIOS

Players should feel free to experiment with a variety of deployments within the following parameters:

- The Roman player cannot deploy further west than the 27xx hex row, nor can the Pontic player deploy further east than the 24xx hex row.
- The players can deploy no closer than 4 hexes to their retreat edge.
- The Pontic player deploys first.

SPECIAL RULES

Scythed Chariots

DESIGN NOTE: You'd have thought this old warhorse of an idea would have died a hundred a years before, at Magnesia. However, the Asians seem to have loved these useless suckers. The fixed axles they sported made them impossible to maneuver; they went in whatever direction the horses went. The Pontic versions—scythed, of course—seem to have been the pride and joy of the army. That they were virtually useless in the rocky hills and uneven terrain of Greece seems not to have occurred to Mithridates' military advisors. At Chaeronea, despite initiating the festivities, Archelaeus' Wheeled Wonders appear to have been a nonevent.

The following abilities and liabilities apply to the CH units:

- May change facing only 1 vertex per hex at a cost of 2 MP per vertex.
- May use Orderly Withdrawal but incur an automatic 1 Cohesion Hit.
- May ignore any Pre-Shock TQ Checks when undertaking a moving attack (have a SHOCK MUST CHECK TQ marker) and that movement covers 4 or more hexes in a forward direction.
- A unit defending against a CH unit in Shock incurs a +1 DRM to its Pre-Shock TQ check.
- CH units that Rout are eliminated instead.

PLAY NOTE: Yes, at Chaeronea the chariots are set up too close. That's what all (well, all two of) the sources point out: the chariots were too close to get up any momentum.

Chariot Pass-Thru

A CO unit when shock attacked by a moving CH through one of its Front hexes may allow the attacking CH unit to Pass Thru if the CO has a vacant Rear hex. Pass through is not allowed if there is more than one attacking unit, or if the CO was in an enemy ZOC at the start of the Orders Phase, or the CO has no vacant Rear hex. Pass-Thru is allowed if there are two defending cohorts and neither were in an enemy ZOC at the start of the Orders Phase, and there is a vacant Rear hex. This decision must be made prior to the Pre-Shock TQ check die roll.

If the Roman player decides against Pass-Thru, Shock proceeds normally. Otherwise, perform the Shock Combat, but halve (rounding down) all Cohesion Hits to the CO unit, and reduce the Cohesion Hits to the CH unit by 1. In the last Collapse step (8.47[3]), if neither unit has Routed, place the CH in one of the defender's vacant Rear hexes (CH player choice), maintaining its facing. The CO units involved then undergo a post Pass-Thru TQ check. If the DR is greater than the unit's TQ, the unit incurs Cohesion Hits equal to the difference. The CH unit is then Finished and cannot receive orders for the remainder of the Game Turn. Use a PURSUIT FINISHED marker to indicate that status.

Cataphracted Cavalry

DESIGN NOTE: There is no specific evidence that the Pontines had cataphracted cavalry. However, we have included them for several reasons. Such units were part and parcel of Asian armies at least 100 years before (see the Magnesia battle in SPQR). Much of the Persian HC of 300 years earlier was cataphracted, too. The HC present here were, supposedly, elite heavy cavalry, perhaps some sort of guard. This would lend some weight to their being cataphracted …and they're fun.

The following rules differentiate cataphracted cavalry from normal HC:

- No Roman unit type or class is Defense Superior (DS) to Cataphracted Cavalry.
- Cataphracted cavalry pay a cost of 2 MP per vertex to change facing.

Sulla's Luck

Sulla's luck was, at least in his own mind, legendary. He did seem to place himself in the right place at the right time, although we think this is more a case of the Napoleonic maxim of Luck being the residue of Planning. To represent this, even though Sulla is nowhere near being an Elite Commander, the Roman player gets to use the Elite Initiative Orders Phase once per game.

RETREAT DIRECTION

Roman units retreat toward the east edge of the map. Pontic units retreat toward the west map edge.

VICTORY

The Roman army withdraws when units totaling **150** Rout Points have been eliminated. The Pontic army withdraws when units totaling **125** Rout Points have been eliminated.

CH and SK units are worth 1 RP. PH units are worth twice their TQ in RP.

COMPETITIVE PLAY SUGGESTIONS

- Use the Rout Point Bid Method.
- Use the Free Deployment option. The Pontic player receives a –1 DRM to all Line Command die rolls.

Army Size and Troop Quality

Army	Units	Size	Rout Points	Rout Ratio	Avg TQ
Romans	71	309 [a]	434	35%	6.5
Pontines	108	508 [b]	490 [c]	25%	4.6

a This does not include the numerical losses that Depletion considers; Sulla's army was probably around 23,000.

b We did not count the "size" of the Pontic chariots here; each chariot unit represents around seven individual chariots. In addition, each Phalangite and Bronze Shield SP represents c.150 men (not the usual 100). This gives Archelaeus an army of some 62,000+ men, roughly 3x that of Sulla.

c Slave Phalanxes were counted as having a TQ of 4.8.

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Caesar's Gallic Wars

- Bibracte, 58 BCE (COG)
- The Rhine, 58 BCE (COG)
- The Sabis, 57 BCE (COG)
- Bay of Biscay, 56 BCE (COG)
- Britannia, 55 BCE (COG)
- Lutetia, 52 BCE (COG)
- Gergovia, 52 BCE (Gergovia)

INTRODUCTION

War! War! In the forests of Gaul
brave warriors outnumber the trees.
As hungry wolves fall upon the flock
we shall strike at the soldiers of Rome.
Blood! Blood! The Gallic axes
are bathed in the blood of the Roman…
Slaughter, extermination, and vengeance
already begin and will soon be fulfilled
Like grain mowed down by the sickle
The Roman Legions shall fall…

—Chorus of the Druids, from Vincenzo Bellini's opera, Norma [a]

a If you're playing the Gauls and want to get your blood flowing, a spin or two of this remarkably bloodthirsty piece of martial music is sure to get that adrenalin into high gear. What does it have to do with the opera? Not much, but it sure is great music.

The Battle of Bibracte

Oppidum of the Aedui: SE Gaul, 58 BCE

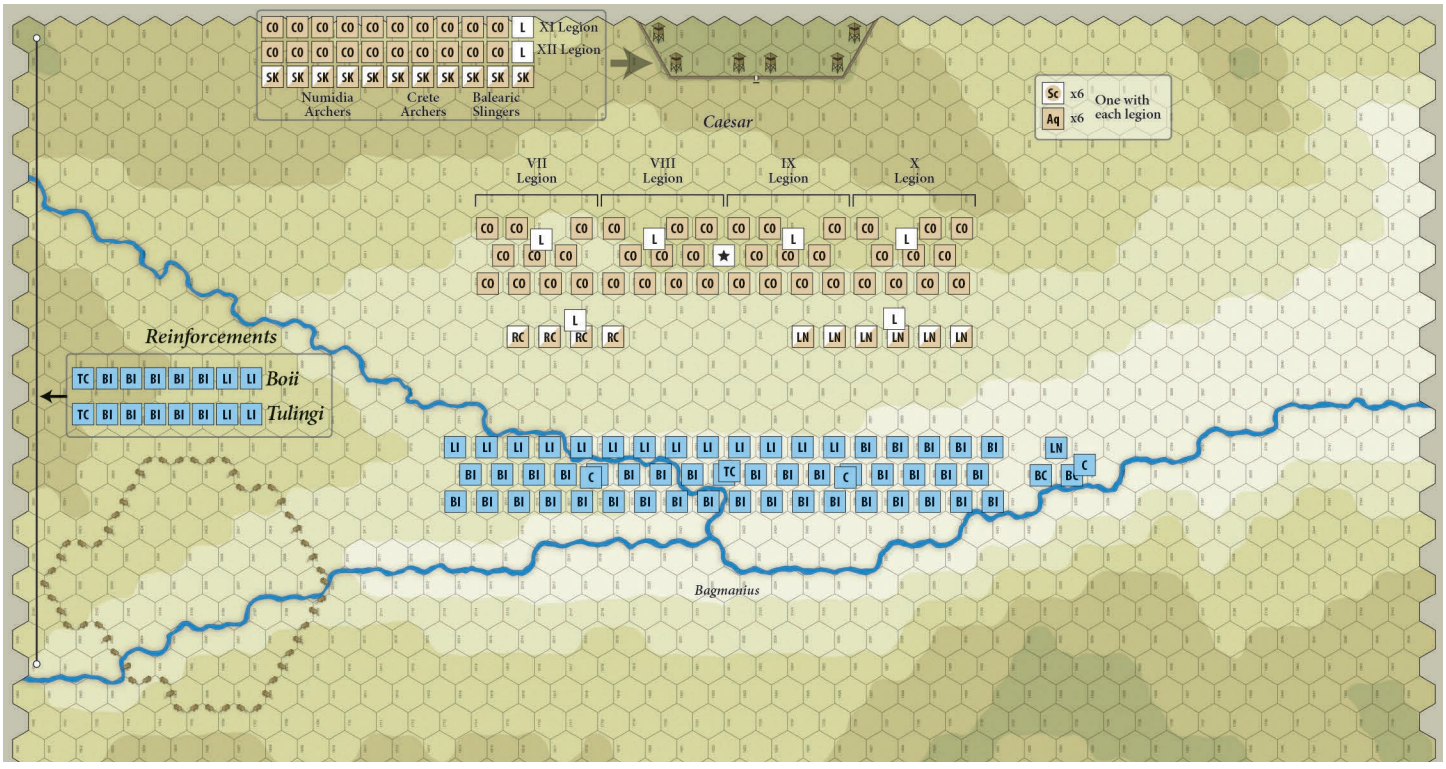
Julius Caesar vs. the Helvetii, Boii, and Tulingi

HISTORICAL BACKGROUND

The breakout of the Helvetians to find new lands, at the expense of the Aedui, a client tribe of Rome, was the excuse Caesar needed to start his military career. As proconsul for Gaul, his response was to gather four veteran legions, raise two new ones and stop the Helvetians and their client tribes from raising all sorts of Gallic hell.

After some brief skirmishing, Caesar moved to cut off their advance, a move the Helvetians reacted to by attacking Caesar south of the oppidum (chief village) of the Aedui, Bibracte. Caesar says that there were about 375,000 Helvetians. Delbrück, of course, goes to great length to show just how silly this number is, even though most period sources agree that the number of military men in this emigrating horde was about 25% of the total. Although that number, 90,000 or so, seems reasonable, Delbrück disputes it quite assiduously, claiming that Caesar—with 30,000 legionnaires, 4,000 cavalry and a bunch of auxiliares—outnumbered the tribes. That seems a bit much, although Hans' arguments are, as usual, quite cogent. We have given them about the same number (35,000+), as the frontage, together with the usual Gallic deployment depth, would seem to indicate that number. This doesn't include the Boii and Tulingi.

Whatever, this was Caesar's first major battle, at the age of 42, and he was, definitely, to the manner born. The Helvetians and their allies appear to have felt they had the Romans' number, based on the



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several skirmishes they had had, even if they were rather nonplussed to find that it had taken Caesar one day to cross a river the tribes had traversed in three weeks. The Helvetians formed their wagon lager at the end of a small valley as Caesar approached. Caesar, before deploying, decided that his two new legions, XI and XII, were far too raw to face the barbarians, and he ordered them to stay in a small camp he had them build. He then deployed his full four-legion array opposite the Helvetians.

What ensued was the usual barbarian charge, with the Helvetians doing rather nicely for the first few minutes, until Roman discipline and the maneuverability of the cohort system began to tell. For that reason, the Helvetians suddenly withdrew their entire army a mile or so to the rear, atop a long, sloping hill. Caesar likewise regrouped his legions and, once again, moved forward to hit the Helvetians. It was then that contingents from two of the Helvetian's allied tribes, the Boii and the Tulingi, suddenly appeared on Caesar's right flank. Caesar quickly took his third cohort line and swung it around to face the new arrivals, and, fighting on two fronts, he routed all three tribes in short order. The Helvetians all ran back into their lager, which Caesar attacked that night with much loss of locals.

PRE-GAME NOTES

Map: The Bibracte map is based on the detailed version in the Kromayer-Veith *Atlas of Ancient Battlefields* (and T. Rice Holmes' book), which, in turn, is based on Colonel Stoffel's work for Napoleon III. The site is about two miles NW of the town of Toulon on the Arroux River (Toulon-sur-Arroux).

Balance: Much depends on the Boii and Tulingi, and how the Helvetian player handles his army. The barbarian infantry is no match for veteran legions; they have good TQ, but they can break rather early. Does favor the Caesarian player.

Difficulty: Fairly standard for the system in terms of rules. However, playing the Gauls will be a challenge, especially in using the Retreat and Regroup rule.

Playing Time: Depends on when the Gallic player brings in his Boii and Tulingi. That usually means 4-6 hours of play.

INITIAL DEPLOYMENTS

The Roman Army under Julius Caesar

Counters: Use the Caesarian Faction Legion, Leader, and Auxiliary counters. Use the VII, IX, and X Legion counters *with* the "g" indicator. Use the Recruit XI and XII Legion counters.

CO units stack 1 per hex unless noted otherwise.

UNITS	HEX(ES)
J. Caesar (OC) [a]	3422
P. Considius (Legate), Gaul LN (1-6) L. Aemilius (Legate), Gaul RC (1-4)	Anywhere between 3115-3129 inclusive [b]
VII CO (1-4), VIII CO (1-4) IX CO (1-4), X CO (1-4), 4 Legates	3314-3329
VII CO (5-7), VIII CO (5-7) IX CO (5-7), X CO (5-7)	3415-3429
VII CO (8-10), VIII CO (8-10) IX CO (8-10), X CO (8-10)	3514-3529
Aquila VII, VIII, IX, and X	With any CO in its legion
Labienus, 1 Legate, **XI Legion** [d], **XII Legion** [d] Numidia SK-A (1-5) Crete SK-A (1-3) Balearic SK-S (1-3)	Inside the Roman camp [c]
6 Scorpios	1 Scorpio with a CO in each legion

a Use the J. Caesar Gaul counter.

b Caesar says he deployed his cavalry "to withstand the enemy attack", and that they were, at the start of the battle, "driven back" as the Helvetii started their advance. That is why they are deployed in front, instead of on the wings, as is usual.

c These units may exceed stacking restrictions to deploy. See rules, below, on their (non)use.

d Use the Recruit Legion.

Roman Command Structure

There are no Section Commanders in this battle. Caesar is the OC. Except for the two cavalry Legates, the Roman player may assign any of the Legates (other than T. Labienus) with the "Gaul" keyword to each of the Legions as he sees fit. Aquila rules 9.82 through 9.85 are in effect.

The Helvetii [a]

Counters: Use the Helvetii counters.

UNITS	HEX(ES)
Bagmanius (TC) 2 Helvet Chiefs [b] Helvet LI (1-13) Helvet BI (1-40)	In 3 Rows: 2713-2730, 2614-2630, 2513-2530 The LI must be in the *front row*.
1 Helvet Chief [b] Helvet BC (1-2) Helvet LN [c]	Anywhere within 3 hexes of a Helvetii BI or LI
Reinforcements	
Boii: Blotto (TC) Boii BI (1-5) Boii LI (1-2) **Tulingi:** Vivisectix (TC) Tulingi BI (1-5) Tulingi LI (1-2)	See Boii and Tulingi Reinforcements

a There is no specific indication as to how the Helvetians deployed, other than that it was in (the usual) dense, straight line with some javelin-throwing troops up front. As to the latter, while they are specifically mentioned by Caesar, tribes of this era rarely used skirmisher-type units. It is probable that these (javelin-armed) troops were more LI than BI.

b We have no names for Helvetian leaders, their chief, Orgetorix, having died before the battle. A war chief, Divico, is mentioned, but he appears to be somewhat elderly, reduced to envoy status. The Chief names on the counters are fictional and are used to distinguish one Chief from the next.

c The Helvetian cavalry contingent was quite small as they paid little attention to this branch. One wonders how they constantly beat the Germans, as Caesar states, without a sizeable cavalry arm. Also makes one wonder just how truthful Caesar is being about the last statement. Perhaps sheer weight of numbers (Helvetians were a far larger tribe than the Germans at the time) was the telling difference.

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Helvetii Command Structure

Use the Tribal Command System rules (4.6). Bagmanius, Blotto, and Vivisectix are the Tribal Chiefs for the Helvetii, Boii, and Tulingi, respectively. There is no overall army OC. The Helvetii have three Chiefs: Ambidextrus, Vasico, and Duffix. At start of play, the Helvetii player assigns one Chief to command cavalry and the other two Chiefs to command infantry for the duration of the scenario.

All tribes begin the game with Barbarian Ferocity (9.6) and Gallic Impetuosity (9.7).

Boii and Tulingi Reinforcements

These Boii and Tulingi reinforcements are available to the Helvetian player starting in any Game Turn after the Game Turn in which the Helvetian army has undergone a Withdrawal and Regroup (see below). The units enter through any six contiguous hexes along the NW edge of the map hexes 1900-4200. They use the Initiative Rating of their leaders to determine when they enter during the Game Turn. The Boii and Tulingi enter with Barbarian Ferocity and Impetuosity.

Immediately after moving the two tribes onto the map, the Helvetian player removes 1 Hit from each of his units if it has any.

HISTORICAL NOTE: Although there is agreement (not universal, to be sure) that these two tribal contingents entered and attempted to fall upon the Roman right flank during the battle, no one is quite sure where they came from: the Helvetian lager camp or somewhat "behind" it. They were part of the emigrating Helvetian horde, though.

SPECIAL RULES

Helvetian Withdrawal/Regroup

The mid-battle maneuvers of the Helvetii were very unusual for tribes in that they had the presence of mind to withdraw and then regroup to fight again. At the start of any Game Turn in which the Helvetians have **60** Rout Points in eliminated and/or routed units, the Helvetian player may announce he is Withdrawing to Regroup. This changes the Sequence of Play for the Game Turn to two Phases, as below, but for that Game Turn only.

Helvetian Phase: When a Withdrawal is announced, the Helvetian player must re-deploy all his units, as if it were the start of the game. He does this by moving all Helvetian units to any Level 4 or Level 5 hexes south of the river. They must be re-deployed in a three-line formation (following the format of the original deployment), with no one line being more than one unit longer than another. Helvetian cavalry may be redeployed anywhere south of the river. All units are automatically rallied (use the Rally Table to determine the number of Cohesion Hits) and regain Barbarian Ferocity and Impetuosity.

Roman Phase: When the Helvetian has finished redeploying, the Roman player may now:

- Attempt to Rally Routed units using any/all the methods in 10.3 with an additional –1 DRM.
- Move all his un-routed units to the full extent of their MA.
- The units in his Camp, under Labienus, may not move. See below.

When all the above is finished, start a new regular Game Turn.

The Roman Camp

HISTORICAL NOTE: When deploying, Caesar placed his two newly recruited legions and all his auxiliaries atop a hill inside a hastily fortified camp, with Labienus in charge. And that's where they stayed the entire battle, never moving. Hard to tell why Caesar never used them, even after the flanking attempt by the Boii and Tulingi. One theory is that Caesar feared an even more disastrous treachery by the Aedui, and thus needed an emergency reserve. Tough to put units down on the map and tell players they can't use them. So, we don't quite do that; we do put some restrictions on their activation.

The Roman player may activate Labienus and the other Legate any time after the Boii and Tulingi have entered the game. However, regardless of this added presence, the Roman withdrawal level remains the same. Moreover, if you must win by using the reserves, you're no Caesar.

The Helvetian Lager

DESIGN NOTE: No, Helvetian lager is not the local brew. It is a camp formed by circled wagons, of which the Helvetians supposedly had plenty—over 30,000 if you believe Caesar's numbers for the tribe. And if you do, consider this: they would have made a line some 175 miles long, at least, using virtually non-existent roads upon which to travel. Delbrück has something here when he considers this number "a bit" high.

The lager was used only as a last resort place of defense by the Helvetians, at which point it was stormed by Caesar, long after the battle was over. During the battle, any Helvetian (but not Boii or Tulingi) units may enter the lager. Routed units may be rallied by any Helvetian chief inside the lager, at which point they may leave again. However, while there, they count as Rout Points when determining army withdrawal.

RETREAT DIRECTION

The Helvetii retreat towards, and into, the lager, the Boii and Tulingi towards the south edge of the map.

Roman units not retreating towards their Aquila retreat towards the north edge of the map. They may not retreat into the fortified camp.

VICTORY

The Roman army withdraws when units totaling **115** Rout Points have been eliminated. Treat routed CO units adjacent to their Aquila or inside the camp as eliminated for this purpose. The use of the XI or XII legion, or of the camp auxiliares, does not change this figure.

The Helvetii army withdraws by tribe:

- The Helvetii withdraw when units totaling **90** Rout Points have been eliminated. Routed units in the Lager are treated as eliminated for this purpose.
- The Boii withdraw when units totaling **10** Rout Points have been eliminated.

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- The Tulingi withdraw when units totaling **10** Rout Points have been eliminated.

When a tribe withdraws, remove its units from the map.

COMPETITIVE PLAY SUGGESTIONS

1. Use the Rout Point Bid Method.
2. Allow the Gallic BI/LI with Impetuosity to use Orderly Withdrawal.
3. Adjust the Helvetii withdrawal level up to **110** Rout Points.

Army Size and Troop Quality

Army	Units	Size	Rout Points	Rout Ratio [b]	Avg TQ
Romans [a]	50	240	333	35%	6.7
Helvetii	56	359	362	25%	6.5
Boii	7	40	44	25%	6.3
Tulingi	7	40	44	25%	6.3

a These figures do not include the two recruit legions and the auxiliares in camp.

b Tribal armies had little staying power. If their initial charges were not successful, and/or it was clear that the day was not going to be theirs, they usually dispersed quite quickly. They were not, under any understanding of the word, "cowards"; they were simply choosing discretion over valor, together with a realization that "living to fight another day" was not an unwise rationalization.

Continued from page 12

THE BATTLE OF VERCELLAE

Army Size and Troop Quality

Army	Units	Size	Rout Points	Rout Ratio	Avg TQ
Romans	117	531	697	35%	6.2
Cimbri	140	860	812	20% [a]	5.9

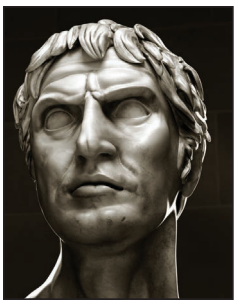
a Tribal armies had little staying power. If their initial charges were not successful, and/or it was clear that the day was not going to be theirs, they usually dispersed quite quickly. They were not, under any understanding of the word, "cowards"; they were simply choosing discretion over valor, together with a realization that "living to fight another day" was not an unwise rationalization. See the Competitive Play suggestions.

THE RHINE

Somewhere in Eastern Gaul, 58 BCE

Julius Caesar vs. Ariovistus and the Germanic Tribes

HISTORICAL BACKGROUND



With his victory at Bibracte, Caesar suddenly became a most popular man in Gaul. The reason: Ariovistus and his German confederation. The eastern tribes were most worried about Germanic incursions and the desire of the Germans to spread out across the Rhine into Gaul. Caesar saw the Gallic request to put an end to that sort of thing as another possible step up the ladder. He had two problems, though. Ariovistus had been declared a "friend" of Rome, making attacking him not a viable move, politically. And the German military reputation was so great (even though they had recently been defeated by the same Helvetians that lost at Bibracte) that his own troops were a bit in awe. His Gallic horsemen were so scared of the fabled German cavalry that Caesar considered them useless.

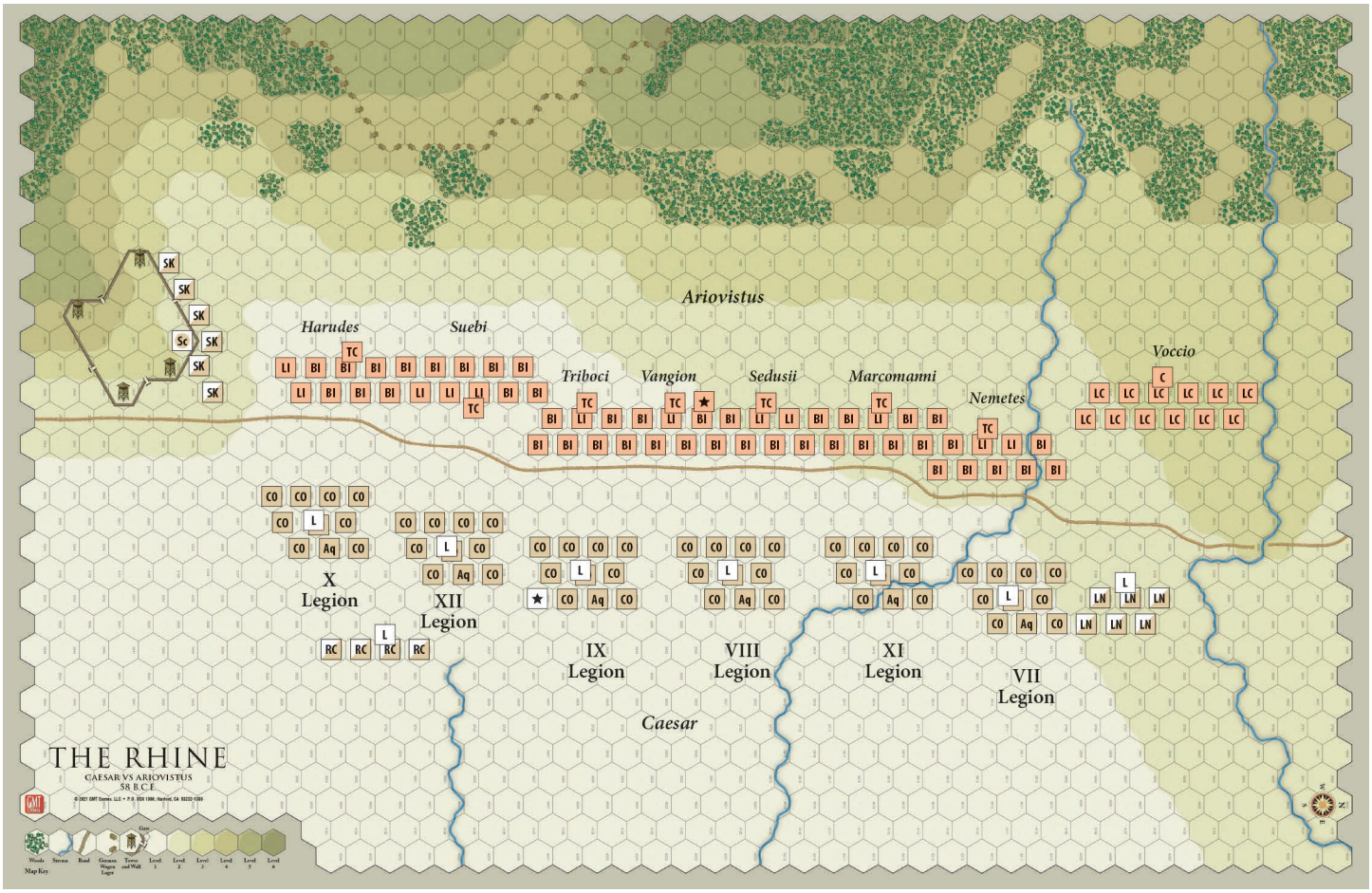
Caesar called for a meeting with Ariovistus, the one his Gallic horsemen refused to attend. Essentially, Caesar made some demands on Ariovistus that the latter dismissed rather peremptorily, all according to Caesar's plan. With both sides now no longer "friends," they both set out to fight each other.

Initially, Ariovistus managed to outmaneuver the Roman army and plant himself, and his lager, athwart the Roman supply road. Then, despite several cavalry raids by the Germans, Caesar managed to go one better, establishing a large camp directly opposite the German position, from which he then built a smaller camp (holding an outpost of c. two legions) right off the German left flank. That he could do this, with the invincible German cavalry supposedly still around, is most unusual.

Ariovistus spent several days in his camp (top of the map), ignoring the Romans. However, with his supply line cut, Ariovistus could not afford to wait out the Romans. His big problem may have been that he was outnumbered in infantry by the much better legions. So, the "guess" is he stripped his cavalry of its infantry support, placed that LI in his lines, moved down the hill and deployed quite close to Caesar. It didn't work.

With the German cavalry reduced to a state of impotence, the legions had little trouble making short order of the German thin line of infantry. Again, the initial barbarian charge was fearsome, but the disciplined Romans knew that all they had to do was hold out for a short while, and the barbarians would fade quickly. This is exactly what happened.

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PRE-GAME NOTES

Map: Use the Rhine map. Pinpointing the exact location of this nameless battle is one of the great issues troubling Caesar historians. The big question was whether it was 5 or 50 miles from the Rhine. Kromayer-Veith provides an interesting selection of various visual opinions, and Delbrück, like K-V, places it fairly close to the Rhine (in Alsace, right near the Feucht and Ill rivers, for those with a good set of Euro tour maps). Caesar's description of the terrain is enough upon which to base a workable map, and we have gone with the clearest of the K-V maps.

Balance: The Romans have the upper hand rather handily here, mostly because Ariovistus is not deploying his cavalry as usual. For players wishing to give the Germans a "leg up", we suggest using the optional German Cavalry rules. It will be most interesting to see whether that form of cavalry can wreak havoc on the Roman right faster than the legions can blow out the undermanned German foot.

DESIGN NOTE: Although some historians feel that the Germans outnumbered Caesar by about 50% in raw manpower (Wary, for example, says it was c.30,000 to 24,000), Delbrück argues that the reverse is true. While interesting, and well-reasoned, this was one of a long line of Delbruckian arguments on numbers that we did not buy.

Difficulty: Straightforward head-banging.

Playing Time: One sitting, about 4 hours or more.

INITIAL DEPLOYMENTS

The Roman Army under Julius Caesar

HISTORICAL NOTE: Caesar specifies his main force deployed in standard, three line formation. However, one cohort from each legion has been left to guard his large camp, to the rear (off-map, to the northeast). The auxiliaries were deployed in front of the small camp (the one on the map). Caesar never mentions anything about his cavalry, so we have used the Kromayer-Veith map as a guide.

Counters: Use the Caesarian Faction Legion, Leader, and Auxiliary counters. Use the VII, IX, and X Legion counters with the "g" indicator. Use the Recruit XI and XII Legion counters.

CO units stack 1 per hex unless noted otherwise.

UNITS	HEX(ES)
J. Caesar (OC)[a]	With or adjacent to any Roman unit
Legate, Gaul LN (1-6)[b]	3206-3208, 3306-3308
Legate, VII CO (1-9)	3109-3112, 3310-3212, 3309, 3311
VII Aquila	3310
Legate, XI CO (1-9)[d]	3014-3017, 3114-3116, 3214, 3216

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XI Legion Aquila	3215
Legate, VIII CO (1-9)	3019-3022, 3119-3121, 3219, 3221
VIII Legion Aquila	3220
Legate, IX CO (1-9)	3024-3027, 3124-3127, 3224, 3226
IX Legion Aquila	3225
Legate, XII CO (1-9) [d]	2928-2931, 3029-3031, 3128, 3130
XII Legion Aquila	3129
Legate, X CO (1-9)	2833-2836, 2933-2935, 3033, 3035
X Legion Aquila	3024
4 Scorpios	1 in 2239; 3 each with a CO in a different Legion
Numidia SK-A (1-4) Crete SK-A (1-2) [c]	1939, 2039, 2138, 2238, 2338, 2438
Legate, Gaul RC (1-4) [b]	3431-3434

a Use the J. Caesar Gaul counter.

b That Caesar did not trust his cavalry against the Germans is made obvious by his substitution of mounted members of the X Legion accompanying him to palaver with Ariovistus, when the latter stated a "cavalry only" escort at the parlay.

c You may be wondering how Caesar got these units, plus a camp (which originally held two legions!) behind the Germans. See the Background notes. There is no evidence of them doing anything during the battle.

d Use the Recruit Legion.

HISTORICAL NOTE: Caesar, as was his wont, had the usual rearguard for his main camp (off map). Most likely it was six cohorts, some of his auxiliares, plus some Scorpios, hence the missing 10th Cohorts and other Scorpios.

Reduced Legion Strength: Caesar had taken some losses at Bibracte, and he most likely went into the battle slightly reduced in strength. Therefore, the #2 and #4 cohorts of the VII, VIII, IX and X Legions (only) start the game Depleted.

Deployment Option: Caesar does not give legionary specifics in terms of deployment. The deployment presented above places the Recruit legions between Veteran Legions and places Veteran Legions in the center and flanks. The Roman player at his option may re-arrange the ordering of Legions as he sees fit.

Roman Command Structure

There are no Section Commanders in this battle. Caesar is the OC. The Roman player may assign any Legates with the "Gaul" keyword (other than T. Labienus) to each of his Legions/cavalry groups as he sees fit. Aquila rules 9.82 through 9.85 are in effect.

The German Tribes, under Ariovistus, King of all Germans

HISTORICAL NOTE: All we know about the German deployment is that it was "phalanx-like," downhill from their lager. The best guestimate is that the tribes would have been deployed in seven separate (but connected) groups, with a second row behind. Caesar says they were deployed by tribe, at regular intervals. The cavalry? We cannot even begin to guess, as there is no indication or mention thereof.

Counters: Use the German counters.

UNITS	HEX(ES)
Ariovistus (OC)	With or adjacent to any German unit
Erdo (TC) Harudes BI (1-6) Harudes LI (1-2)	2332-2335, 2432-2435
Nasua (TC) [a] Suebi BI (1-7) Suebi LI (1-3)	2427-2431, 2527-2531
Fafnerus (TC) Triboci BI (1-5) Triboci LI (1)	2625-2627, 2524-2526
Albericho (TC) Vangion BI (1-5) Vangion LI (1)	2622-2624, 2521-2523
Logio (TC) Sedusii BI (1-6) Sedusii LI (1-2)	2618-2621, 2517-2520
Donnerus (TC) Marcom BI (1-7) Marcom LI (1)	2614-2617, 2513-2516
Sigfridus (TC) Nemetes BI (1-7) Nemetes LI (1-2)	2709-2713, 2610-2613
Voccio (Chief) [a] German LC (1-12)	2403-2408, 2503-2508

a Both Voccio and Nasua were "real." Nasua was chief of the Suebi, along with his brother, Cimberius (who did not make the cut). Voccio was king of the Noricum; however, he was also Ariovistus' brother-in-law, which was enough for us to give him a command. The rest are fictitious, in a Wagnerian vein.

German Command Structure

Use the Tribal Command System rules (4.6). Ariovistus is the OC for the German army and can affect any unit; see 4.66 for the details. Voccio commands the German cavalry including any LI forming a German cavalry unit. The seven Tribal Chiefs command the units in their respective tribes.

All tribes begin the game with Barbarian Ferocity (9.6).

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SPECIAL RULES

The German Cavalry System

DESIGN NOTE: The most interesting design problem with this battle is: where was the vaunted German cavalry/light infantry combination during the battle? Nowhere does Caesar even mention its presence, other than to note, tangentially, that there was about 6,000 cavalry (and, probably, an additional 6,000 LI). But, in discussing the battle, Caesar only refers to the German's "phalanx-like" formation. If they were so feared and acclaimed, why does Caesar not discuss how he beat them? So, as designers, what do we do about this curious feature?

- *As Caesar states both sides took heavy losses in this engagement, it is possible that the cavalry was so depleted that Ariovistus felt it was useless, although we doubt that.*
- *Delbrück claims that, because the Germans were outnumbered in basic infantry (by about 50%, and that's Wary's numbers!), his usual claim, despite Caesar's specific words to the contrary; then again, one must remember who Caesar's intended audience is, Ariovistus stripped the cavalry of their LI and placed them in the main line.*

The following rules are, therefore, in effect.

Historical Game: All LI start in line with the BI. No LI are placed with the cavalry, nor may they ever be so during the battle. The use of the German LC is the same as any other LC.

Variations on a Theme: The German player may strip the LI from his main line and assign them to LC per the following rules.

- He may do this for all LI and LC; *or*
- He rolls one die (treat a '0' as a 10); that is the number of LI he removes from foot duty.

For this battle, we use a variation of the Antesignani rule (9.4). The "German-style" cavalry consists of an LC unit plus a LI unit. They are treated as German Cavalry if they are either stacked together or in adjacent hexes. LC and LI not so placed are treated as LC and LI (basic rules).

When operating as German Cavalry:

- When stacked or adjacent, the two units are treated as one.
- When being treated as one unit, the MA of the two is '6'; use the LC column on the Movement Costs Chart.
- For purposes of Shock, German cavalry uses the LC section of the Shock Superiority Chart. However, it ignores all DS results when attacking, and all AS results when defending.
- The German Cavalry may use Harassment and Dispersal fire (8.3). It gets to fire javelins twice (one for the LC, one for the LI) if the units are adjacent; only the top unit may fire if stacked.
- Cohesion Hits to a German Cavalry are divided as equally as possible, odd hit going to the LI.
- Only one Individual Order is needed to move, rally, etc., both units. Only one of the units need to be in range.
- Each unit makes its own TQ check even if stacked together.

Initial German Charge

The battle started off with both sides charging at each other like two Sumo wrestlers. To simulate that, we recommend giving Ariovistus the Elite Orders Phase for Game Turn 1. He may use this only for his infantry, not for cavalry. Next Game Turn, Harry 'O loses that ability, and Caesar may start using his Elite Orders Phase.

RETREAT DIRECTION

German units retreat towards, and into, their lager. Roman units not retreating towards their Aquila retreat towards the eastern edge of the map. They may not retreat into the camp.

VICTORY

The Roman army withdraws when units totaling **170** Rout Points have been eliminated. Treat routed CO units adjacent to their Aquila as eliminated for this purpose. The German army withdraws when units totaling **140** Rout Points have been eliminated. Treat routed German units in their lager as eliminated for this purpose.

COMPETITIVE PLAY SUGGESTIONS

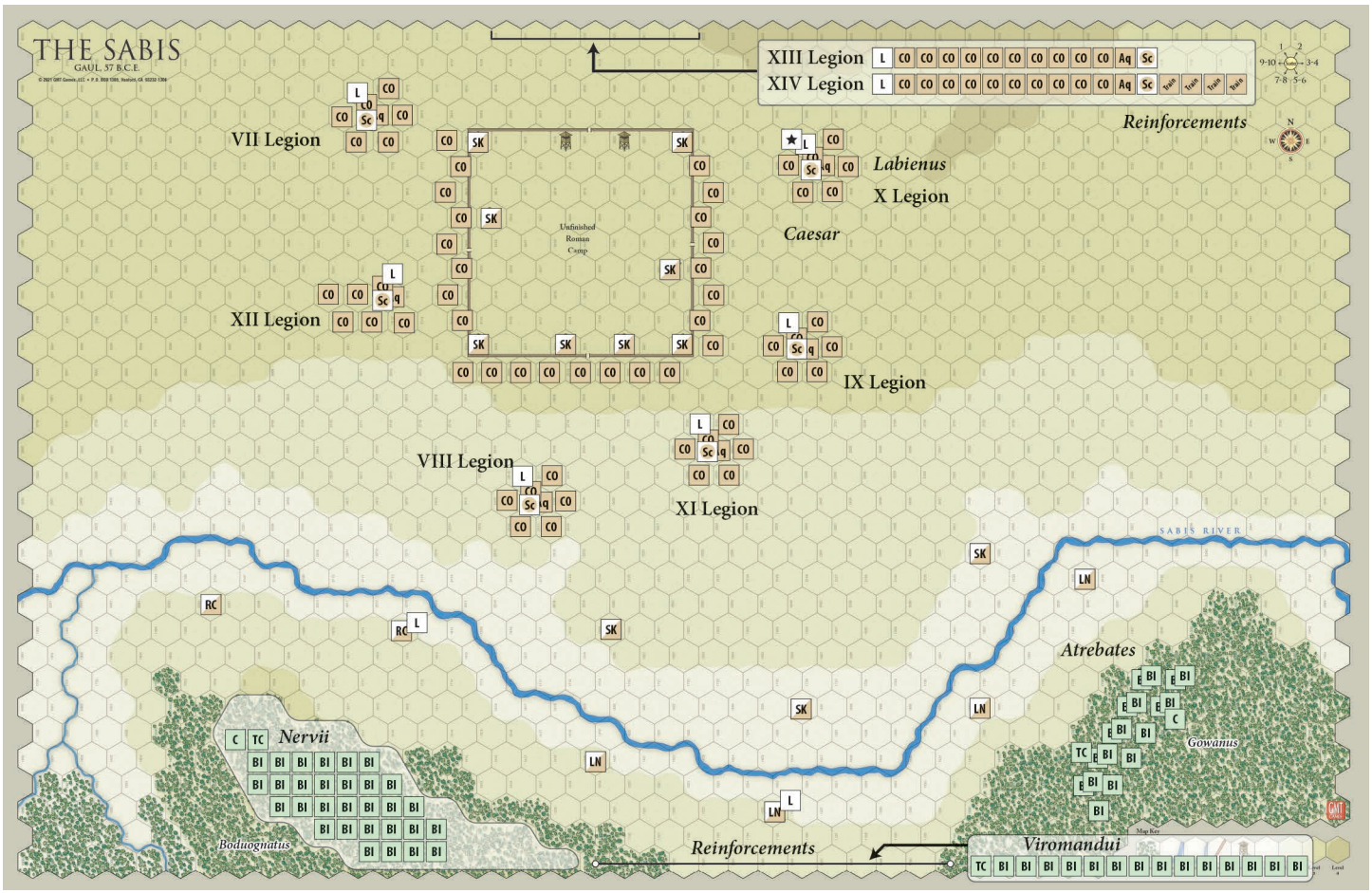
1. Use the Rout Point Bid Method.
2. Allow the Germans to use the German Cavalry rules. Our feeling is that, while allowing full deployment of the German Cavalry will give the Germans a leg up towards a level playing field, their extremely thin infantry line will collapse faster than a "pre-owned" Yugo.

Army Size and Troop Quality [a]

Army	Units	Size	Rout Points	Rout Ratio	Avg TQ
Romans	70	316	416	40%	6.0
Germans	67	293	454	30%	6.8

a Looks like an even match, as the German troops are of high quality. However, BI (and LI) are at a major disadvantage in terms of the Shock Superiority and Clash of Swords charts when dealing with the legions.

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THE BATTLE OF THE SABIS

Territory of the Nervii
The Sambre River, Belgium, 57 BCE
Julius Caesar vs. the Nervii, Viromandui, and Atrebates

HISTORICAL BACKGROUND

While most of the Belgian tribes had sued for peace, the Nervii, whom Caesar considered to be one of the most fearful opponents, and their client tribes and allies did not. Caesar marched north to subdue them, pitching camp on the banks of the River Sabis. He had eight legions, two of which were to the rear, guarding the approaching baggage train. Because of a lapse in scouting, the Romans had little idea where the Nervii were, and the legionnaires were sent out to forage, which is where/how the Nervii, et al., caught them when they stormed across the river.

The assault caught the Romans unprepared, and they came close to being overwhelmed. Caesar, using his own personal magnetism, rallied many of his men and the legions stood their ground. However, the key to driving off the Belgae proved to be the arrival of the XIII and XIV legions, with the baggage train. Labienus, commanding the X on the Roman left, immediately turned his command over to a subordinate, rode to the incoming legions, and marched them off to fall among the Belgae like a plague.

PRE-GAME NOTES

Map: Use the Sabis map. The Sabis map is based on the detailed version in the Kromayer-Veith *Atlas of Ancient Battlefields* (and several other books, all of which base their maps on the K-V's). The River Sabis, now the Sambre River, is in central Belgium, about halfway between the Rhine and the Channel. The battle took place near the village of Neuf Mensal.

DESIGN NOTE: The legionnaires were foraging for wood to build their camp. One assumes they didn't get it at the local lumber yard. However, we note that the K-V maps do not show any tree stumps, nor does Caesar mention it as a problem. So, we ignored it.

Balance: Like the previous two Gallic battles, this one favors the Romans. However, a brash and aggressive Belgae player can wreak enough havoc in the opening turns to create an opportunity for a win.

Difficulty: A bit more difficult than the usual ancient battle because of the surprise attack, and the need for the Roman player to get his legions into fighting formation. We suggest you play this after you gain some familiarity with the system.

Playing Time: One sitting, anywhere from 4-6 hours.

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INITIAL DEPLOYMENTS

The Roman Army under Julius Caesar

Counters: Use the Caesarian Faction Legion, Leader, and Auxiliary counters. Use the VII, IX, X, XIII, and XIV Legion counters with the "g" indicator. Use the Veteran XI and XII Legion counters.

Important! The Roman player sets up before the Belgae player.

UNITS	HEX(ES)
J. Caesar (OC)[a]	3726 or 3026;
Balearic SK-S (1-3)	North of, but within 3 hexes of, the North bank of the river.
Numidia SK-A (1-5) Crete SK-A (1-3)	Inside the camp. One unit may be placed in each Tower hex (e.g., 3015) inside the fort.
2 Legates Gaul RC (1-2) Gaul LN (1-4)	South of, but within 3 hexes of the South bank of the river, but not adjacent to any other unit. May not be deployed in a woods hex[c, d]
Legate, 1 VII CO, VII Aquila, 1 Scorpio	3911
Legate, 1 XII CO[e], XII Aquila, 1 Scorpio	3212
Legate, 1 VIII CO, VIII Aquila, 1 Scorpio	2417
Legate, 1 XI CO[e], XI Aquila, 1 Scorpio	2623
Legate, 1 IX CO, IX Aquila, 1 Scorpio	3026
T. Labienus[b], 1 X CO, X Aquila, 1 Scorpio	3726
4 VII CO (Wall)	3814-3514 inclusive
5 VII CO (Forage)	within 2 hexes of 3911
4 XII CO (Wall)[e]	3414-3114 inclusive
5 XII CO (Forage)[e]	within 2 hexes of 3212
4 VIII CO (Wall)	2914-2917 inclusive
5 VIII CO (Forage)	within 2 hexes of 2417
4 XI CO (Wall)[e]	2918-2921 inclusive
5 XI CO (Forage)[e]	within 2 hexes of 2623
4 IX CO (Wall)	3023-3322 inclusive
5 IX CO (Forage)	within 2 hexes of 3026
4 X CO (Wall)	3423-3722 inclusive
5 X CO (Forage)	within 2 hexes of 3726
Reinforcements – Game Turn4	
Legate, **XIII Legion**, 1 Scorpio Legate, **XIV Legion**, 1 Scorpio 4 Baggage Train (1-4)	Enter through hexes 4216-4222 inclusive. See Roman Reinforcements below.

a Use the J. Caesar Gaul counter.

b Use the T. Labienus counter with the "Gaul" keyword. Labienus started in command of the X, but, upon the "arrival" of the XIII and XIV, he assumed "Second-in-Command" status for both those legions. If players do this, they will, most likely, re-assign one of the newly arrived Legates to the X.

c Caesar assumed his cavalry screen was enough protection. Did not work out that way. The initial charge of the Belgae swept them away; they do not appear to have had any effect on the actual battle. Which does not mean that they did not; it just means Caesar never mentions them again. He did note that the hired horsemen of the Treveri, assigned to the Baggage Train, bolted for home the instant they saw the battle. We have, therefore, left them out. What is amazing is that none of the vedettes spotted the Belgae camp, less than a half a mile to the rear!

d Roman cavalry may not set up adjacent to a hex in which a Belgae unit could deploy. See their set-up, below.

e Use the Veteran Legion.

Roman Command Structure

There are no Section Commanders in this battle. Caesar is the OC. Labienus starts the game as Legate of X Legion. The Roman player may assign any Legates with the "Gaul" keyword to the rest his Legions/cavalry groups as he sees fit. Aquila rules 9.82 through 9.85 are in effect.

Roman Legion Deployment

Each Legion has four cohorts deployed against the outer wall of the fort. The remaining six cohorts are foraging. The Roman player chooses which units from each legion are where, within the set up restrictions. The game starts with the Romans not in any sort of line, as one sees on the battle maps in various sources, but scattered around the fort. It is Caesar's job to get them into a defensive line. Quickly.

Procedure: Each legion is split into two groups: Foragers and Wall Builders. The latter are placed as indicated. The Foragers have one cohort placed with the legion's Aquila, a Scorpio, and Legate (above); the remaining cohorts are placed within 2 hexes of the central cohort, with no cohort adjacent to another cohort of the same legion. Wall cohorts are placed adjacent to the under-construction wall. There is no stacking for initial placement. Do not place any CO units inside the Roman fort.

All Wall units must have a wall hexside in one of their frontal spaces, player's choice within this restriction. Thus, a VII CO Wall unit in 3514 must face towards 3415 or 3515. For each Forager cohort (including the one stacked with the Aquila), roll the die, and consult the Scatter Diagram on the map. Face the unit to one of the two adjacent vertices to the hexside rolled.

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Roman Reinforcements

HISTORICAL NOTE: The Roman Baggage train is being escorted onto the board as the battle begins in earnest. The Belgae had gotten specific but, unfortunately for this battle, inaccurate information that told them the Romans were most vulnerable when they were in march column, since each legion would be separated from the next by its baggage train. This was normal Roman doctrine, and the Belgae decided to use the arrival of the baggage train as the signal for the attack. Unfortunately for the Belgae, Caesar amalgamated the entire army's baggage train into one entity and had the first six veteran legions march light so they could set up camp, with the XIII and XIV Legions given the escort mission.

The Baggage Train (four double-sized counters) and the XIII and XIV Legions begin entering the map on Game Turn 4 through hexes 4216-4222 inclusive. The Baggage Train units may move once per Game Turn whenever either the XIII or XIV legions are activated. The exact order of entry for the XIII and XIV Legions is at the discretion of the Roman player. The units may enter In Column. Historically, the reinforcements entered, in single file, with two cohorts of the XIII in front, followed by the Baggage Train, then the rest of XIII, and then XIV. Gallic cavalry (from the Treveri) guarded the flanks, but as noted, they ran away at the first sign of battle

Optional Random Entry: Players wishing to dabble in the unknown may have the Roman player die roll for the arrival of his Reinforcements. At the start of each Game Turn, beginning with Game Turn 3, the Roman player rolls one die for his reinforcements. He adds to that DR a number equal to how many times he has previously rolled and failed. If he rolls an adjusted 7 or more, the reinforcements enter. Otherwise, try next Game Turn. This rule may help the Belgae; use it if you wish to play competitively.

The Roman Baggage Train

The Baggage Train consists of four double-sized wagon counters. Wagon units must face the hexside (not the vertex) and only the hex directly in front of them is frontal. Wagon Trains are always faced as above; they may never face any other way, nor may they change facing. They may not move sideways or to the rear, nor may they change direction without moving ahead one hex. Wagons may only move into *either* their Front hex *or* the Flank hexes adjacent to the Front hex. Movement into the frontal-flank hex is not considered a change of facing; the back portion of the unit will adjust to whatever change is needed when the Wagons change direction.

Wagons may not stack with any other type of unit, nor may they use Orderly Withdrawal.

A wagon is destroyed if it is ever attacked alone in a hex by a Belgae unit:

- If the Belgae destroy any one Baggage Train unit, remove 2 Hits from all Belgae units within 10 hexes of the captured wagon.
- If the Belgae destroy all four Baggage Train units, they win.

The Belgae (Nervii, Atrebates, and Viromandui) under Boduognatus

HISTORICAL NOTE: It appears that, while Boduognatus is the only chief mentioned in connection with this battle, the Belgae army was nothing but a loose confederation with each of the tribes having its own chief. That was not, however, the original plan. The Suessiones, whose previous king Diviacus was considered the most powerful ruler in all of Gaul, caucused for "supreme command" for its new King, Galba. Galba promised to throw 50,000 men into the fray. That, though, did not occur. Most of the 10+ Belgae tribes showed no intention to make muster, the biggest loss being the Bellovaci, who, Caesar, says, were the "…strongest of all, in valor, prestige and population…"

Counters: Use Belgae counters.

Important! Belgae units may stack two to a hex in their initial deployment. They may not set up adjacent to Roman cavalry units.

UNITS	HEX(ES)
Boduognatus (TC) Flemmus (Chief) Nervii BI (1-30)	Any Level 3 Woods hexes between 1607-1018
Gowanus (TC) Commius (Chief)[a] Atrebates BI (1-18)	1335-1737, 1236-1738
Reinforcements – Game Turn 1 or later	
Grummix (TC) Ammoco (Chief) Viromandui BI (1-14)	Enter hexes 1019-1031 inclusive
Optional Reinforcements	
Dicex (TC), Aduatuci BI (1-10)	Enter hexes 1019-1031

a Caesar does not mention (the historical) Commius as being at the battle. However, right after the battle, Caesar made Commius Chief of the Atrebates; the chances of him being around are thus fairly good. The rest of the chiefs are fictional.

Belgae Command Structure

Use the Tribal Command System rules (4.6). Boduognatus, Gowanus, Grummix, and Dicex are the Tribal Chiefs for the Nervii, Atrebates, Viromandui, and Aduatuci, respectively. Flemmus, Commius, and Ammoco are Chiefs for the Nervii, Atrebates, and Viromandui, respectively. There is no army OC.

All tribes begin the game with Barbarian Ferocity (9.6) and Gallic Impetuosity (9.7).

Belgae Reinforcements

DESIGN NOTE: Caesar states that the Aduatuci had promised 19,000 troops to help defeat the Romans. The numbers for the ones that did show up, as per JC, are Nervii/50,000, Atrebates/15,000, Viromandui/10,000—but that was combined with the Veliocasses. It is doubtful that those numbers even approached reality. Because of their slowness in arriving, we have reduced the possible Aduatuci manpower to about half of what they might have had had they been there in time.

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Historical: All units of the Viromandui, Grummix (TC), Ammoco (Chief) and 14 BI, enter through any of the hexes from 1019-1031 inclusive, during Game Turn 1 or later if the Belgae player wishes.

Optional Rule: The Nervii had persuaded three tribes to join them; the Aduatuci had yet to show up, although they were expected momentarily. Using this rule, which helps the Belgae player achieve a somewhat more level playing field, he rolls for the arrival of the Aduatuci, who enter through the same hexes as the Viromandui, starting with the Game Turn after the Roman Baggage Train arrives. Use the same DR system as used for the Optional Random Entry rule described above. The Aduatuci consist of their (fictional) TC, Dicex, plus 10 BI.

SPECIAL RULES

Partially Constructed Fort

The fortified encampment has not yet been fully built. It has been laid out, the first undertaking a legion performs when stopping, but the walls provide no defensive benefit. The only effect of the fort in this scenario is that Wall hexsides may be crossed by any unit paying an additional +2 MP cost.

However, the Towers, also only partially constructed, provide anyone in them with a height level of one higher.

Auxiliaries Surprise Reaction

All the Roman cavalry, plus the SK Slingers, were on vedette duty. The first time the Roman player moves any cavalry or SK Slinger unit, or if any Roman cavalry unit or SK Slinger has a clear LOS to a Belgian unit, the Roman player rolls the die for that unit. If the DR is greater than the unit's TQ, the unit is eliminated, otherwise it incurs 2 Hits. The check is made the instant either of the above conditions occur; it may even happen during Belgae movement.

Extended Command Control

This battle was a confused affair, but the Roman troops fought out of their formations with great effect because of their outstanding discipline. A Legate can issue Individual Orders to any Roman cohort regardless of legion. A cohort that is outside its Legate's Command Range receives a +1 DRM to all TQ check die rolls.

Reforming Ranks

All Roman cohorts, except those stacked with their Aquila, earn a Cohesion Hit when moved (as in 6.13) until they are Reformed. Use the Moved markers as a reminder. In addition, cohorts receive a +2 DRM to any TQ checks until they are Reformed. A Roman cohort can Reform by passing through the space which contains its Aquila and expending 1 MP. The reformed unit may not voluntarily move again that Game Turn. When reformed, the unit functions normally.

Belgae Initiative

Regardless of Initiative Ratings, the Belgae player starts the game by moving all units of any one tribe. Play then begins normally. When Belgae player activates the tribe's TC later in the turn, the Orders Phase is a Momentum Orders Phase and the TC could make one more Momentum attempt.

RETREAT DIRECTION

Roman units that cannot retreat towards their Aquila or camp retreat toward the North map edge.

Belgian units retreat toward the South map edge. They have no lager (it's off-map).

VICTORY

The Roman army withdraws when units totaling **225** Rout Points have been eliminated. Treat routed CO units adjacent to their Aquila as eliminated for this purpose.

The Belgae withdraw by tribe:

- The Nervii withdraw when units totaling **70** Rout Points have been eliminated.
- The Atrebates withdraw when units totaling **30** Rout Points have been eliminated.
- The Viromandui withdraw when units totaling **20** Rout Points have been eliminated.
- The Aduatuci withdraw when units totaling **15** Rout Points have been eliminated.

When a tribe withdraws, remove its units from the map.

Automatic: The Belgae win the instant they have destroyed all four Roman Wagon Train counters, regardless of what the situation is.

COMPETITIVE PLAY SUGGESTIONS

1. Use the Rout Point Bid Method.
2. Use Roman Random Reinforcements.
3. Allow the Aduatuci to put in a Guest Appearance.

Both #2 and #3 should even things out.

Army Size and Troop Quality [a]

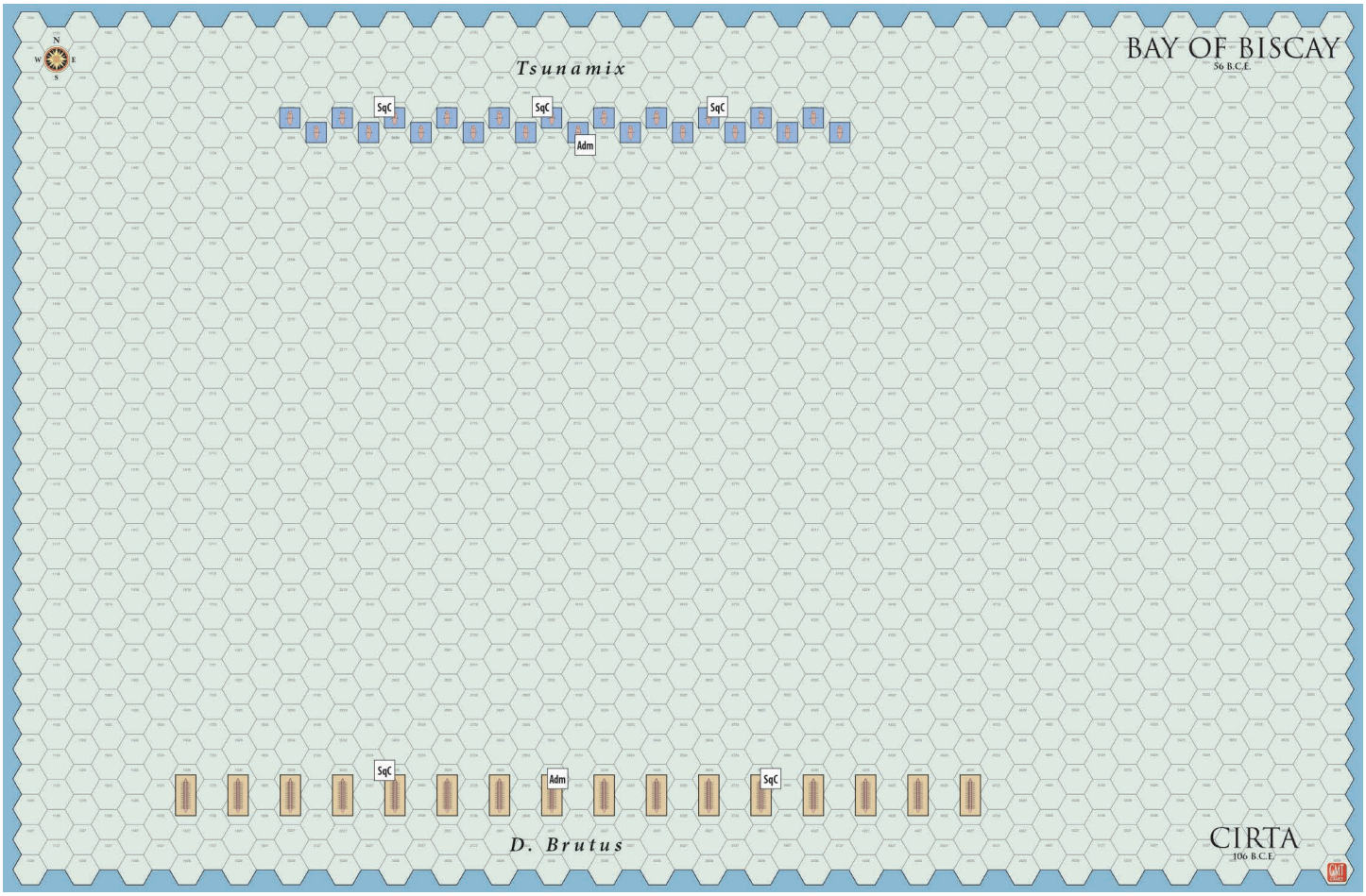
Army	Units	Size	Rout Points	Rout Ratio	Avg TQ
Romans [b]	97	435	564	40%	6.2
Nervii	30	210	205	35%	6.8
Atrebates	18	126	102	30%	5.7
Viromandui	14	98	84	25%	6.0
Aduatuci	10	70	57	25%	5.7

a The Germans (The Rhine scenario) appear to be better troops than the Belgae, but that is misleading. Each Belgae unit has almost 2x the number of men (Size advantage) as those of the Germans.

b Excludes Scorpios.

HISTORICAL NOTE: It is difficult to determine the exact size of these tribes. The rule of thumb is a square mile of poorly cultivated land will generate from 1 to 2 warriors per square mile. This puts the total size of the Belgae force in the 30,000 to 40,000 man-sized force, far below the estimates that Caesar implies in his commentary. Delbrück, ever the gadfly, insists that the Romans outnumbered the combined tribes.

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THE BAY OF BISCAY

Coastal Waters off Brittany, 56 BCE

Decimus Junius Brutus vs. the Veneti

HISTORICAL BACKGROUND

In the late spring of 56 BC, Caesar launched a campaign against the Aremorica tribes inhabiting the northwest corner of Gaul. The Aremoricans, and especially the Veneti, controlled the trade routes to the channel and Britannia. It didn't take long for Caesar to determine that the Veneti could never be brought to battle on land. Upon the approach of the legions, they quickly withdrew into their easily defended castles on promontories that extended into the sea, from which they would debark when things got tough. It was obvious that Caesar would have to bring them to battle on water.

To that end, Caesar set about constructing a fleet of Liburnian biremes, the exact number of which is never mentioned, from scratch. It took the Romans about two months to do, rather amazing when you consider how long it takes a modern construction company to fix 1/2 mile of highway, and by late summer, Caesar was ready to go to sea. To handle his fleet, Caesar chose one of his youngest legates, Decimus Junius Brutus, who later became famous as one of the key conspirators against him. Caesar was content to watch the whole affair from a hill near the shore.

Brutus, however, had a problem. The Veneti fleet was totally wind-powered sail, a method of naval locomotion that was suited to the rough waters of the northern seas, not the calmer southern waters of the Mediterranean. Because of their construction, which used double thick hulls, the ships of the Veneti were ram-proof. Moreover, their decks were considerably higher than those of the shallow-draft galleys. This gave the Veneti a major advantage in terms of missile fire.

To combat this, the Romans came up with a rather interesting solution: they built a slew of sarissa-length scythes, which they gave to numbers of marines on each bireme. When the Romans grappled the Veneti, and the Romans were quite good at that, they used these elongated scythes to cut the ropes to the sails, with the result that the Veneti ship, dead in the water, became an easy target for boarding. This idea, within a generation, was advanced to the point where the Romans had artillery that shot hooks and other nasty items.

Then, if things weren't bad enough for the Veneti, the wind died down to a total calm. And the rout was on.

A Note on Naval Warfare

This scenario uses a shortened version of the *War Galley* rules (included with this game). However, those rules are adjusted for the fact that the Veneti fleet was sail, only.

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HISTORICAL NOTE: Caesar's fleet, built specifically for the occasion, most likely consisted of Liburnians (a form of bireme). Ed Smith, in his game *Trireme*, gives Caesar cataphracted quadriremes and triremes, even a pentakonter. There is, however, no evidence of any such variety. It is doubtful that Caesar would have wasted time constructing a variety of ships. About the only sail-powered ships, or to be more exact, the only ships using sail during battles in ancient times were those of the Veneti, plus some merchants, etc. The Veneti, and their large fleet, pretty much had a stranglehold on the trade routes along the coast of Brittany all the way to Britannia (England). Traveling in those somewhat turbulent seas meant that the shallow-drafted oar-driven galleys would fare rather poorly, a factor most prominent in looking at the design of "northern" ships as compared to "southern waters" vessels.

PRE-GAME NOTES

Map: Use the Cirta/Bay of Biscay map. The battle took place off the coast of Brittany, close enough so that Caesar and his legions could follow its progress from a coastal hill.

Balance: Like the land battles herein, this one favors Romans. And handily. The Veneti will have to use their missile capability and Height Advantage well to overcome the few but telling advantages the Romans have. Both can wait until Mother Nature gets nasty, and then go into mop up.

Difficulty: A new system, and one covering a most unusual ancient naval battle. However, the rules are quite short.

Playing Time: About 2-3 hours.

INITIAL DEPLOYMENTS

The Veneti Fleet under Admiral Tsunamix[a]

UNITS	HEX(ES)
Tsunamix (Admiral) Veneti Squadron Commanders: A, B, and C Veneti Sail Vessels (1-22)	Deploy first within 4 hexes of one of the long edges of the map. No ship may be closer than 10 hexes to a short edge of the map.

a And if you believe that name, I'll sell you my collection of 3W games.

The Roman Fleet under the Admiral Decimus Junius Brutus

UNITS	HEX(ES)
D. Brutus (Admiral) Quintus (SqC) Titus (SqC) Lib Bireme (1-16)	Deploy after the Veneti player in any fashion, within the same restrictions as listed for the Veneti, but on the opposite side of the map.

SPECIAL RULES

Coastline

The right flank of the Romans and the left flank of the Veneti is the coastline of Brittany. Any unit entering a hex adjacent to that edge of the map is considered to have crashed into the rocks and sunk.

Wind and Sea

The game starts with the wind blowing at strength '4' directly into the rear of the Veneti ships and directly towards the Roman fleet: blowing from the north to the south. Thus, you place a '4' marker in, say, 1200 (the side the Veneti fleet is deployed) pointing directly at 1201.

Off-Map Movement

We think that one map is enough to allow ships to maneuver around. However, if you think it's necessary, you can add another map on the Roman left/Veneti right, but not to the rear, of either fleet. With that in mind, any ship that moves off the map is eliminated.

Rake and Ram

Sail ships may use only Grappling/Boarding and Missile Fire; they have no Ram or Rake capabilities. In addition, Roman Liburnian biremes may not attempt Ram or Rake. The *War Galley* rules enclosed, therefore, do not include the rules for these attacks.

Height Disadvantage

The Veneti ships stood rather high in the water; they thus get a Height Advantage. The Romans are at a Height Disadvantage.

PLAY NOTE: Liburnians often used Towers. However, Caesar probably did not construct these, as he distinctly mentions his ships having a great height disadvantage.

Flame

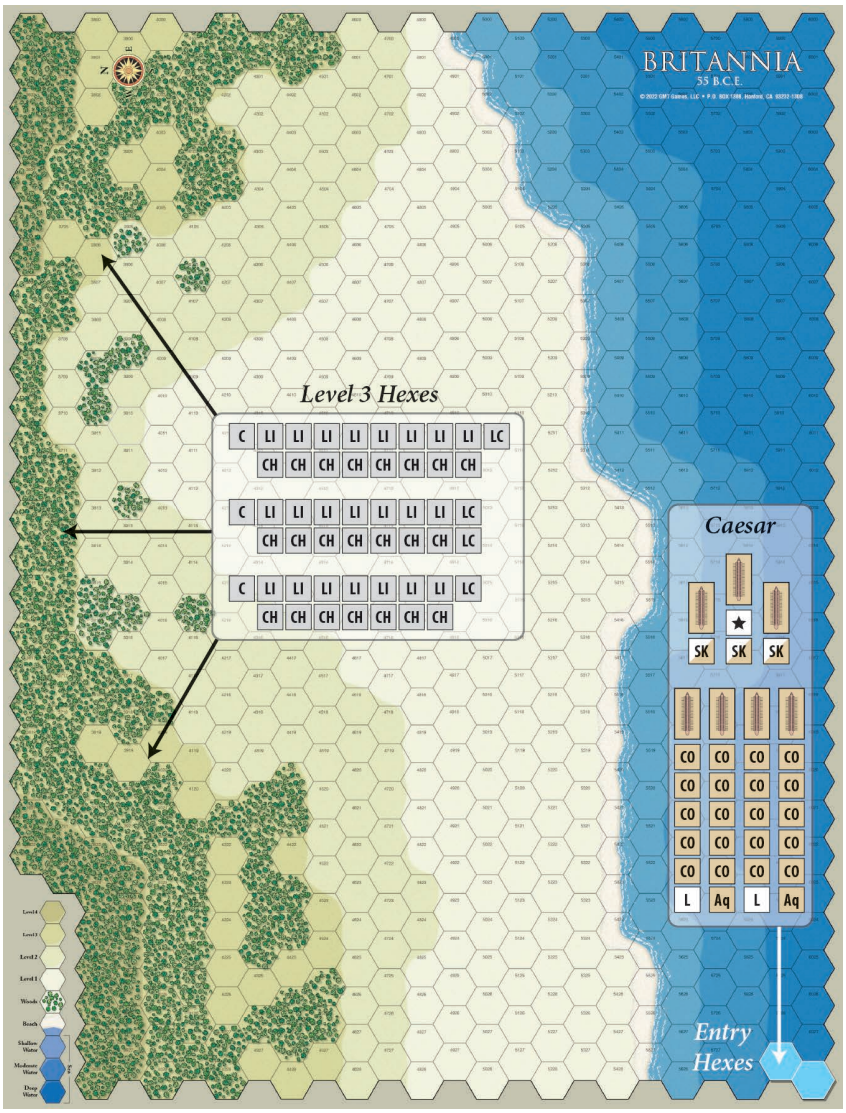
The Romans galleys have Flame Missile capability. The Veneti do not.

VICTORY

For purposes of determining Victory, each Veneti ship is worth **3** VP and each Roman galley is worth **4** VP. Players gain VP for either sinking or capturing an enemy ship.

The battle ends, and the victor decided, when one player has accumulated **30** VP, and his VP total is at least double that of his enemy. If that never happens, play continues until a player has captured or sunk all enemy ships, or one can always assess the situation and decide he/she has better things to do.

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THE INVASION OF BRITANNIA

SE Coast of Kent, September 55 BCE

Julius Caesar vs. the Britons

HISTORICAL BACKGROUND

With summer winding down in 55 B.C., Caesar decided to launch an expedition across the channel, ostensibly to see if he can bluff the British tribes into rolling over. It also occurred to him that saying he was the first Roman to do so would not be a bad thing. Unfortunately, the Britons got wind of the trip and were not about to knuckle under simply because some Romans showed up.

For the "reconnaissance in force", Caesar loaded two legions, some auxiliares, and a chunk of cavalry into transports and, with their war galley escorts, they crossed the channel quickly. The only problem was that the cavalry transports ran afoul of a typical channel storm, which blew them far off course and *hors de combat* for the invasion.

Initial landfall was just northeast of what is now Dover, and Caesar, on seeing the cliffs, ordered his 80-boat fleet to move eastward until they found suitable beaches, probably just south of Deal. They did so, several miles up the coast, and the transports moved in to land. Two things then happened:

1. Unfamiliar with the water depth, many of the boats could not reach the beach, getting hung up some distance offshore; *and*

2. From atop the hills ringing the beaches came a horde of painted, screaming Britons, most of them Light Infantry riding rickety chariots, plus a smattering of cavalry.

With his legates scrambling frantically to get their cohorts ashore and into a viable line, Caesar took some of the transports further up the beach to finish debarking. His war galleys he sent close to shore to allow the auxiliares and on-board artillery to harass the Britons and keep them at a distance.

Once the two legions, VII and X, established formation, they found that bashing the very lightly armed Britons was easy work when they could catch them. Without cavalry, Caesar had no pursuit capability. The Britons, seeing that they could do little against the legions, scattered to their homes, while a few chiefs stayed behind to offer a surrender that lasted until Caesar left a few days later.

PRE-GAME NOTES

Map: Use the Britannia half map. Although we know the approximate location of Caesar's first landing in Britain, no one has pinpointed the exact locale. To that end, the map is representative of the area, not specific.

Balance: If the Britons do not score heavily in the first couple of Game Turns, while the Romans are debarking and without a solid formation, the legions will wipe up whatever LI haven't fled the field.

Difficulty: This is a scenario that uses some unusual rules, all of which require some new thinking on the part of the players. Those same special rules also make this battle a challenging one to win for either side.

Playing Time: One sitting, about 3 hours or so.

INITIAL DEPLOYMENTS

Britons: A Loose Confederation of Kentish Tribes

HISTORICAL NOTE: The men that greeted Caesar on the beach were a gathering of local Kentish tribes, most likely all from southeast of the Thames. The largest of these was the Cantii. Several tribes of the Belgae, including the Atrebates, had a major presence to the west, and there was much interaction between the Briton tribes and those of Gaul. Cassivellaunus, the leader of the widespread Briton opposition to Caesar's second invasion, was not involved here.

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Counters: Use the Briton counters.

UNITS	HEX(ES)
Cingetorix (Chief) [a], Group A Taximagulus (Chief) [a], Group B Segovax (Chief) [a], Group C	Place in a Level 3 or higher hex. Units placed in woods hexes may remain hidden until activated.
Available Units:	
Briton LI (1-22) Briton CH (1-22) Briton LC (1-4)	Briton LI start the game mounted on the CH units.

a These are historical Kentish tribal chiefs

The Briton player divides his available units into three separate groups (A, B, C), as he sees fit. LC and LI may be in the same group.

The three groups are deployed per the setup chart. Briton units that are deployed "hidden" are not placed on the map until activated. To that end, the Briton player should simply note on paper where they start. When activated, place them in those hexes and then start to move. You do not, of course, need to start all or any units hidden.

Briton Command Structure

Use the Tribal Command System rules (4.6). There is no Briton Tribal Chief (TC). Each group is commanded by a Chief separately and independently as depicted above. A Chief can affect only those units in his group. With no TC, Chiefs are always out of range for purposes of 4.64 #2.

For Line Command and Individual Orders purposes, mounted Chariots are considered their own type.

Barbarian Ferocity (9.6) and Gallic Impetuosity (9.7) are *not* used.

Roman Invasion Force under Julius Caesar

Counters: Use the Caesarian Faction Legion, Leader, and Auxiliary counters. Use the Caesarian Faction VII and X Legion counters with the "g" indicator.

UNITS [a]	HEX(ES)
J. Caesar (OC) [b] Legate, **VII Legion** Legate, **X Legion** Crete SK Archers (1-3) Transport (1-4) Lib Bireme (1-3)	5 CO are placed on each Transport; 1 SK-A is placed on each Lib Bireme. The Legates and Aquila are placed on any Transports; J. Caesar is placed on a Lib Bireme. The fleet enters the map from either hex 5927 or 6028.

a Yes, there are no Scorpios in the force. And no, Labienus cannot be selected as one of the two Legates.

b Use the J. Caesar Gaul counter.

Roman Command Structure

There are no Section Commanders in this battle. Caesar is the OC. The Roman player may use any two Legates (but not T. Labienus) from those leaders with the "Gaul" keyword to command his Legions. Aquila rules 9.82 through 9.85 are in effect (note the different Retreat Direction in this scenario).

After the Briton player has finished his set-up, the Roman player may now proceed with his (initial) Naval Movement Phase.

SPECIAL RULES

Naval Rules

PLAY NOTE: This scenario uses only the movement mechanics from the naval rules.

The Roman Naval Movement Phase: Add a Naval Movement Phase for the Roman Fleet to the beginning of the normal Sequence of Play for each Game Turn. All galley movement takes place in this phase and nowhere else. No Initiative is needed; the Roman player can simply move any/all his galleys as he sees fit, within the rules for such.

Galley Movement: See section 4.2 and 6.3 of the naval rules. For this scenario, the biremes have a Cruise Speed of 8, Transports 7. Ignore Maximum Speeds.

Running Aground: The coastal waters of this area were uncharted for the Romans and, as such, proved somewhat treacherous. Each time a Roman galley enters a Moderate Sea hex that is adjacent to a Shallow hex, the Roman player must check to see if the galley has Run Aground. To do so, he rolls the die adding to that DR the difference between the galley's Speed and '5'. For example, a Speed/MA of '7' would incur a +2 DRM. If the DR is a 7 or more, the ship has Run Aground and must stop and cannot move for the remainder of the game. A 0-6 produces no effect, and the ship can keep moving.

Each time a Roman galley enters a Shallow Sea hex that is not a Coastal/Beach hex, regardless of whether the ship is totally in Shallow or not (e.g., 2922-3023), the Roman player must check for Running Aground as above (remember the DRM for Speed). If the DR is a 5 or more, the ship has Run Aground and must stop and cannot move for the remainder of the game. A 0-4 produces no effect, and the ship can keep moving.

Beaching: A galley may beach by moving the ship into a coastal/beach hex so that the prow of the ship faces the beach, but not the hexside dividing two beach hexes. If this is done, regardless of Speed, the ship is now grounded on the beach and cannot move for the remainder of the game.

Dropping Anchor: A galley that is all in Shallow Water, but not in a Coastal hex, may stop movement by Dropping Anchor. To drop anchor a galley must be moving at a Speed of '3' or lower. There is no cost to Drop Anchor, and the galley may Raise Anchor and move again, although it starts doing so with a Speed of '2'.

Debarking: Units on board may debark into any hex adjacent to the flanks of their ship; that is a possibility of 6 different debarkation hexes, but never into the front or rear hexes. The player does not have to use all six hexes, but there is no stacking when debarking (leaders and Aquila excepted). The Roman player may debark only one combat unit per activation into each flank hex. Aquilae may debark with any cohort; and treat both as one unit for debarking purposes. Any units left on board may not move until their leader gets another Orders Phase. A unit may debark only into an unoccupied hex.

Debarking is Movement. The costs to Debark are as follows:

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Debarkation Hex	*MP Cost*	*Cohesion Hits (CO/SK)*
Moderate Water	3	4/2
Shallow Water	2	2/0
Beach	1	1/0
Deep Water	Prohibited	-

No land unit may ever move or debark into a Deep Water hex nor a Level 1 hex. Units may move after debarking. Movement Costs to enter water hexes (only the Romans may do so) are listed on the Movement Cost Chart. Treat SK as LI for purposes of movement to/from a water hex.

EXAMPLE: A Transport with 5 cohorts starts the Naval Movement Phase in hexes 5819-5820, facing east, with a Speed/MA of 5. The Roman player increases the galley's Speed/MA to 6 and starts moving, as follows:

- *Directly forward, into 5818-9; cost = 1 MP.*
- *To his port, into 5717-5818; cost = 2 MPs.*
- *Dead ahead, into 5617-5717; cost = 1 MP. Stop to check for Running Aground. He rolls a 3, so, even with adding +1 DRM (for excessive Speed), he keeps on moving.*
- *Straight ahead, into 5516-5617; cost = 1 MP. However, he must now check for Running Aground in Shallow water. He rolls a 4 which, with the +1 DR, means the ship has run aground and must stop where it is (in 5516-5617, facing the beach).*

In an ensuing Orders Phase, the player debarks his cohorts from the transport. He places one cohort, each, in hexes 5417, 5517, 5515, and 5616. He chooses to leave the fifth cohort on board rather than placing it in Moderate water. The debarked units may then move onto land per the the Movement Cost Chart.

Galley Missile Capabilities: Each galley (including transports) has a built-in Scorpio unit at its prow. It is the same as, and is used the same, as a Scorpio unit except that it is always in Fire Mode. In addition, SK units may fire from on board the galleys. Briton units may not attack a galley, even a transport. (Simplistic? Perhaps, but we are trying to keep things on an even keel here.)

Briton Activation

Briton units may not move until their first Activation after a Roman galley has entered a Moderate Sea hex, even if it does not stay there. There is no Momentum penalty for issuing a Line Command on the first Game Turn in which the Britons may activate.

Briton Chariots

Chariot (CH) units have only a Movement Allowance; they have no Size and no TQ Rating. Chariot units cannot move at all, and this includes including Orderly Withdrawal, unless stacked with an eligible Light Infantry (LI) unit. If a Roman combat unit (of any type) moves adjacent to a CH unit alone in a hex, the CH unit is immediately eliminated.

Each Chariot may carry one Javelin-armed (only) LI unit. To note that a LI unit is mounted on the CH unit, place the CH on top of the LI unit. The combined CH and LI unit is treated as a single unit for stacking purposes. All other stacking restrictions apply to both a CH+LI stack and a CH alone in the hex. There is no MP or Cohesion Hit cost to the LI unit to either mount or dismount from a CH. However, a dismounting LI unit may continue to move only if the LI+CH combination moved less than the LI's printed Movement Allowance. The number of MP allowed is equal to the difference. Conversely, an LI unit mounting a CH can continue to move (as a mounted Chariot) up to the MA of the CH unit less the number of MP already used by the LI prior to mounting the CH. While stacked with an LI, the CH expends MPs to enter/cross terrain, or is prohibited from entering/crossing terrain per the Movement Cost Chart. However, Cohesion Hits for movement are applied to the LI only; CH units do not suffer Hits for Movement/Terrain.

LI mounted on CH units have the following special abilities/liabilities:

- They do not suffer any Cohesion Hits for moving a second (and third) time in a Game Turn, if they spend the entire Orders Phase mounted on the CH unit.
- They cannot Shock attack; they must dismount to do so. When mounted, they defend as LI.
- They may use Missile Fire using the "Infantry Javelin" row on the Missile Range and Results Chart (8.71). Missile Supply (8.16) does not apply while the LI unit is mounted. Remove any MISSILE LOW/NO markers from the LI unit when the unit mounts a CH.
- They may use Harassment and Dispersal fire (8.3) as LI, except that when die rolling for stopping (8.35), do not consider the TQ difference as a DRM. If stopped during a Harassment and Dispersal attempt, the CH unit is eliminated. The LI unit, now unmounted, must immediately make a TQ check. If the DR is higher than a unit's TQ, the unit incurs Cohesion Hits equal to the difference between the DR result and its TQ. The LI can move no further, nor can it initiate Shock, in this Orders Phase.

  PLAY NOTE: This means, pragmatically, that the Roman player will need a DR of 8 or 9 to "stop" the H&D LI+CH. However, it's safe to say that any stopped LI is now dead meat.

- All Cohesion Hits from Missile Fire/Shock apply to the LI unit. If the LI unit routs or is eliminated while mounted, the CH unit suffers the same fate.

Land Combat in Sea Hexes

Shock: The following Shock CRT combat shifts occur if at least one of the involved units is in a water or beach hex.

Column Adjust	*Situation*
3L	All units in all Sea hexes, attacker in deeper water.
3R	All units in all Sea hexes, defender in deeper water.
2L	All defenders in Shallow Sea hexes, all attackers in Beach hexes.
2R	All defenders in Shallow Sea hexes, all attackers in Beach hexes.
1L	All attackers in Beach hexes, all defenders in Clear hexes.
1R	All defenders in Beach hexes, all attackers in Clear hexes.

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Missile Fire: Shallow Water has no effect on Missile Fire, except that units in all Water hexes of any kind may not use Missile Fire. There is a -2 DRM on any Missile Fire at a target in Moderate Water (it is doubtful such missile fire will ever come to pass).

Rout: Units in Shallow or Moderate Water, but not Beach Hexes, that Rout are eliminated.

Cavalry Pursuit

Ignore the Cavalry Pursuit rule (8.6). Victorious cavalry advance per 8.5.

RETREAT DIRECTION

Roman units that cannot retreat towards their Aquila instead retreat towards the nearest Transport. Once they are on the Transport they cannot be rallied. Briton units retreat toward the North map edge.

VICTORY

The Roman army withdraws when units totaling **55** Rout Points have been eliminated. Treat routed CO units adjacent to their Aquila as eliminated for this purpose.

The Briton army withdraws when units totaling **40** Rout Points have been eliminated. Briton CH units are worth 0 RP.

Automatic: At the end of any Leader Activation after the Romans have landed, if there are no un-routed British LI in Level 1 hexes (LC and CH do not count), the Romans automatically win.

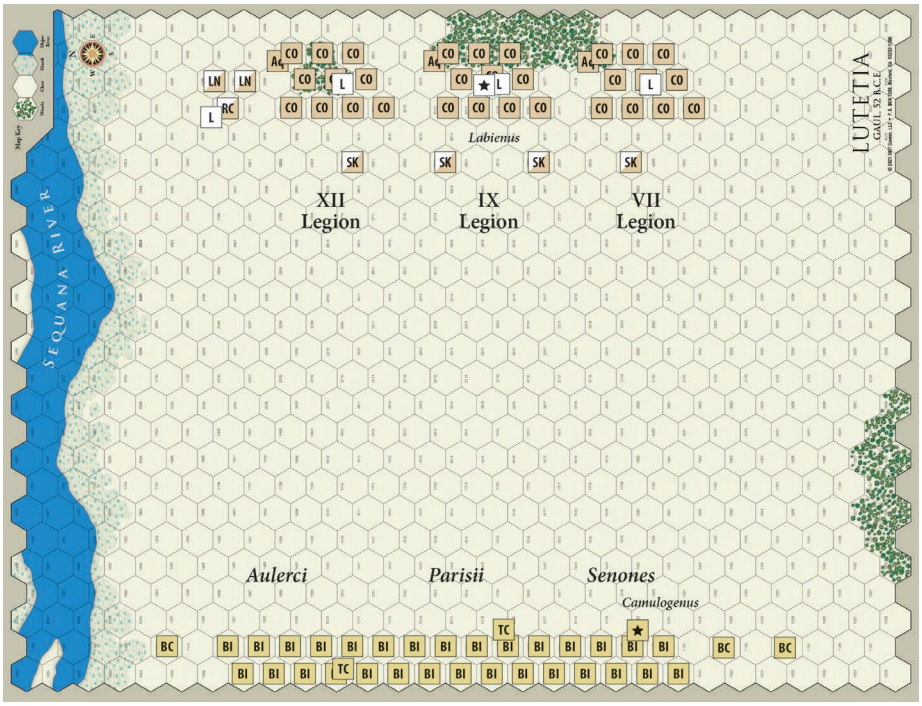
COMPETITIVE PLAY SUGGESTION

Use the Rout Point Bid Method.

Army Size and Troop Quality

Army	Units	Size	Rout Points	Rout Ratio	Avg TQ
Romans	23	103	151	35% [a]	7.0
Britons [b]	26	104	159	25%	6.1

a The Roman Rout Ratio is a bit lower than usual because of the nature of the operation.
b Excludes CH units.



THE BATTLE FOR PARIS

Lutetia, 52 BCE

Labienus vs. the Parisii, Aulerci, and Senones

HISTORICAL BACKGROUND

With word of a potential province-wide rebellion in the offing, Caesar, hearing that the tribes along the Sequana River, centered near the oppidum of the Parisii (Lutetia) were gathering for a fight, sent Labienus and four legions north to put them down.

The Parisii and other local tribes were feeling their oats, and, with an eye cocked on using those oats to make hay while Caesar was busy down south, they called in some allies, choosing the popular Camulogenus, king of the Aulerci, as their leader. It was while they were discussing strategy that Labienus arrived.

Labienus, sensing a bit of a problem here, decided to use a handful of ruses to split the Gallic forces. What followed was a series of river-crossings, and re-crossings, together with several red herrings sent up and down river, all of which caused much consternation in the Gallic camp as to what was going on. So, rather than sit home and find out by e-mail, Camulogenus marched the majority of his army (no indication as to its size) to meet what he hoped was a much-reduced Roman army.

Well, it was reduced, but Labienus still had three legions under his command. And they were more than a match for the Parisii, et al. The Gauls charged, doing well against the Roman left. However, the Roman right simply blew away its opposition, then turned "left" and flanked the entire Gallic army. After that, it was *sauve qui peut* all the way back to their oppidum, only to find that Labienus had burnt it to the ground (obviously in a fit of pique at his inability to

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get a reservation at Tour d'Argent). After handing the Gauls yet another beating, Labienus headed south to join Caesar just in time for Alesia.

HISTORICAL NOTE: The following, found in a recently discovered manuscript from excavations around French Disneyland, is thought by some to be a popular marching song of the tribes of the area.

My name is Camulogenus
My army is homogenous
My thoughts are quite androgynous
I'm king of many Gauls
E'en tho we be barbarian
Our tribes are non-sectarian
When threats are made Caesarean
We have a lot of …Gauls
Our body paint's splendiferous
Our woody glens coniferous
You may ask, "what's the differous?"
But then, you're not a Gaul
'Gainst Romans trés obstreperous
We'll even march trés schlepperous
Across terrain hexeperous
(What the heck is that?)
J. Caesar we will trammel
Just like some low-bred mammal
We'd walk a mile for our Camel

—A Druid-crazed bunch of Gauls

PRE-GAME NOTES

Map: Use the Lutetia half map. All we know about this one is that it centered on the island oppidum of the Parisii, Lutetia, today known as Paris. However, the battle did not take place there, but rather some distance upriver. All we have is the (lack of) description of the terrain, other than that the banks were marshy. The Sequana River is on the North edge of the map.

Balance: This is a straight-up battle, and that's not the type of fight the Gauls did well in, even if they do outnumber the Romans by about 35%. Heavily favors Romans.

Difficulty: Because of the relatively small number of troops, and lack of special rules, this is the most accessible battle in the box, and the one that gamers not familiar with the system should try first.

Playing Time: About 3-4 hours.

INITIAL DEPLOYMENTS

A Detachment in Force, under Titus Labienus

HISTORICAL NOTE: Labienus' command was four legions. One of them was being used to affect the ruse (see above) and guard the rear camp. Only three legions participated in the battle. The Scorpios were, most likely, assigned to the river ships Labienus had constructed.

Counters: Use the Caesarian Faction Legion, Leader, and Auxiliary counters. Use the VII and IX Legions *with* the "g" indicator and the Veteran XII Legion.

CO units stack 1 per hex unless noted otherwise.

UNITS	HEX(ES)
T. Labienus (OC) [a]	Anywhere
Legate, **XII Legion** [b]	CO (1-4) placed in any row that is within 4 hex rows of the eastern edge (34xx) of the map. CO (5-7) in a row behind and CO (8-10) in a row behind that row. The Aquila is placed stacked with a CO in the 2nd or 3rd. The Legate can be with or adjacent to any CO.
Legate, **IX Legion**	Same arrangement as the XII Legion
Legate, **VII Legion**	Same arrangement as the XII Legion
Legate, Gaul RC (1) Gaul LN (1-2)	May be placed anywhere within 2 hexes of a cohort
Numidia SK-A (1-2) Balearic SK-S (1-2)	May be placed anywhere within 2 hexes of a cohort

a Use the T. Labienus counter with the "Gaul" keyword. Labienus is not commanding any single legion; he is commanding the army. As such, he is treated as if he were an OC. Ignore the Strategy Rating.

b Use the Veteran Legion.

Roman Command Structure

There are no Section Commanders in this battle. Labienus is the OC. The Roman player may assign any of the Legates with the "Gaul" keyword to command the Legions/cavalry as he sees fit. Aquila rules 9.82 through 9.85 are in effect.

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The Parisii, Aulerci, and Senones, under Camulogenus, King of the Aulerci

HISTORICAL NOTE: The only two tribes that Caesar mentions as present were the Parisii and the Aulerci, although he does indicate there were more. Tribes north of the Sequana River (the Seine) were Belgae and it is doubtful they would have joined the Parisii. The nearest tribe to the first two was the Senones, so we allowed them to see a little action. Camulogenus, elected to overall command by acclaim and reputation, and Caverinus are historical.

Counters: Use Parisii counters.

UNITS	HEX(ES)
Camulogenus (OC, TC) Aulerci BI (1-10) Homerus (TC), Parisii BI (1-14) Caverinus (TC), Senones BI (1-6)	Deploy in rows 1000 and 1100 in two even battle lines of 15 units each.
Aulerci BC (1) Parisii BC (1-2)	Deploy in any hexes within 2 of the 1100 hex row

GALLIC COMMAND STRUCTURE

Use the Tribal Command System rules (4.6). Camulogenus is the TC for the Aulerci and the OC for the Gallic army and so can affect any unit; see 4.66 for the details. Homerus is the TC for the Parisii while Caverinus is the TC for the Senones.

All tribes begin the game with Barbarian Ferocity (9.6) and Gallic Impetuosity (9.7).

RETREAT DIRECTION

Roman units that cannot retreat towards their Aquila instead retreat towards the eastern map edge. Gallic units retreat toward the western map edge.

VICTORY

The Roman army withdraws when units totaling **80** Rout Points have been eliminated. Treat routed CO units adjacent to their Aquila as eliminated for this purpose.

The Gallic army withdraws when units totaling **50** Rout Points have been eliminated.

PLAY NOTE: Because the Gauls are under a unified command (Camulogenus) they do not rout as individual tribes.

COMPETITIVE PLAY SUGGESTION

Use the Rout Point Bid Method.

Army Size and Troop Quality

Army	Units	Size	Rout Points	Rout Ratio	Avg TQ
Romans	37	166	222	35%[a]	6.3
Gauls	33	219	195	25%	5.9

a Lower than other battles because Caesar is not present. Labienus was good, but, as the Civil War proved, he was no Caesar (especially in terms of his charisma, etc.).

GERGOVIA

Arverni Territory, 52 BCE

Julius Caesar vs

Vercingetorix, Chieftain of the Arverni

HISTORICAL BACKGROUND

The battle of Gergovia, the chief town of the Arverni, was the result of Caesar's attempt to force Vercingetorix into open warfare and abandon his successful scorched earth tactics of burning farms in the area and attempting to starve Caesar's army. Gergovia, which stood atop a long plateau with its northern side guarded by steep inclines and heavy woods and its southern half by a strong wall (which may or may not have extended around to the north), was where Vercingetorix chose to stand. He pitched a large camp for his men at the base of the southern wall, constructing a rough stone wall about six feet high, to guard the approach from the terraced countryside below.

Caesar faced Vercingetorix with six legions accompanied by his Aedui allies and some auxilia. Rather than risk a full frontal assault, Caesar decided to rely on his superior siege tactics. He ordered a double trench, 12 feet wide, to be constructed between a captured hill and his main camp. The trench allowed him to shuttle his troops from one camp to the other out of sight of the Gauls.

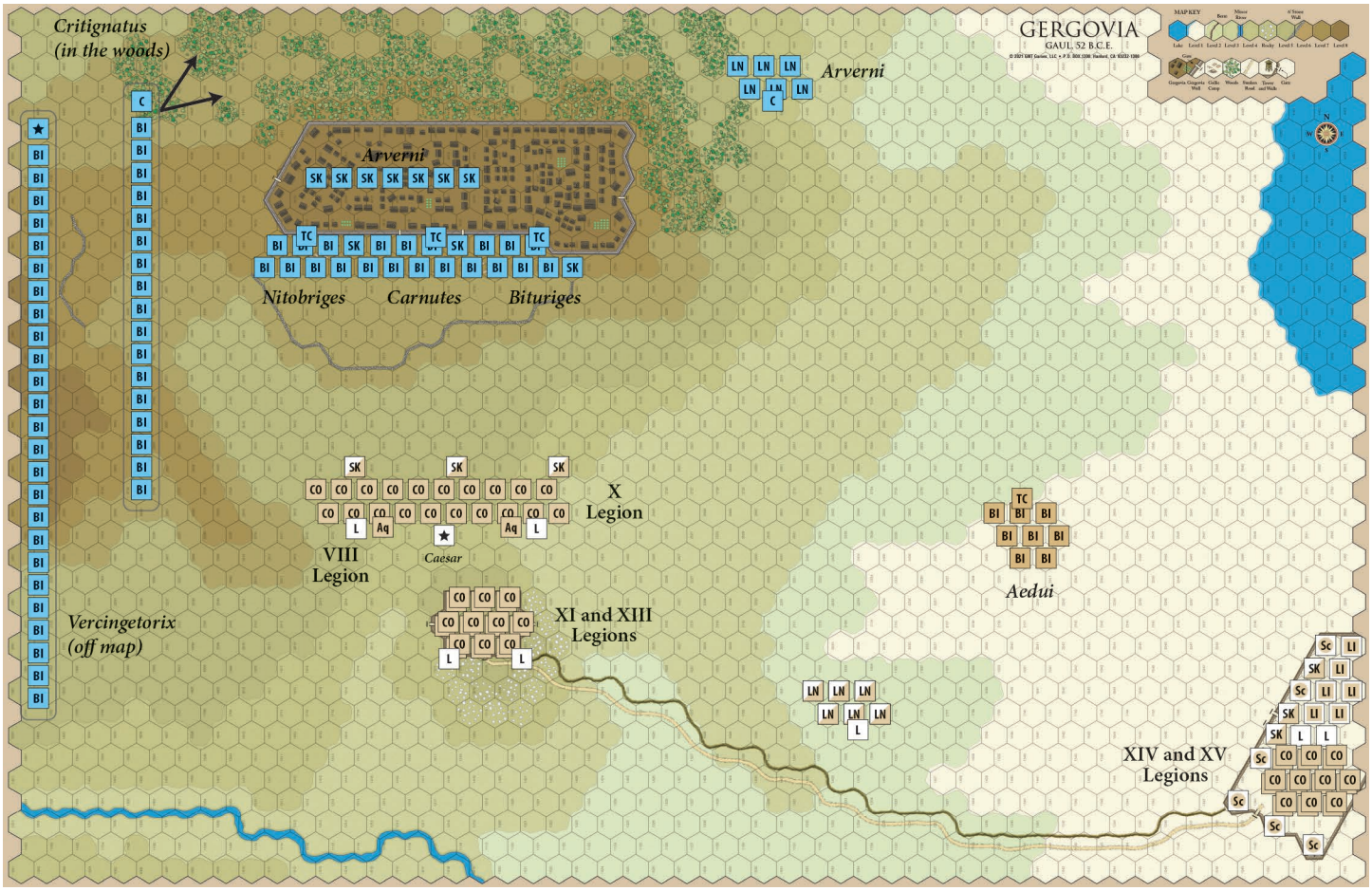
Caesar was now interrupted by trouble with his Gallic allies, the Aedui, whose force of 10,000 under Litavicus threatened rebellion. To deal with this threat Caesar took four legions and his cavalry and marched 25 miles to the Aedui camp. This swift response pacified the Aedui who surrendered without giving battle. Caesar then returned by a forced march overnight to rejoin the two legions hard pressed at Gergovia.

Caesar now realized his idea for encirclement would fail. His only chance of victory was to get Vercingetorix off the high ground. It is somewhat unclear from Caesar's narrative exactly what happened next. He ordered a small force to make a feint away from the town, drawing off many of Vercingetorix's troops. He then sent four of his legions, the others being held in reserve and as guards for his other camp, to clear the Gauls encamped below the town walls, which they did with alacrity.

He then ordered a general retreat to pull the defending Gauls off the high ground, but, being led by overeager tribunes or simply not hearing the trumpets signaling the retreat, these troops continued advancing on the town, reaching just below the walls, which a few legionnaires actually scaled and entered the town while the rest were jeered by a collection of topless townswomen. Interesting defensive tactic.

Alerted of the threat to the town, Vercingetorix, abandoning his defensive maneuvers, returned with the main body of his force, and counterattacked from two sides, driving the Romans down the hill. Caesar was able to prevent a total rout, however, by taking the X legion along with a few cohorts of the XIII Legion that had been left to guard the camp, and drawing them up on level ground in support of the fleeing Romans. Vercingetorix broke off his pursuit, returning to his fortifications around the town.

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The next day Caesar attempted to offer battle again but could not induce the Gauls to descend to level ground. Having failed to accomplish his objectives or improve his position Caesar then withdrew his forces, having suffered his first and only military defeat during his tenure in Gaul.

PRE-GAME NOTES

The Map: Use the Gergovia map. The map represents the area around the hilltop Gallic oppidum of Gergovia, located quite near the city of Clermont-Ferrand in today's France. Each hex is approximately 100 yards from side to side.

HISTORICAL NOTE: This site is quite well excavated, and there are several maps with exceptional detail for this battle.

Balance: Both armies are of a similar size and quality but the Gauls have a terrain advantage and of course the walls of Gergovia. The Gauls are favored but not overly so.

Difficulty: Though of moderate size in terms of the number of counters involved, Gergovia presents a challenge due to the natural terrain, fortifications, the number of special rules, and the overall situation, making it perhaps the most complex game in the box.

Playing Time: About 4 hours

INITIAL DEPLOYMENTS

DESIGN NOTE: It is not exactly clear what forces started where. It does appear that, for the Romans, the VIII and X Legions led the initial assault, that some cohorts were left to guard the big camp, and that the Aedui were encamped north of the Romans. For the Gauls, most of the non-Arverni were encamped in front of the walls, many of the Arverni were off to the west somewhere, some may have been in the woods …but very few were inside the oppidum.

Roman Army under Julius Caesar

Counters: Use the Caesarian Faction Legion, Leader, and Auxiliary counters. Use the X, XIII, and XIV Legions *with* the "g" indicator. Use the Veteran XI and XV Legions.

CO units stack 1 per hex unless noted otherwise.

UNITS	HEX(ES)
Legate G. Fabius [a], **VIII Legion**	2712–2716, 2613–2617
Legate Antistius, **X Legion**	2717–2721, 2618–2622
J. Caesar (OC) [b]	With or within 1 hex of any VIII or X Legion unit
Crete SK-A (1-3)	2814, 2818, 2822
Legate Caninius, **XI Legion** [c] Legate T. Sextius, **XIII Legion**	Inside the Small Camp, 2 CO per hex

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Legate Roscius, **XIV Legion** Legate Sulpicius, **XV Legion** Numidia SK-A (1-3) Numidia LI (1-6) [c]	Inside the Big Camp CO may stack
Legate L. Minucius [a] Gaul LN (1-6)	Within 2 hexes of 1733
Cnvctitvs (TC) [d] Aedui BI (1-8)	Within 2 hexes of 2540
6 Scorpios	1 in each Tower hex in the main Roman Camp

a The counter has the Gaul keyword.
b Use the J. Caesar Gergovia counter.
c The Numidian Light Infantry along with the Cretan and Numidian Archers are considered Auxiliaries.
d Actually, Convictolitavus, the leader of the allied Aedui.

Alternate Deployment

From his account, it appears that Caesar opened the engagement by moving a legion from the small camp toward the west to fix the attention of Vercingetorix's off map force. For those who would like to pick up the action from this point, we offer the following deployment alternative.

- Caninius and the XI Legion are not deployed or used.
- Vercingetorix and the off-map Arverni may not enter the map on Game Turn 1.

Roman Command Structure

There are no Section Commanders in this battle. Caesar is the OC. Use the Legate assignments in the setup instructions. Convictolitavus is the TC for the Roman-allied Aedui and uses the Tribal Command rules (4.6). Aquila rules 9.82 through 9.85 are in effect but note the exceptions in the scenario special rules.

Gallic Army under Vercingetorix

HISTORICAL NOTE: There is no indication of the size of Vercingetorix's army at Gergovia. It couldn't have been too large, as he could not overcome the two legion garrison under Fabius, that Caesar left in the large camp when he, Caesar, went off to quell the Aedui unrest (from which he had to race back to fight the battle we have here). The two-edged sword of Lack of Knowledge allows us to balance the game somewhat. So, we've given The Big V about as many men as Caesar.

Counters: Use Arverni counters.

UNITS	HEX(ES)
Teutmatus (TC) Ntbrges BI (1-7) Ntbrges SK-A (1) Cotuatus (TC) Carnutes BI (1-7) Carnutes SK-A (1) Vortex (TC) Bturiges BI (1-7) Bturiges SK-A (1)	Place in the Gallic camp hexes outside the walls of Gergovia (see Encamped Gauls rule)
Arverni SK-A (1-6)	Inside Gergovia
Vercingetorix (OC, TC) 25+ Arverni BI [a]	Off-map, near hexes 4001–4801 [b]
Critignatus (Chief) Balance of the 42 Arverni BI [a]	In any Woods hexes north of row 4300, inclusive [b]
Vrcsvinus (Chief) Arverni LN (1-6)	Within 2 hexes of 4630

a The Gallic player divides his Arverni BI between Vercingetorix and Critignatus as he sees fit if Vercingetorix has at least 25 units.
b When playing with an actual opponent, the Gallic player may deploy the on-map units "hidden". He writes down what hexes they are in and reveals them only when he moves them, or a Roman unit moves adjacent. He does not have to show the Romans how many are in each category (off-map or in woods).

Reinforcements

The Gallic player may bring Vercingetorix and his off-map force into play anytime Vercingetorix is eligible to activate. The units can be placed on any map edge hex from 4001 to 4801 inclusive. The first unit to enter a given hex pays 1 MP, with each succeeding unit entering via the same hex paying an additional 1 MP. For example, the third unit to enter via 4001 in that Orders Phase would pay 3 MP to be placed there. If the Gallic player decides to keep Vercingetorix and his force off map, Vercingetorix must Pass and is Finished for the Game Turn.

Gallic Command Structure

Use the Tribal Command System rules (4.6). Vercingetorix is the TC for the Arverni and the OC for the Gallic army. Critignatus is an Arverni Chief and may command any Arverni unit within his Command Range that is not within Vercingetorix's Command Range. Vercassivellaunus is an Arverni Chief that can command only Arverni cavalry. Teutmatus, Cotuatus, Vortex are the TC for Nitobriges, Carnutes, and Bituriges respectively.

HISTORICAL NOTE: There is no source indication, other than Vercingetorix, as to which Arverni were available and leading what troops. And we have no information as to the name of the chief of the Bituriges. Call him Ralph.

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SPECIAL RULES

Gallic Camp

Most of Vercingetorix's allies were encamped at the base of the walls of Gergovia. They did not form a lager, therefore there are no Wagon Trains and no Gallic lager. But they do have Gergovia. Gergovia, a fortified oppidum, is surrounded by stone and wood walls to which Gauls may gain access/leave by the gates, all of which is described in the next section.

DESIGN NOTE: It is our opinion that the Gauls slept/stayed inside Gergovia and used the aforementioned camp to train and display the army. Show of force stuff.

Gergovia

The oppidum of Gergovia is two levels above the hilly terrain on which it sits. Do not use elevation when entering or leaving Gergovia across a Wall/Gate hexside; use the specific cost listed to do so. Before a unit crosses a Wall hexside (in either direction), the player rolls a die for that unit. If the DR is the same as or higher than its TQ, that unit cannot cross and is finished moving for that Orders Phase. Otherwise, it may cross. Each unit must check separately; Roman cohorts cannot cross as a stack. Furthermore, an attempt to cross a Gergovia Wall hexside cannot be made if the unit making the attempt is adjacent to an enemy unit or if the hex inside Gergovia is occupied by a friendly unit.

HISTORICAL NOTE #1: Looking at the costs to do so and the ability to defend the walls, this would seem to be a rather futile act but some legionnaires did try it. Several sources state specifically that Caesar's units had no scaling equipment of any kind. Those men who did get over Gergovia's walls did so with a literal boost from their mates. Earned them the great respect of their compatriots …and an early grave.

HISTORICAL NOTE #2: The townswomen of Gergovia taunted the Romans by appearing topless at the edge of the walls. Not sure what this was intended to accomplish, but it is the only watchable scene in the French epic (farce), "Vercingetorix". We apologize for not providing counters for this.

The Stone Walls

The two stone walls south and southwest of Gergovia were very recently constructed by Vercingetorix. Caesar says they were about six feet high, making them a difficult barrier to movement. However, the Romans appear to have not had any problems crossing them. Given that they were most likely just piled stone, it is just as probable that the Roman troops knocked them down.

Only infantry units—no cavalry—may cross a stone wall, at the cost listed to do so. In addition, after crossing the player rolls one die for that unit. If the DR is the same as or higher than its TQ, that unit is finished moving for that Orders Phase. Otherwise, it may continue.

An adjacent unit not in an enemy ZOC may knock down a stone wall by spending all its Movement Points when activated to do so. Place a WALL DOWN marker atop that hexside to indicate there is no wall, just a pile of rubble.

Missile fire through a Stone Wall hexside at a target adjacent to the Stone Wall incurs a +1 DRM. A Stone Wall hexside blocks LOS unless the target and/or firer are adjacent to the Stone Wall.

The Sunken Path

Roman units may move using the dug-out Sunken Path, In Column if they wish. However, when so using the Path no Roman unit may be adjacent to another on the path (it was very narrow). The path is Clear terrain for movement-along purposes. The cost listed on the Movement Costs Chart for the Path is for crossing it, not using it.

The Berm on the northern side of the path was built from the dirt dug up for the path. It protected moving units and, to some extent, hid them from prying Gallic eyes. We have ignored the latter benefit for game purposes.

Elite Commanders

Caesar was not at his best at Gergovia (Dodge accuses him of tactical indecisiveness), hence we have reduced his Initiative Rating to '4'. Additionally, 5.5 applies to him as follows: he may use Elite Commander only on Game Turn 1. Vercingetorix was, in retrospect, at his best at Gergovia. Therefore, he gets Elite Commander status (and some nifty ratings). He may use this Elite ability once per game but not on Game Turn 1.

Encamped Gauls

Although the Roman attack began at midday, for some reason it caught the encamped Gauls literally napping. Therefore, these Gauls begin the game in Unalerted Status. Place an UNALERTED marker atop each TC in the Gallic Camp.

Unalerted: The encamped Gauls are Alerted by tribe the first time their Chief is activated. Alerting the tribe takes an entire activation; the units may not do anything that activation and the tribe's Chief is Finished for the Game Turn. All encamped Gauls, however, are Alerted the instant a Roman unit moves adjacent to any one of them. When alerted by either method, flip the UNALERTED marker with each TC to its DISORDERED side.

PLAY NOTE: Alerted status and Disordered status are on a tribe by tribe basis as indicated by the marker with the TC. All units of the tribe are in the same state.

Disordered: Upon being Alerted, an encamped unit is Disordered. While Disordered:

- there is a 2R shift on the Shock CRT when the unit is attacked by Shock, *and*
- the unit incurs a +1 DRM when using Missile Fire.

The Disordered status of a tribe lasts until the start of that TC's next activation. Remove the DISORDERED marker.

PLAY NOTE: The status of Disorder is brought about solely because of being initially Unalerted. It is not a combat result.

Arverni Archers

The Archers inside Gergovia have no leader (at the start). However, they may be activated without a leader in the Auxiliares Phase. They go before any Roman auxiliaries.

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Gallic Ferocity and Impetuosity

The Gallic player (and the Roman player for the Aedui) does not have to use Gallic Impetuosity (9.7) at the start of the game, but instead chooses the Game Turn (prior to the Auxiliaries Phase) during which the effects of Gallic Impetuosity begin. However, Barbarian Ferocity (9.6) is only applicable while the effects of Gallic Impetuosity are in play. Ferocity begins and ends when Impetuosity begins and ends; ignore 9.62 and the ending described in 9.7.

Roman Camp Artillery

The towers of the large Roman camp, in the SE corner of the map, each contain 1 Scorpio unit. The Scorpios may only Fire in a Gallic Orders Phase. No active fire is allowed. Each Scorpio may fire once per unit per Orders Phase at every Gallic unit that moves within Range. It may only Fire at a target once, but it may fire at more than one target during that activation. These Scorpios may not fire into the camp.

Recovery and Rally

The Gallic player may use Recovery, but only 1 hit is removed per Order. Roman units may not use Aquila Rally.

Cavalry Pursuit

The Cavalry Pursuit rule (8.6) is not used. Cavalry advance after combat using (8.5).

RETREAT DIRECTION

Roman units retreat towards the nearest of their camps instead of their Aquila. Routed Roman units in Camp do not have to Rout Move again. Gallic units retreat towards Gergovia. Once inside Gergovia, they do not have to Rout Move again.

PLAY NOTE: The proximity of the Roman camps and the nature of the engagement made the Aquila less effective than in a set-piece battle. For Play Balance purposes, ignore this rule if you feel that it overly handicaps the Roman player.

VICTORY

It is not clear what Caesar was trying to do at Gergovia; he is ingenuous about the whole operation. That doesn't make it overly easy to come up with Victory Conditions. We do know one thing (despite what Julie says): the Gauls won this one.

A player wins by being the first to reach his Victory Level in Victory Points (VP), victory being awarded the instant it occurs.

Roman Victory

The Romans must get **35** VP to win. They earn VP as follows:

VP	Earned How?
1	Each eliminated Gallic unit
2	Each dead Gallic Leader.
5	Vercingetorix killed.
2	Each Roman unit inside Gergovia.
3	Occupying 3801, 3802 and 3901 (all together).

Gallic Victory

The Gauls must get **25** VP to win. They earn VP as follows:

VP	Earned How?
1	Each Depleted or Routed Roman unit (Routed Depleted units still count 1).
2	Each eliminated non-Skirmisher Roman unit (do not count its Depletion as well).
1	Each eliminated Roman Skirmisher unit.
2	Each dead Roman Leader.
5	Caesar killed.
1	Each Gallic unit inside a Roman Camp.
2	Each Captured Aquila.

COMPETITIVE PLAY SUGGESTION

- Increase the Gaul win threshold to **30** VP.

Army Size and Troop Quality

Army	Units	Size	Rout Points	Rout Ratio	Avg TQ
Romans	86	404	N/A	N/A	6.0
Gauls	78	474	N/A	N/A	6.0

SIMPLE GBOH VERSION

This section contains the general information necessary to adapt Gergovia to the *Simple GBoH* rules. Refer to the Introduction section of the *Simple GBoH* Playbook 2nd edition for general setup instructions. Gergovia has its own Terrain Effects Chart. The general *Simple GBoH* chart is not used. The Special Rules are written with respect to the 2nd edition (2016) but will be playable with any edition.

5.1 Movement Allowances and Restrictions

Use the *Simple GBoH GERGOVIA* Terrain Effects chart provided with this module instead of the one from *Simple GBoH*.

7.6 Cavalry Pursuit

Simple GBoH rule 7.6 is not used. Cavalry advance after combat as other units (7.7).

10.1 Artillery

The following Roman Artillery Rule replaces the *Simple GBoH* rule:

> Scorpios may not move. Scorpios may only fire in a Gallic player turn. The Scorpios may fire once at every Gallic unit that moves within Range. It may only Fire at a target once, but it may fire at more than one target during that Player Turn.

11.1 Fortifications

Use the *Simple GBoH GERGOVIA* Terrain Effects chart provided with this module instead of the *Simple GBoH* Fortification Effects Chart. *Simple GBoH* rules 11.11 to 11.14 apply to this module. Ignore 11.15.

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GERGOVIA

Arverni Territory, 52 BCE

Julius Caesar vs

Vercingetorix, Chieftain of the Arverni

Deploy both armies as indicated in the module rules above. The Aquila are not used.

Playing Time: About 2 hours

Balance: The Romans are favored

ROMAN FORMATION CHART

Commander	Formation
J. Caesar [OC]/3	None
Fabius	Legion VIII
Antistius	Legion X
Caninius	Legion XI
Sextius	Legion XIII
Roscius	Legion XIV
Sulpicius	Legion XV
Convictolitavus	Aedui
Manucius/2	All Cavalry
(Auxiliaries)	All Archers

Multiple Formation Activation: The Roman player may use Caesar to activate up to four Legions together if their respective Legates are within Caesar's Command Range.

GALLIC FORMATION CHART

Commander	Formation
Vercingetorix [OC]/5	Off-map Arverni BI
Critignatus/1	On-map Arverni BI
Vercassivellaunus/2	Arverni Cavalry
Teutmatus	Nitobriges
Cotuatus	Carnutes
Vortex	Bituriges
(auxiliaries)	Gergovia Archers

Multiple Formation Activation: The Gallic player can activate all the Arverni BI if Critignatus is within Vercingetorix's Command Range (use the larger value). In this case, both leaders can move and be used to place units In Command.

All Gallic leaders use the smaller of the two Command Ranges for purposes of 4.11.

The Gauls player may bring Vercingetorix and his off-map force into play when activated. The units can be placed on any map edge hex from 4001 to 4801 inclusive. The first unit to enter a given hex pays 1 MP, with each succeeding unit entering via the same hex paying 1 MP additional. For example, the 3rd unit to enter via 4001 in that Player Turn would pay 3 MP to be placed there. If using the Alternate Deployment option, the Gallic player cannot activate the off-map Arverni before the 3rd Gallic Player Turn.

SPECIAL RULES

First Player: The Roman player goes first. There is no die roll.

Terrain: Use the *Simple GBoH GERGOVIA* Terrain Effects.

Gergovia: Use the standard rule.

Stone Walls: An adjacent unit not in an enemy ZOC may knock down a stone wall by spending all of its Movement Points. Place a WALL DOWN/RUBBLE marker atop that hexside to indicate there is no wall, just a pile of rubble.

Elite Commanders: Vercingetorix has Heroic Charisma, Caesar does not.

Impetuosity: When the Gallic player activates a tribe, he may designate that that tribe is Impetuous. A tribe may be so designated only once per game. A tribe remains Impetuous until at least two units of that tribe enter a Roman ZOC, at which point Impetuosity continues for the rest of the player turn, but is not used on any subsequent player turn. While Impetuous, the units in the tribe have their Movement Allowance increased by 1, may move adjacent to enemy units even if Out of Command, and receive a +2 DRM to the Shock DR when attacking. For the purposes of this rule, the On Map and Off Map Arverni are considered separate tribes.

Encamped Gauls: The encamped Formations are Alerted the first time the Formation is activated. The activated the units may not do anything that activation. All encamped Gauls, however, are Alerted the instant a Roman unit moves adjacent to any one of them. Upon being Alerted, an encamped unit is Disordered. While Disordered, the units:

- Incur a +2 DRM to all Shock combat DR Rout checks.
- Apply a +1 DRM to all Missile Fire rolls.

Disorder lasts until the next time the Formation is activated. In that activation, the ones may move/fight normally.

Arverni Archers: Ignore.

VICTORY

A player wins by being the first to reach his Victory Level in Victory Points, victory being awarded the instant it occurs.

Roman Victory

The Romans must get **35** VP to win. They earn VP as follows:

VP	Earned How?
1	Each eliminated Gallic unit
2	Each dead Gallic Leader
5	Vercingetorix killed
1	Each Roman unit inside Gergovia
3	Occupying 3801, 3802 and 3901 (all together)

Gallic Victory

The Gauls must get **25** VP to win. They earn VP as follows:

VP	Earned How?
1	Each eliminated Roman SK unit
2	Each eliminated non-SK Roman unit
2	Each dead Roman Leader
5	Caesar killed
1	Each Gallic unit inside a Roman Camp

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Caesar's Civil Wars

- Dyrrhachium. 48 BCE (Caesar: TCW)
- Lesnikia River. 48 BCE (Caesar: TCW)
- Pharsalus. 48 BCE (Caesar: TCW)
- Nicopolis. 48 BCE (Veni, Vidi Vici)
- Zela. 47 BCE (Veni, Vidi Vici)
- Ruspina. 46 BCE (Caesar: TCW)
- Thapsus. 46 BCE (Caesar: TCW)
- Munda. 45 BCE (Caesar: TCW)

INTRODUCTION

These scenarios cover all the major battles of the Civil War fought by Julius Caesar. Throughout the Civil War, a bitter fracas that pitted the dictatorial ambitions of Pompey the Great against the similar ambitions of Caesar …the former with Senatorial backing, the latter a more "popular" candidate …the two sides were using essentially the same armies: Marian legions, with sword-and-shield armed cohorts. The only notable exceptions were at the Battles of Ruspina, where a mobile, missile-aimed light force (Labienus and the Numidians) goes up against a classic, heavy infantry force (Caesar and 30 cohorts) and at the battles of Nicopolis and Zela against the outdated Hellenistic army of Pontus. A significant dimension of our analysis is the relative worth of the legions, in terms of their training and experience, as either Veteran, Recruit or Conscript. Legions with prior combat experience and a tradition of success are the Legion units' representative of the best of the post-Punic War tradition: Veteran Legions. Within this class we have also made certain, "famous" units, such as Caesar's X, are the first amongst equals. Legions that were raised prior to the Civil War but had spent most of their time as garrison units over semi-hostile populations are considered trained but not combat experienced: Recruit legions. Then there are the hastily raised cohorts, mostly Pompeian, who were more an armed mob than legion infantry: Conscript Legions. This effectively breaks an army into three distinct types of heavy infantry units. Caesar's forces tend to be a smaller, more experienced lot, while the Pompeian armies are a larger mixture of the three.

On the subject of "historical" unit designations, there are large gaps in our knowledge of the exact designations of most legions during this period. Most of the available information revolves around the better-known units and notes on non-political casualties, usually centurions, where there is often a reference to the parent unit. For purposes of this game we tried to get the unit designations for Pharsalus as close to correct as possible. This is a solid basis for most Caesarian armies for the remainder of the war, but for the Pompeian forces the designations, other than for Pharsalus, are often notional.

The rout levels for a Roman army of this period would normally be around 35% in game terms. However, we have interpreted the impact of Caesar's enlightened political initiative—his generosity during the Civil Wars stands out in remarkable relief next to his actions in the Gallic Wars—of not executing captured enemy leaders—at least until the end of the war—and incorporating the "losing" rank and file within his own organization, as a reduction in Pompeian army rout levels to around 30%. The corollary to this is that the Caesarian forces were more motivated because Pompey had no such policy in place; hence, Caesarian forces have rout levels of about 40% in set-piece battles.

FREE DEPLOYMENT

In the set-piece battles, players are always free to take the units available and see what they can do. In such case, one player should choose which side he wants, but he who does so first must also set up first. Players should set up within the line and frontage limits given for the actual deployments. We do not suggest this for either the Dyrrachium or Lesnikia scenarios, as they are not set-piece battles.

Players may also feel free to place their Section Commanders wherever they wish, within the parameters of which legions are being commanded by which SCs. The specific hex placements for SCs that we have given—where actually given—are "historical" only in that they are our best guestimate.

BALANCE

Our estimates of game balance refer to the competitive balance, i.e., who will win the game. Many factors enter into this, not the least of which is player skill combined with knowledge of the system. There are not too many evenly balanced battles in history, and, where possible, we have tried to provide alternate scenarios for competitive purposes. However, we have not skewed victory conditions ahistorically to do so. Our sound bites—which we have divided into "Heavily Favors", "Favors", and "Slightly Favors" plus our more elaborate commentaries for the individual scenarios, are based mostly on playtesting experience.

See the "Rules for Competitive Play" at the beginning of this book for methods of adjusting the listed balances. Players will also note that more than half of the battles favor Caesar's opposition; Caesar is favored only at Thapsus and Munda. This is some indication of why Caesar is considered a genius by many, if not all.

DRAMATIS PERSONAE

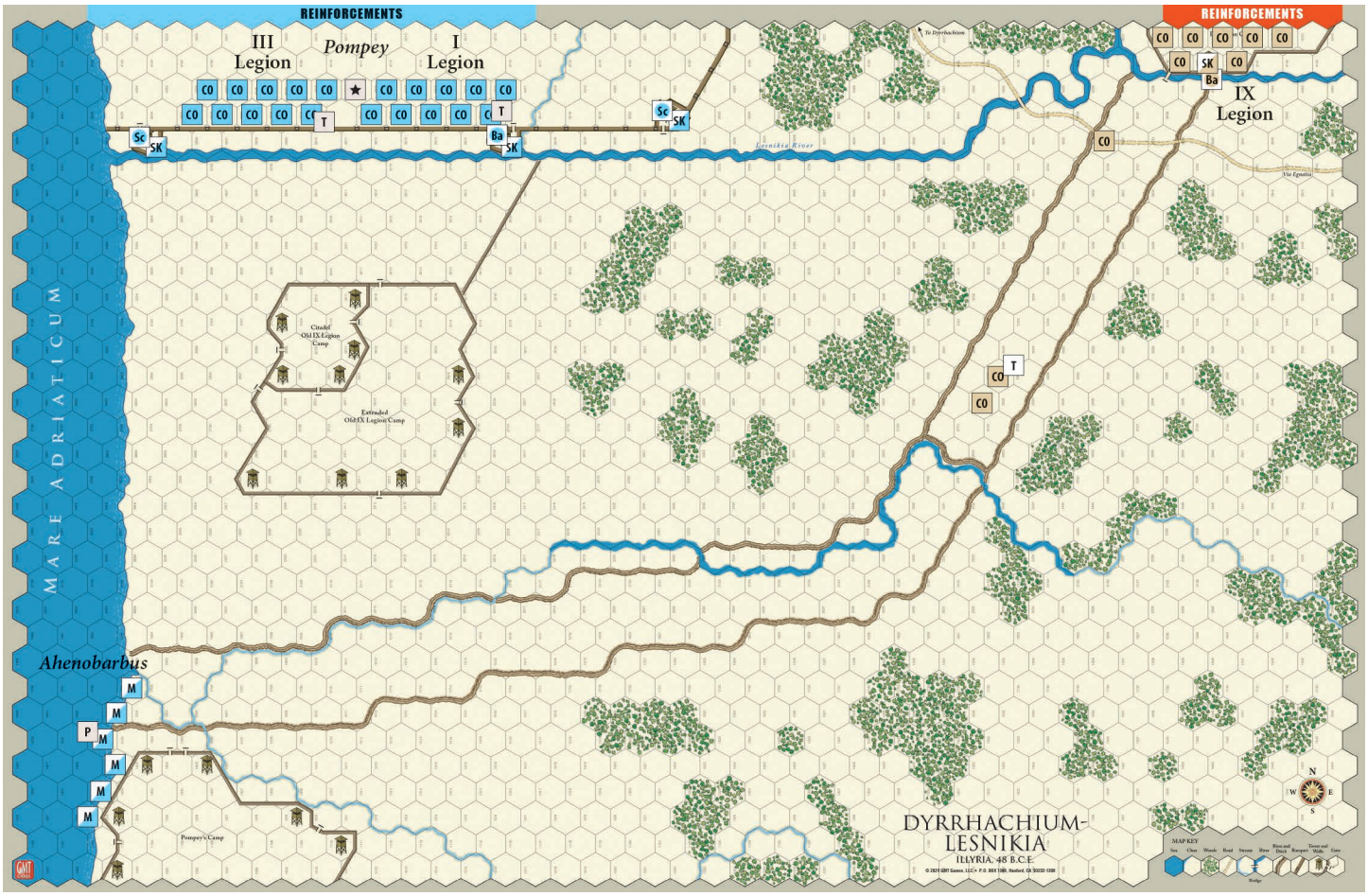
For those interested in this sort of thing—and we were, so maybe you will be, too—here are a list of the counter names, followed by the relatively full Latin names, as well as any other tidbits of information that, hopefully, make this a bit more than cardboard pushing. We have used the names in the popular form in which they appear in the sources.

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The Commanders of the Army of Julius Caesar		
Counter	***Full Name***	***Notes***
J. Caesar	Gaius Julius Caesar	The main driver of the events depicted here
M. Antony	Marcus Antonius	Marc Antony to you Shake-speareans, a major player in the post-Caesar wars, part of Second Triumvirate. Defeated by Octavian at Actium in 31 BCE, essentially signaling the end of the Republic.
Gn. Domitius	Gnaeus Domitius Calvinus	Key Caesarian wing commander. His problems with Pharnaces in Asia Minor led to the battle of Zela.
P. Sulla	Publius Cornelius Sulla	Nephew of the infamous Sulla of the previous generation. Caesarian Wing commander in Greece.
A. Lepidus	Marcus Aemilius Lepidus	Political heavy hitter, Caesar's man in Spain, probably, but not definitely, at Munda. Lesser third of Second Triumvirate with Antony and Octavian.
Q. Pedius	Quintus Pedius	Nephew of Caesar; with army in Spain.
F. Maximus	Quintus Fabius Maximus	Caesarian officer in Spain. We gave him a Section command as no one else "volunteered".
C. Rebilus	Caius Caninius Rebilus	Caesarian officer throughout the campaigns.
King Bogud	King Bogud	King of West Mauretania; his brother, Bocchus, was King of East Mauretania. Several sources list him as Bogus (not to be construed as a commentary on his historicity).
Legate Deiotarus	King Deiotarus	Roman client king of Galatia and Lesser Armenia. Switched loyalties to Caesar after Pharsalus. Legio XXII Deiotariana began as part of the Galatian army and was incorporated into the Roman army at Deiotarus' death.

The Commanders of the Senatorial Army of the Pompeians		
Counter	***Full Name***	***Notes***
Pompey	Gnaeus Pompeius Magnus	Pompey the Great, the Senate's choice for dictator. Pompey added his cognomen, Magnus, or The Great, on his own (despite his insistence that Sulla gave it to him).
Gn. Pomp.	Gnaeus Pompeius	Son of Pompey the Great; took over after father's death in Egypt. The Magnus cognomen was never applied to any of Pompey's sons, even though they were legally entitled to it.
Sx. Pomp.	Sextus Pompeius	Younger son of Pompey, survived Caesarian wars and was active in Octavian Civil Wars.
C. Lentulus	Lucius Cornelius Lentulus	Very anti-Caesar; appears to have been with Pompey in Greece, much to the latter's detriment, as he was a truly bad commander.
C. M. Scipio	Quintus Caecilius Metellus Pius Scipio	Not overly adept carrier of the Scipio family cognomen; he was Pompey's father-in-law. Commanded at Thapsus by dint of patrician rank.
D. Ahnbrbs	Lucius Domitius Ahenobarbus	Failures at Corfinum and Massilia led to his being given wing command at Pharsalus, where he was killed. Latin version, at least in name, of Barbarossa.
T. Labienus	Titus Atius Labienus	Caesar's most valuable lieutenant in Gaul, a major military talent, only commander of note to side with Pompey. Why did he do that? He hated Caesar, it appears.
L. Afranius	Lucius Afranius	Old-line Pompey lieutenant. Failed to support Scipio at Thapsus and was killed in retreat.
A. Varus	Publius Attius Varus	Pompeian-allied governor of Africa; killed commanding wing at Munda.
M. Petreius	Marcus Petreius	Pompeian cavalry commander; fought suicide duel with Juba after Thapsus
C. Piso	Gnaeus Calpurnius Piso	Pompeian cavalry commander in Africa. Ended up consul under the Emperor Augustus (Octavian)
Pacidieus 1 Pacidieus 2	The Pacidei	Other than that the Pacidei were cavalry commanders at Ruspina, not much more info available.
King Juba	Juba, King of Numidia	Probably the last of the great Numidian cavalry leaders. Except that he wasn't that great.
Pharnaces	Pharnaces King of Pontus	Pompeian client king of Pontus; victor at Nicomedia but victim at Zela – Veni, Vidi, Vici

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The Battle of Dyrrhachium

Breaking the Blockade: Illyria, 48 BCE

Caesarian Army under Julius Caesar vs. the Senatorial Army under Pompey the Great

HISTORICAL BACKGROUND

Skipping over much detail …following Caesar's moving his XIII Legion across the Rubicon into Italy, the legions and the population scurried to take sides for the coming wars, dreaded by all, except those who promulgated them. Caesar's rapid mobilization and movements, aided by the rather shaky allegiance of many of Pompey's Italian troops, forced Pompey to move the theater of action across the Adriatic to Greece (Illyria) while Caesar went to Spain to fight an "army without a general."

After wreaking much havoc on Pompey's main recruiting ground (Spain), Caesar turned east to address the "general without an army." Pompey, however, here had the advantage that he controlled the local seas with his huge fleet. This meant that if Caesar wanted to go after him, he would not only have to get to him, but it would mean that supplying his legions would be an immense problem. Unfortunately, Pompey assumed Caesar would never try to cross in the approaching winter. One of Caesar's greatest strengths was his ability to move a lot faster than his opponents ever assumed, and early in January, 48 BCE, with only twelve galleys as escort, he and his troops slipped across to Illyria, catching Pompey's fleet commander, Bibulus, and his 120+ galleys, napping. Unfortunately, his supply transports, under Fufius Calenus, did not fare as well.

There now followed a sequence of move, counter-move along the Illyrian coast, the end result of which found Caesar's supply-starved army between Pompey's land access (but not sea access) to his main supply port, Dyrrachium, while Pompey's fleet negated any chance of Caesar being supplied by sea. Caesar, his military position somewhat shaky, now decided to blockade Pompey's army, both for morale purposes as well as to make it difficult for Pompey to forage for his large cavalry arm.

With that, the race was on, and both sides worked feverishly to extend their lines south to the sea. While Pompey completed his works to the sea, just north of the Lesnikia River, Caesar, in order to complete his lines and protect the workers, built walls of contra- and circumvallation from north of the Lesnikia to the sea, about a mile south of Pompey's lines. Unfortunately, he forgot to close off these works with a transverse wall at the sea's edge, and Pompey soon became aware of this "hole".

Pompey's plan was excellent. With virtually all of Caesar's troops north of the Lesnikia, he landed a contingent of marines at the open end of the corridor while at the same time storming across the river with what eventually amounted to 60 cohorts. Pompey's legions rolled across the plain towards the new IX Legion camp, only to be stopped just short of the Via Egnatium. Shortly thereafter, Caesar

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counterattacked with 13 cohorts, driving Pompey's tired men back to about a mile from the river. But the surprise assault had worked. Pompey had broken Caesar's lines and gained access to the grazing lands south of the Lesnikia. The blockade was broken.

PRE-GAME NOTES

Map: Use the Dyrrhachium-Lesnikia map

Difficulty and Balance: Heavily favors Pompey

Pompey is favored given his numerical superiority, plus the fact that his "geographic" objectives are close. However, if Caesar can use his command capabilities and first-line legions to defeat Pompey in detail and deny him the corridor, he can pull out a (surprising) victory.

This is a good game to learn the basics of the system, as it starts with relatively few units, there is no cavalry, and plays rather quickly, with lots of movement. The only difficulty may be in implementing the terrain rules for the camps, etc.

Playing Time: This relatively quick battle can be completed in an evening, about 3 hours or so.

INITIAL DEPLOYMENTS

The Army of Julius Caesar

Counters: Use the Caesarian Faction Legion, Leader, and Auxiliary counters. Use the IX and X Legion counters *without* the "g" indicator.

UNITS	HEX(ES)
Tribune IX [a]	2932
3 IX CO	2832, 2932, 3836
5 IX CO	Inside IX Legion Camp, hexes 4238-4243, 4138-4140
2 IX CO	See IX Legion Sentries rule
1 Ballista Numidia SK-A (1) [b]	4139
Reinforcements - Game Turn 2	
M. Antony (SC), Aquila IX **VIII Legion** Tribune Alaud, Aquila Alaud Alaud CO (1-2)	Enter through any hex between 4238 and 4243 inclusive
Reinforcements - Game Turn 3 [c]	
J. Caesar (OC) [d] **X Legion** Alaud CO (3-7)	Enter through any hex between 4238 and 4243 inclusive

Reinforcements may enter the game In Column.

a Lentulus Marcellinus, by name.
b These units cannot move; they do not count towards Rout Points.
c The cohorts of the Alaudae Legion may move under Caesar or the X Tribune until they come within range of their own Tribune. However, if they enter in Column, they may not leave that formation until they are within range of their own Tribune. The three missing cohorts of the Alaudae are considered to be on garrison duty up and down the lines, to the north.
d Use the J. Caesar CW counter.

Caesarian Command

Section Commanders are used in the battle. There is only one, Marc Antony. He is SC for all the legions. However, Caesar may act as SC if the player wishes; see 4.56 for the details. However, Caesar cannot direct (4.55 #4) any legion directed by Marc Antony in the same Game Turn. Aquilae rule sections 9.82 and 9.85 are not used.

The Senatorial Army of Pompey the Great

Counters: Use the Senatorial Faction Legion, Leader, and Auxiliary counters.
CO units stack 1 per hex unless noted otherwise.

UNITS	HEX(ES)
Pompey (OC, SC)	With or adjacent to any unit from I or III Legion
I Legion	3911-3915, 4012-4016
III Legion	3905-3909, 4006-4010
D. Ahnbrbs Marines (1-6) [a]	1202, 1302, 1403, 1502, 1603, 1703
2 Scorpios, 1 Ballista Crete SK-A (1-3) [b]	3804, 3816, 3921 (1 artillery and 1 SK)
Reinforcements - Game Turn 3	
C. Lentulus (SC) **Macedn A Legion** **Macedn B Legion**	Enter through any hex between 4203 and 4217 inclusive
Reinforcements - Game Turn 5	
C. M. Scipio (SC) [c] **Crete Legion** **Cilicia Legion**	Enter through any hex between 4203 and 4217 inclusive
Reinforcements may enter the game In Column.	

a Pompey's assault by sea. These units are under the command of Ahenobarbus.
b These units are not allowed to move; they do not count towards Rout Points.
c Use the counter with 2-Stars.

Pompeian Command

Section Commanders are used in the battle. Lentulus is the SC for the two Macedn legions; Scipio the SC for the Crete and Cilicia legions. Pompey is the OC and is the SC for the I and III legions (4.56). Ahenobarbus is *not* acting as a SC in this battle but as a Prefect (Inf Prf) for the Marine LI. Aquilae rule sections 9.82 and 9.85 are not used.

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SPECIAL RULES

Forts and Camps

- Pompey's Camp, in the SW corner of the map, does *not* exist.
- The old IX Legion camp in the center of the map and the wall leading to the river both exist (the west side of the Wall is the outside) but is unoccupied. The smaller, inside camp had been built by Caesar's IXth Legion to prosecute the siege and guard the soldiers working on the contra- and circumvallation lines. Pompey had enlarged it, but then left it. The camp is empty and can be entered by either side.
- The transverse berm, running 2730-2632, does *not* exist.

Pompey's Ramparts

The southernmost extension of Pompey's blockade lines are the ramparts north of the Lesnikia in the NW section of the map. Pompey's legions start behind these ramparts, which may be crossed. Units In Column ignore the Cohesion cost for entering a Tower hex through a Gate. The area north of the rampart is not considered a camp or fort for purposes of 11.23/11.24.

PLAY NOTE: You'll notice that such movement is best accomplished In Column through the gates located at the Towers.

IX Legion Sentries

Two cohorts of the IXth Legion are on Sentry duty within the lines of circumvallation and contravallation. They were historically dispersed all along the line and they were about to be relieved when Pompey struck. Do *not* place these two cohorts on the map at the start of the game. Instead, *after* each Pompeian player Orders Phase, the Caesarian player rolls a die.

- A DR of 8 or 9 means nothing happens, but
- On a DR of 0-7, the Caesarian player places the two IX Legion cohorts on the map in any hex between the lines of circumvallation and contravallation where a path of hexes free of enemy units or their ZOCs can be traced between the placement hexes and the IXth Legion camp (4138).

After putting the units on the map, roll the die again for each cohort and divide the result by 2, rounding up, but with a "0" producing a '1". This is the number of Cohesion Hits that cohort has.

RETREAT DIRECTION

The Pompeians, including the Marine units, retreat towards the ramparts on the north side of the Lesnikia River. Any Pompeian unit that retreats across the Lesnikia is considered eliminated.

The Caesarians retreat towards the IXth Legion camp (4138). Units that rout into the camp are considered eliminated. Units that rout across the Lesnikia River that are not within 2 hexes of the IXth Legion camp are eliminated.

VICTORY

We use a dichotomous method for determining victory in this scenario, mostly because the purpose of Pompey's assault is to break Caesar's siege lines in order to gain forage for his cavalry units. To do this he has to seize or break Caesar's lines of circumvallation and contravallation.

Therefore, the usual Rout Point levels are not used to determine who has won, but rather to determine when the game ends. The game ends at the end of any Game Turn in which either side has reached its Withdrawal Level.

Once the game ends, the Pompeian player takes Caesar's Rout Points, to which he adds the total of the first two digits of the Penetration Hex—the hex within the circumvallation/contravallation lines that represents his farthest level of control—and the last two digits! He must be able to trace a line of hexes, free of enemy units and ZOCs inside the lines, from that Penetration Hex to any of the Marine placement hexes (1202, etc.).

EXAMPLE: Pompey's Penetration Hex is 2124, He therefore adds 45 (21 + 24) to Caesar's Rout Points to give him his Victory Point totals.

The Caesarian player uses Pompey's Rout Points as his Victory Points.

Pompey wins if his VP's are at least **20** more than Caesar's. The wider the difference, the more impact the victory has.

The game ends when the Caesarian army has units totaling **75** Rout Points eliminated and/or when Pompey's army has units totaling **95** Rout Points eliminated.

For play balance purposes, the Rout Point Bid Method should work quite well for this game using Pompey's VP differential instead of the usual Rout Points. If the Caesarian player needs more help, we suggest that Pompey's Game Turn 5 Reinforcements arrive solely by die roll. Starting with Game Turn 5, the Pompeian player rolls the die. If he rolls a 0 or a 9, he gets those reinforcements. Otherwise, he waits until the next Game Turn. This is quite ahistorical but should help the Caesarians immensely.

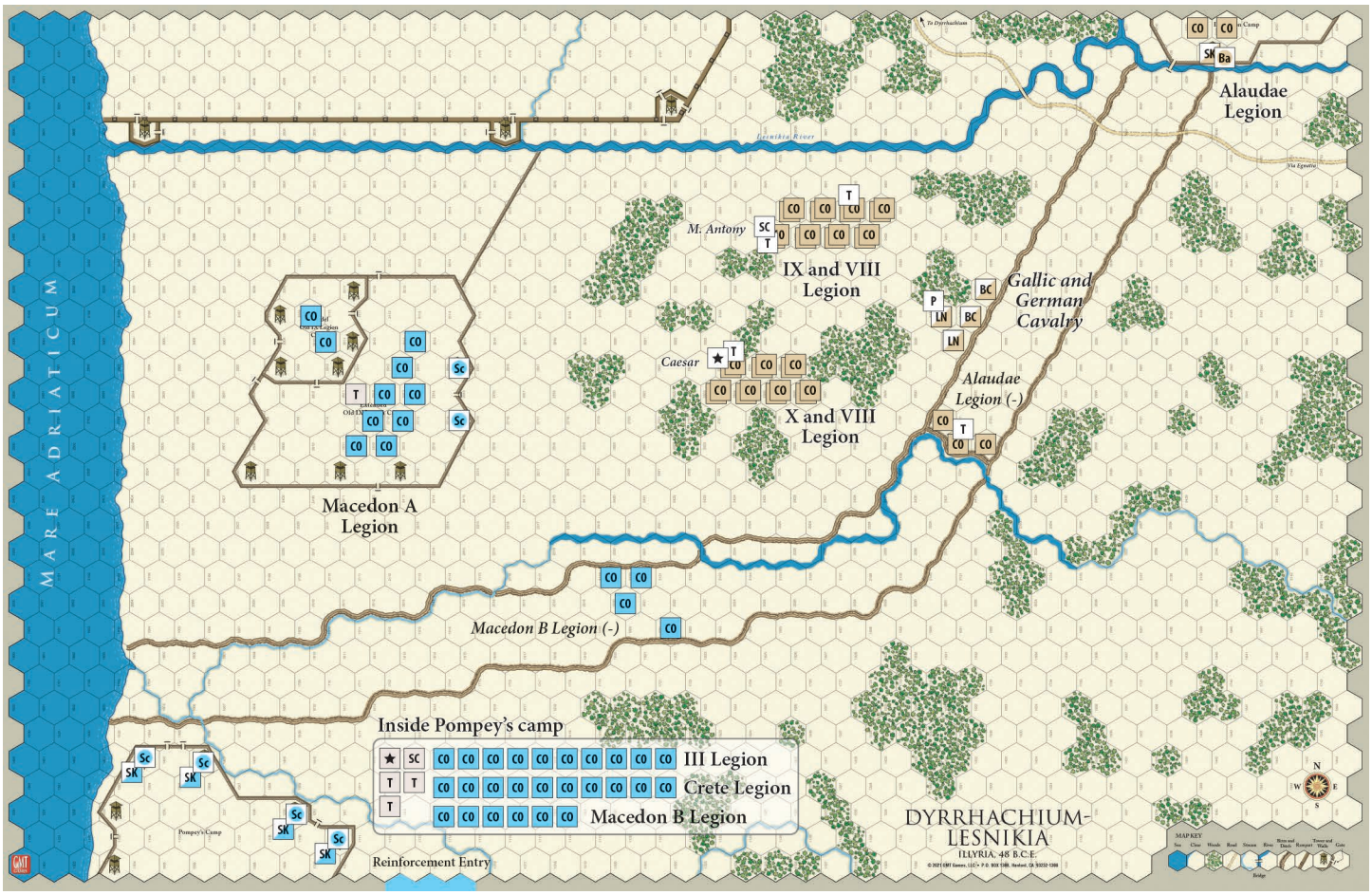
Army Size and Troop Quality

Army [a]	Units	Size	Rout Points	Rout Ratio [b]	Avg TQ
Pompeians	66	330	365	25%	5.5
Caesarians	37	185	249	30%	6.7

a Excludes Skirmisher and Artillery units

b Because RPs are being used for a somewhat different reason than normal, the Rout Ratios are 10% lower than normal.

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The Battle of Lesnikia River

Caesar's Counterattack: Illyria, 48 BCE

Caesarian Army under Julius Caesar vs. the Senatorial Army under Pompey the Great

HISTORICAL BACKGROUND

Pompey had broken the blockade and dealt Caesar a bloody nose. To reinforce his position and make it safe for his large herd of cavalry horses to graze, Pompey began construction on a large camp a couple of miles south of the river. He also left a garrison of one legion in the old IX Legion camp and moved most of his army into the newer, larger one.

Caesar saw the thinly held camp as an opportunity to regain the coastline once again and, perhaps, revive the morale of his troops. He therefore took 33 cohorts with a small escort of cavalry and at night led them across the Lesnikia. Using darkness and the woods as a cover, Caesar's two columns fell on the old fortification, garrisoned by only one legion. The left column quickly overcame the guards and stormed into the camp. However, the right column became confused in the dark, thought the wall that extended north to the river was the camp, and, after banging around that for a while, stormed into the area behind it.

By this time, the alarm in Pompey's camp was up. Sending his cavalry into the area east of the old camp, he took four legions and counterattacked. Caesar's right wing column, in the dark, unprotected, with legions to their front and cavalry in their rear (Pompey's horse had made quick work of Caesar's dismal escort), panicked and scattered. This left Caesar's left wing, about a legion and a half, to defend the hard-earned position inside the camp against all of Pompey's army. It didn't help when they learned that half their army was gone, as a result of which the left, too, took flight. By this time, it was almost total disorder, with all of Caesar's men streaming back towards the safety of the new IX Legion camp.

Luckily for Caesar, probably because of the disorder of fighting at night and the lack of surety as to exactly what was happening, Pompey did not pursue. Caesar had lost almost 1,000 men, and he was forced to withdraw into Thessaly to regroup.

PRE-GAME NOTES

Map: Use the Dyrrhachium-Lesnikia map.

Difficulty and Balance: Heavily favors Pompey.

This is less of a battle and more of a raid. Caesar has a pretty fair chance of initially obtaining his objective—taking and holding the Camp; all he must do is then hold it while four Pompeian legions descend on him. Historically, Caesar got blown out in a couple of hours. While this imbalance heavily favors the Pompeians, it is fun to try to be Caesar.

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Even with the overlay of fortification rules, this is not a difficult game to play, as it is freewheeling in form. This battle moves along quickly, as it is not a set-piece affair.

Playing Time: An evening should bring it to conclusion, about 3 hours or so.

INITIAL DEPLOYMENTS

The Army of Julius Caesar

Counters: Use the Caesarian Faction Legion, Leader, and Auxiliary counters. Use the IX and X Legion counters *without* the "g" indicator.

CO units stack 1 per hex unless noted otherwise.

UNITS	HEX(ES)
2 Alaud CO 1 Ballista Numidia SK-A (1)	Inside IX Legion Camp; hexes 4240, etc.
Tribune Alaud, Aquila Alaud 3 Alaud CO	2730, 2631, 2632
Praefect (Cav Prf) Gaul LN (1-2) German BC (1-2)	3031, 3130, 3131, 3232
Left Column	
J. Caesar (OC, SC) [a] **X Legion**, VIII CO (1-4)	2823-2826, 2923-2925
Right Column	
M. Antony (SC) **IX Legion** [b, c] Tribune VIII, Aquila VIII VIII CO (5-10)	3425-3428, 3525-3528

a Use the J. Caesar CW counter.
b All cohorts of the IX Legion are Depleted.
c The IX Legion Tribune is Lentulus Marcellinus by name.

Caesarian Command

Section Commanders are used in the battle. Caesar is acting as both OC and the SC for the Left Column. Antony is the SC for the Right Column. The 4 cohorts of the VIII Legion in Caesar's column are considered part of X Legion. The Praefect commands the cavalry. Aquilae rule sections 9.82 and 9.85 are not used.

The Senatorial Army of Pompey the Great

Counters: Use the Senatorial Faction Legion, Leader, and Auxiliary counters.

CO units stack 1 per hex unless noted otherwise.

UNITS	HEX(ES)
Macedn A Legion 2 Scorpios	Inside the old IX Legion camp: At least 2 CO must be placed inside the "citadel" (the smaller fort within the camp). No CO may be placed adjacent to an outside wall hexside. The Scorpio units may be placed in any Tower hex.
4 Macedn B CO	2119, 2120, 2020, 1921
Pompey (OC) C. M. Scipio (SC) [a] **III Legion** **Crete Legion** Tribune Macedn B 6 Macedn B CO	Inside Pompey's Camp
4 Scorpios Crete SK-A (1-3) Pontus SK-A (1)	In any Tower hex inside Pompey's Camp (1 Scorpio and 1 SK per hex)
Reinforcements – See Raising the Alarm Special Rule	
C. Lentulus (SC), **I Legion, XVII Legion,** T. Labienus (Cav Prf), Gaul RC (1-2), Cappadocia LC, Thrace LC, Macedon RC, Thessaly RC (1-2)	

a Use the counter with 2-Stars.

Pompeian Command

Section Commanders are used in the battle. Pompey is the OC. Scipio is the SC for the Legions that begin the battle on the map. Lentulus is the SC for any reinforcement Legions. Labienus is a Praefect commanding the cavalry. Aquilae rule sections 9.82 and 9.85 are not used.

SPECIAL RULES

Pompey's Siege Lines

The ramparts and towers of Pompey's lines north of the Lesnikia River were undoubtedly manned. However, they are not in this game …mostly because it is not an objective of Caesar. Therefore, to simulate this, no Caesarian unit can cross the Lesnikia River to the north within 2 hexes of a Rampart.

Camps and Forts

All Camps and Forts on the map are active and in place, including the transverse berm "wall" built connecting the lines of circumvallation and contravallation: 2730, 2631-2.

Abandoned IXth Legion Camp

Pompey had extended the size of the abandoned IX Legion camp to its full parameters. The original, one-legion fort is somewhat of a citadel, but the two camps are pretty much the same …one is just larger than the other. Pompey had originally thought this would be a good place to fortify, but then changed his mind to construct the camp at the southern edge of the map.

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Detection

Caesar's raid was conducted at night, and the approach march seems to have been covered by some woods. We find it hard to believe that any woods would remain once the siege lines were established, but the sources mention them several times. As a result, the Pompeian forces didn't realize what had happened until the camp came under assault. Now, with fires lit along the walls there would be some night vision available, but, given the problems of same, it would be minimal …and Pompey did not appear to have any pickets in the area to the east of the camp (as there are within the lines to the south).

No Pompeian leader may be activated until Caesar's troops are Detected, as it is night. Detection occurs the instant:

- Any Caesarian unit moves within 2 hexes of the Old IX Legion Camp, *or*
- Any Caesarian unit crosses the wall that extends from the Old IX Legion Camp to the Lesnikia River.

If neither of the above has occurred, in the Camp Movement Phase the Pompeian player rolls the die. He adds to the DR the distance in hexes that the nearest Caesarian unit is to a wall hexside of the Old IX Legion Camp. Count from the Caesarian unit (not counting that hex) to the wall. If the distance includes any woods, there is no detection to that unit. If the DR + Distance is "8" or lower, Caesar's columns have been Detected.

The instant Detection takes place:

- The camp Scorpios may Fire once.
- The Tribune of the Macedn A Legion is available to be active. If it is during a Caesarian Orders Phase, the next leader to be activated is that Tribune. If it is during the Camp Movement Phase, the cohorts of the Macedn A may move, etc. per 11.24 even though Macedn A Tribune is in the camp.
- The rest of Pompey's army is now eligible for the Raising of the Alarm rule; see below.

Raising the Alarm

In Caesar's words, news of his attack reached Pompey "…after a fairly long interval." Lord knows exactly what that means. Normally, one would think that the sheer sounds of battle would have alerted Pompey rather quickly. However, his men were still busy constructing his new camp, and that may have muffled any noise emanating from elsewhere. Then again, the men of the Macedn A Legion were only about a half a mile from Pompey when they were attacked, so how long would it have taken for a messenger to "sound the alarm?" Whatever, it's all conjecture. And here's what our conjecture results in.

A. In the Game Turn after the turn in which Detection occurs, the Pompeian player may activate any/all leaders and units inside Pompey' s Camp. He may treat them as In Column if he wishes.

B. In the Game Turn after Pompey's Camp is activated, all units listed as Reinforcements are free to be activated. They enter the map through hexes 1012-1015.

DESIGN NOTE: The reason why the second group appears later is that they are exiting the camp through its "rear" gates.

Optional Alarm Rule: If you want to give Caesar a competitive leg up, "A" can occur only if the Pompeian player rolls an "odd" number on the die. "A" is automatic the Game Turn after the third consecutive "even" DR.

Night Fighting

This was a night battle, always an uncertain and risky affair. During the assault, Caesar's forces panicked, with most of the losses incurred when the units trampled each other attempting to get out of the camp and past the wall to the north.

The Dark: Dark hexes are any hexes *not* within 2 hexes of a Camp Wall. For game purposes, the walls of the Ramparts (NW corner) are *not* lit and do not count, nor does the wall extending from the camp to the Lesnikia river. All hexes inside a camp are *not* Dark.

The effects of moving in the Dark are:

- Any unit that conducts any movement in the Dark has its MA reduced by 1.
- Any unit that ends its movement in the Dark *and* that used its maximum allowable MA (i.e., MA –1) undergoes a special TQ DR. If the DR is higher than the unit's TQ, it incurs 1 Cohesion Hit.
- All leaders in a Dark hex have their Command Range reduced by 1.

The effects of Night Fighting are:

- The maximum Missile Fire range is 4 hexes.
- Apply +1 DRM to all Missile Fire DRs at greater than 1 hex range
- Apply +1 DRM to any TQ check DRs for a unit in a Dark hex, but do not add 1 to the special Dark Movement TQ Check, above.
- In Shock combat between units, if any unit is in a non-Dark hex, all units involved in that combat are considered as *not* Dark.
- Routed units in a Dark hex may be Rallied *only* if they are stacked with a leader!
- There is *no* Cavalry Pursuit …at all.

Caesarian Rout (Optional Rule)

While this rule reflects what happened, as well as the dangers of a night attack, it severely hampers the Caesarian player. Therefore, we recommend using it only for those wishing as much historicity as possible. Whenever a Caesarian unit routs, the Roman player must roll the die for each unit within 4 hexes of the original routing unit. If the DR is greater than the unit's TQ, it routs. Do not trace the range through a wall hex side. This is not a cascading situation. Units only check based on the original routing unit and units that rout do not re-extend the 4-hex zone.

RETREAT DIRECTION

There are no actual Retreat Edges in this battle. Routing units will retreat to the area of greatest safety: their Camps. All Caesarian units will retreat towards the IX Legion Camp in the NE corner of the map. They will stop upon entering that camp. They may not be rallied once inside the camp. Units that rout across the Lesnikia River that are not within 2 hexes of the IX Legion Camp are eliminated.

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Pompey's routing troops retreat towards and into his camp at the south edge of the map. Once in there, they stop but may not be rallied. Units that rout across the Lesnikia are eliminated.

Exception: Units inside the Extended Old IX Legion Camp will retreat into the Citadel if it is "held" by their side. Held means all Tower hexes are unoccupied or occupied by a Pompeian combat unit. Units inside the Citadel forced to retreat/rout outside the Citadel are automatically eliminated.

PLAY NOTE: Remember, units may not retreat across fortified hexsides. The only way they can rout out of a camp is through the gate. This does not apply to the circumvallation and contravallation berms, which may be crossed by routing units.

VICTORY

This battle is a rarity in the *GBoH* system: it does not use Rout Points. Rather, it is a geographical objective battle which is why we deem it a Raid. Pompey is attempting to maintain his newly established lines of communication. If Caesar gains control of the Old IX Legion Camp, he has attained his objective. Therefore, at the end of any Game Turn, starting with the 3rd Game Turn after the Alarm has been sounded (counting the Game Turn in which it is first sounded), in which either player is the only player to have units inside the Old IX Legion Camp (the whole camp, both new and citadel), the game is over …and that player wins.

PLAY NOTE: We have left this fairly open. If no one holds the camp, despite best efforts on both sides, the players should determine on their own whether they would withdraw. This is as good a scenario as any to try something as ill-defined as that in a wargame.

BALANCE ADJUSTMENT

For rules fix, we redo the Victory conditions, changing them to the number of turns Caesar can control the Old IX Legion Camp, and limiting the game to 10 Game Turns …after the Alarm has been sounded! If Pompey can keep Caesar from gaining sole control of that camp at the end of any Game Turn for all those 10 Game Turns, he wins big.

Otherwise, total the number of turns Caesar has had sole control of the camp, and consult the following:

Turns	Who Wins
1	Draw
2	Caesar gets the win, but not a big one
3+	Caesar gets that Morale Victory he was looking for. Nice job, JC.

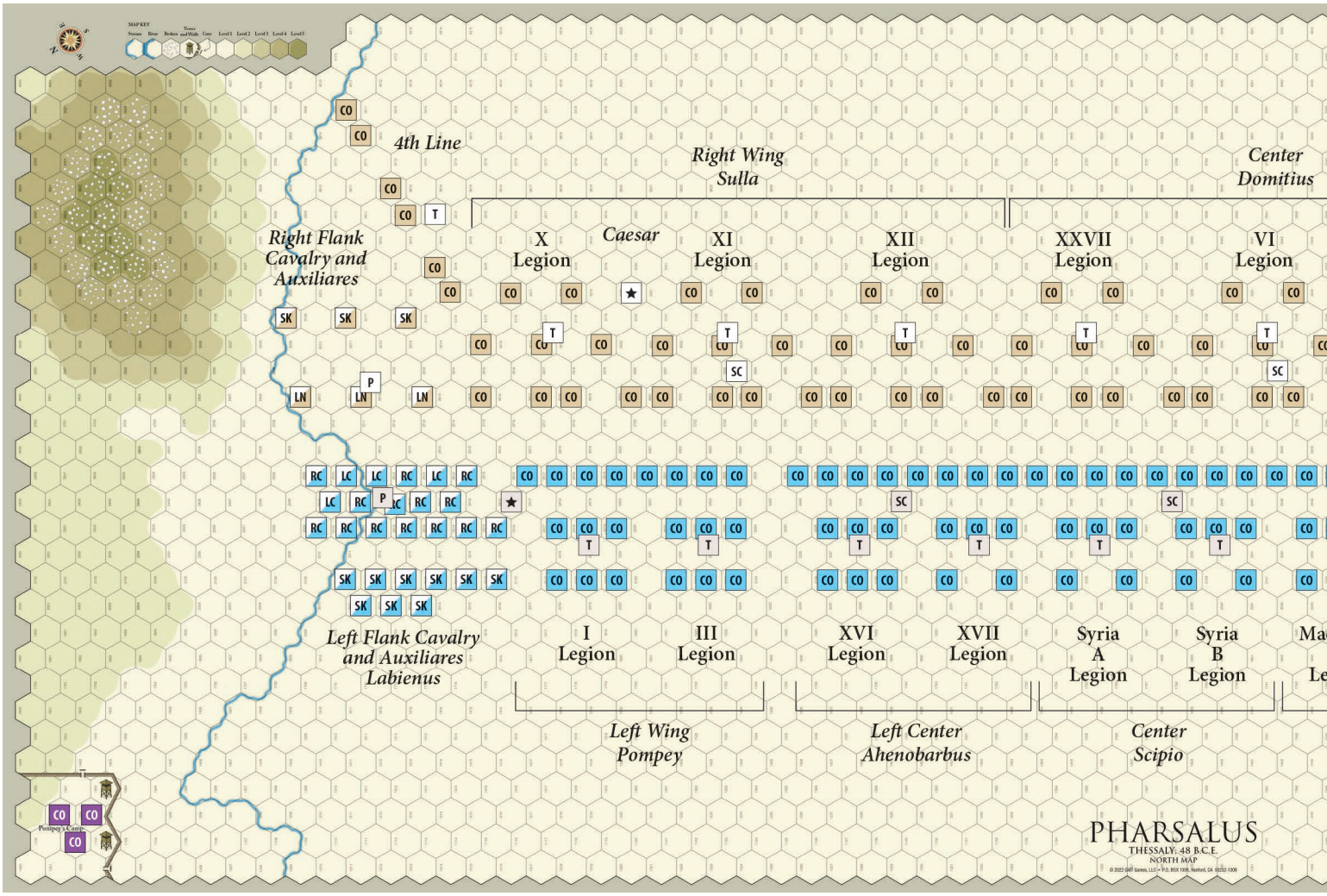
Army Size and Troop Quality

Army [a]	Units	Size	Rout Points	Rout Ratio	Avg TQ
Pompeians	67	326	386	N/A	5.8
Caesarians	39	189	265	N/A	6.8

a Excludes Skirmisher and Artillery units.



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THE BATTLE OF PHARSALUS

Pompey's Defeat: Thessaly, 48 BCE

Caesarian Army under Julius Caesar vs. the Senatorial Army under Pompey the Great

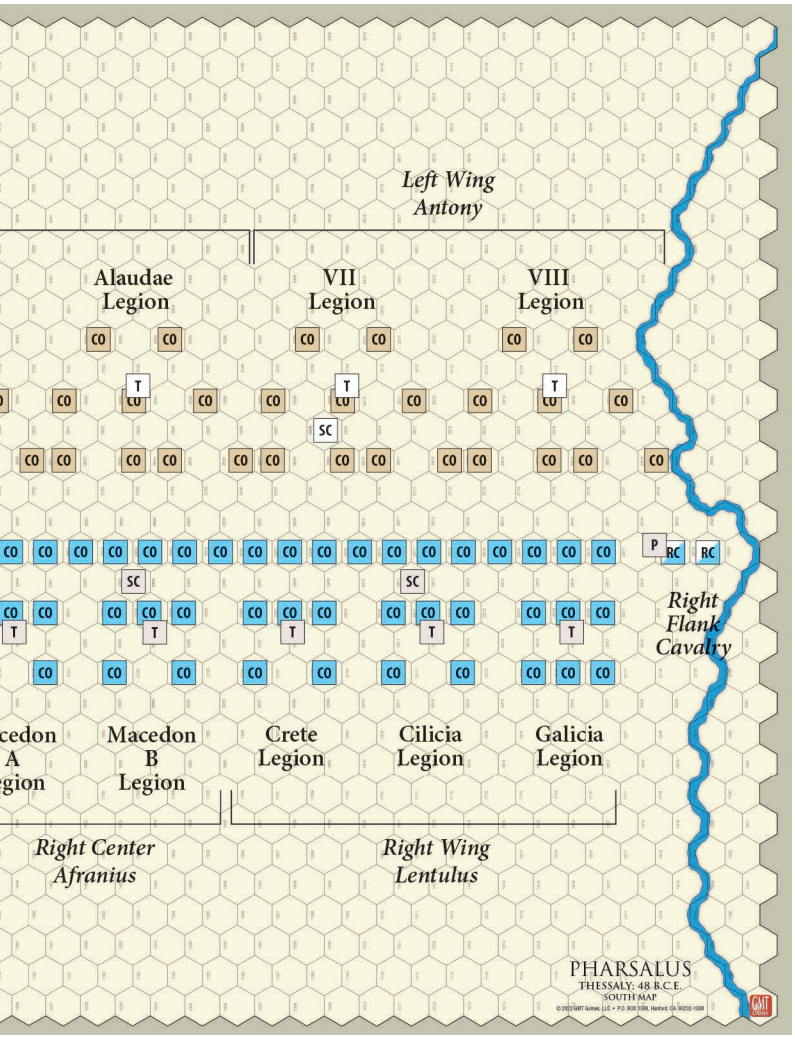
HISTORICAL BACKGROUND

After Caesar's forced withdrawal from Dyrrhachium, he moved to reunite his forces in the Greek theater of operations in Thessaly. Pompey attempted to pursue him, but Caesar's ability to outmarch his opponents once again allowed him to extricate himself from trouble. After reuniting with his screening detachments, he once again set off to decide the issue with Pompey. Caesar came upon Pompey's encamped force somewhere near the town of Pharsalus. After a few days of skirmishing and posturing, Pompey surveyed the situation and decided to seek battle. After all, his army was not only about twice that of Caesar, but he outnumbered his cavalry almost 7-1 …and he had beaten Caesar twice in the past few weeks. What he did not consider, or, if he did so, chose to ignore, was that far too many of his legions were raw conscripts, that he was getting mixed signals from his second-level commanders, each of whom had a different political stake in the outcome, and that Caesar's army was a veteran, almost elite, force. It would be Pompey's strength versus Caesar's will. The winner would, eventually, rule Rome.

Pompey's plan wisely considered his major strength: his cavalry superiority. With his right flank anchored by the barely fordable Epineus River, he assigned virtually all his horse, under the command of Caesar's ex-lieutenant, the highly capable Labienus, to the left. He ordered his legions to stand, waiting until Caesar's men advanced, at which point Labienus and the cavalry would sweep around Caesar's right and fall on the latter's rear while the Pompeian legions pinned them up front. It was an excellent plan; somehow, it didn't work.

What appears to have happened is that Caesar's legionaries did move forward, and, although outnumbered, their experience allowed them to hold their own at the start. Caesar, in the meantime, had seen Pompey's left wing cavalry deployment and taken measures to counteract it. He took six cohorts of heavy infantry to create a refused fourth line on his right flank behind his third line and a screen of cavalry. If the historical accounts are to be believed, these infantrymen counterattacked the Pompeian cavalry after it had routed Caesar's right wing cavalry and drove them off.

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Now, 2,000 men on foot driving off 6,000+ charging cavalry by running right at them is a bit hard to take …under any circumstances. Even with the element of surprise, these guys would have to be Olympic-level sprinters (at least) to have such an effect; this simply cannot be correct.

On the other hand, in this era, one of the least efficient uses of cavalry was a head-on "charge" against heavy infantry. For one, the riders had no stirrups and thus no possibility of the type of momentum-power gained in a more modern cavalry charge, and the horses, regardless of how well trained, would rarely brave that wall of men. Cavalry was not truly suited for the type of shock role it would gain later in history, and the Romans, aware of its limitations, rarely trained its hired cavalry arm to do so. What Pompey and Labienus were expecting to do was to use their cavalry superiority to outflank and disorder Caesar's infantry line. What Caesar's fourth line of cohorts and the restrictive terrain did was to cancel out that capability and force Pompey's cavalry into a role for which it was ill-suited. Caesar, who rarely used cavalry on the battlefield in a combat capacity, knew what cavalry could not do …and he planned accordingly.

Our belief is that, using a tactic described by Xenophon in his cavalry manual, the small Caesarian cavalry contingent screened the location of the refused right flank. Caesar's cavalry feigned a rout to draw the Pompeian cavalry forward, and its advance was stopped when they hit the suddenly visible ranks of Caesarian legionaries. This attempt to stop such a mass of cavalry on their flank when confronted by a lively bunch of heavy infantry to their front, within a restricted area of maneuver, all served to create confusion, confusion which tragically became a rout when the suddenly rejuvenated Caesarian cavalry fell on their flank in counterattack. Whatever, it was Caesar's finest moment in the entire Civil Wars; to make matters worse, it appears that the usually competent Labienus had charged with his entire wing of cavalry *en masse*, rather than leaving a reserve and/or creating a flying wing, etc. This charge "in toto" exacerbated the front-line rout, creating a virtual *sauve qui peut* situation for Pompey's horse.

Once this mass of horsemen was thrown back, the Caesarian combined arms wing moved forward and swung into the now exposed left flank of the Pompeian center. With Caesar's center still pressing forward, this sent the green Pompeian legionaries into flight. Pompey tried to hold off for a while in his camp, but that was soon overrun. Pompey himself, escaped, caught a boat, and sailed off to Mytilene. On September 28 of that year, attempting to regroup by landing in Egypt, he was assassinated by the waiting forces of the teen-aged ruler of Egypt, Ptolemy XIII, brother of Cleopatra.

PRE-GAME NOTES

Map: There are two maps: the Pharsalus full map is the North map; the smaller is the South Map. Hex numbers preceded by an N are on the North Map and hex numbers preceded by an S are on the South map.

There is some disagreement as to the exact site of this battle, exacerbated by the fact that Caesar never even mentions "Pharsalus" at any time! Some place it north of the river, some south, where the old town of Pharsalus supposedly was located. Regardless, all agree that Caesar's left/ Pompey's right were against the river. We have gone with the "accepted", Lucas, north-of-the-river version, as endorsed by both Fuller and Holmes. We did have access to "all" the suggested versions, and the Lucas version does appear to be the most reasonable in terms of what happened at the battle.

Difficulty and Balance: Slightly favors Pompey. The Delbruck Version is Even.

Looking at what the opposing armies have, and especially the disparity in cavalry, you tend to say that there's no way Caesar can win. What advantages does Caesar have? Well, he has better subordinate leadership and a better "class" of legions, with a TQ average almost a point higher up and down the line. Pompey has some doubtful legions, a disrupted command, and Labienus having a bad day.

Whatever, the Pompeian player has two things Pompey did not have: hindsight and a bird's-eye-view of the field. As playtesting has shown, this is usually enough to give him the edge. Clever Caesar players, though, have shown they can change those odds, so, not only is Pharsalus a "good show" because of its historic importance, but it is also a good test of "playing ability". And because of what the game shows, we tend to go with those authors, modern and

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period, who feel that Caesar was at the top of his form at Pharsalus; he simply out-generaled Pompey.

Playing Time: In terms of map size and numbers of units, this is a big battle, requiring a solid grasp of the nuances of the command rules as well as good gaming techniques. Recommended for those with experience. Completing a single Game Turn can take several hours. However, playtesting experience has shown that the outcome is usually "visible" after 3 or 4 Game Turns. If it's a close one, though, this is a 10+ hour game, so plan accordingly.

INITIAL DEPLOYMENTS

CAESAR'S VERSION
(*Veni, Vidi, Vidi*: I came, I saw, I fudged a little)

For a variety of reasons it has always been an accepted practice to overestimate the size of the opponent you just beat, from uncertainty to political gain. Caesar was no different. The following deployments reflect Julius's "official" version (*The Civil War*, iii.88 and iii.89). Whether he truly "overestimated" Pompey's strength is open to speculation. Our feeling is that the number of cohorts attributed to both sides is as accurate as can be expected; the problem arises when determining how up to "paper" strength Pompey's legions were.

The Senatorial Army of Pompey the Great

Counters: Use the Senatorial Faction Legion, Leader, and Auxiliary counters.
All units face east. CO units stack 1 per hex unless noted otherwise.

UNITS	HEX(ES)
Left Flank Cavalry and Auxiliares [a]	
T. Labienus (Cav Prf)	With any Left Flank Cavalry unit
Gaul RC (1) Cappadocia LC Asia-A LC Macedon RC Syria-A LC German BC	N2509-14
Thrace LC Dardania RC (1-2) Bessia RC (1-2)	N2410-14
Galatia RC (1-2) Thessaly RC (1-2) Greek RC Pompey Slave RC Pompey Herd RC	N2309-15
Crete SK-A (1-3) Balearic SK-S (1-3)	N2110-15
Pontus SK-A (1-2) Lacedaemon SK-A	N2011-13
Left Wing	
Pompey (OC, SC)	N2416
I Legion	N2516-19, N2317-19, N2117-19 [c]
III Legion	N2520-23, N2321-23, N2121-23 [c]
Left Center	
D. Ahnbrbs (SC)	With or adjacent to any CO in the section
XVI Legion	N2525-28, N2326-28, N2126-28 [c]
XVII Legion	N2529-32, N2330-32, N2130-32 [c]
Center	
C. M. Scipio (SC) [b]	With or adjacent to any CO in the section
Syria A Legion	N2533-36, N2334-36, N2134-36 [c]
Syria B Legion	N2537-40, N2338-40, N2138-40 [c]
Right Center	
L. Afranius (SC)	With or adjacent to any CO in the section
Macedn A Legion	N2541-43, S2500, N2342-43, S2300, N2142-41, S2100 [c]
Macedn B Legion	S2501-04, S2302-04, S2102-04 [c]
Right Wing	
C. Lentulus (SC)	With or adjacent to any CO in the section
Crete Legion	S2505-08, S2306-08, S2106-08 [c]
Cilicia Legion	S2509-12, S2310-12, S2110-12 [c]
Galicia Legion [d]	S2513-16, S2314-16, S2114-16 [c]
Right Flank Cavalry [e]	
C. Piso (Cav Prf)	With any Right Flank Cavalry unit
Spain RC (1-2)	S2518-19
Camp Garrison	
See Note c	Any hex inside Pompey's Camp

a Labienus, as a Cavalry Praefect (use the 1-Star Cav Prf counter), may also command the Skirmishers assigned to the left flank. However, Line Eligibility requirements still apply. For more on Labienus, see below.

b Use the counter with 2-Stars.

c Pompey used 7 cohorts for camp duties. The Pompeian player must remove 1 cohort (each) from the third line—those cohorts in hex row 21xx -- of any 7 legions. He must place 3 of these cohorts inside the camp with the remaining 4 off map and out of play. The cohorts in camp may not move outside the camp for any reason. They do not count against Rout Point totals.

d From the province of Spain, not to be confused with that area of Poland sometimes known as Galicia. Try not to mix them up with Cilicians, either.

e There is some disagreement as to whether Pompey had any cavalry on his right wing, as his army was pushed up against the Epineus River, making any maneuver in that area questionable. We side with those ancient sources which do give him some cavalry here, if only as a flank protection.

Pompeian Command

Section Commanders are used in this battle. Pompey, in addition to being OC, is SC for the I and III Legions. Lentulus is the SC for the Galicia, Cilicia, and Crete Legions. Afranius is the SC for the Macedn A and B Legions. Scipio is the SC for the Syria A and B Legions. Ahenobarbus is the SC for the XVI and XVII Legions. Labienus and Piso are Praefects in command of the Left and Right Flank cavalry respectively. Labienus may command the Left Flank Skirmishers—he is both a Cavalry and Infantry Praefect in this battle. Aquilae rule sections 9.82 and 9.85 are not used.

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HISTORICAL NOTE: The section commands "simulate", as close as possible, Caesar's stated locations for Pompey and his commanders. He is specific about Pompey, Lentulus and Scipio. Unfortunately, Caesar's statements leave several legions, on each side of the center, without a "wing" commander. We have used Ahenobarbus and Afranius. Strictly speaking, the latter appears to either have been in charge of the camp or in command of "several cohorts". Whatever, somebody must run the show. Giving Pompey an "extra" SC, and making him SC for the left also represents albeit in a small way, the problems of his fractured command.

The Army of Julius Caesar

Counters: Use the Caesarian Faction Legion, Leader, and Auxiliary counters. Use the VII, IX, and X Legion counters *without* the "g" indicator and the Veteran XI and XII Legions.

All units face west except as noted otherwise. CO units stack 1 per hex unless noted otherwise.

IMPORTANT! All Caesar's cohorts *except* those in the VIII Legion are Depleted.

UNITS	HEX(ES)
J. Caesar (OC) [a]	N3220
Right Wing Cavalry and Auxiliares [b]	
Praefect (Cav Prf)	Stack with any Gaul LN or Balearic SK-S unit
Gaul LN (1-3)	N2809, N2811, N2813
Balearic SK-S (1-3)	N3108, N3110, N3112
Right Wing	
P. Sulla (SC)	N2923
X Legion [e]	N2815, N2817, N2818, N2820, N3015, N3017, N3019, N3216, N3218
XI Legion [e]	N2821, N2823, N2824, N2826, N3021, N3023, N3025, N3222, N3224
XII Legion [e]	N2827, N2829, N2830, N2832, N3027, N3029, N3031, N3228, N3230
Center	
Gn. Domitius (SC)	N2941
XXVII Legion [c]	N2833, N2835, N2836, N2838, N3033, N3035, N3037, N3234, N3236
VI Legion [e]	N2839, N2841, N2842, N2844, N3039, N3041, N3043, N3240, N3242
Alaud Legion [e]	S2801, S2803, S2804, S2806, S3001, S3003, S3005, S3202, S3204
Left Wing	
M. Antony (SC)	S2908
VII Legion [e]	S2807, S2809, S2810, S2812, S3007, S3009, S3011, S3208, S3210
VIII Legion [d, e]	S2813, S2815, S2816, S2818, S3013, S3015, S3017, S3214, S3216
4th Line	
6 Cohorts [e] Tribune III	N3214, N3313, N3512, N3612, N3811, N3910; All face northwest
2 Cohorts [e]	Off map in Caesar's camp

a Use the J. Caesar CW counter.

b The cavalry and skirmishers start with Pre-Arranged Withdrawal. Historically, this appears to be the orders they had. This is an exception to 6.71.

c The game's XXVII Legion is our "generic" legion for Caesar, representing a host of recently conscripted legions in this "number" bracket. There actually was a XXVII Legion.

d The IX Legion, almost destroyed at the two battles of Dyrrhachium, had been brigaded (combined) with the VIII for this battle. In essence, the VIII is the only legion (probably) fighting somewhere near to paper strength.

e Deploy nine of the ten cohorts in the hexes listed. Caesar pulled out six cohorts to form his fourth line, probably one from each legion. That leaves two extra cohorts; those units are guarding the camp. Player's choice as to which cohorts go in the fourth line and guarding the camp. The Tribune of the III Legion is assigned to command the six cohorts of the fourth line (only). Treat the six cohorts as a legion.

HISTORICAL NOTE: Almost all of Caesar's cohorts were reduced from a paper strength of around 480 to about 275 each. See, also, footnote 'd', above.

Caesarian Command

Section Commanders are used in this battle. Caesar is the OC. Sulla is the SC for the X, XI and XII Legions. Domitius is the SC for the VI, XXVII and Alaudae Legions. Antony is the SC for the VII and VIII Legions. The Legion III Tribune is the Tribune for the 6 cohorts of the 4th line. Aquilae rule sections 9.82 and 9.85 are not used.

THE DELBRUCK VERSION

Our old friend, Delbruck, does not believe Caesar. He says that if Pompey was as superior in strength as portrayed by Caesar (45,000 Pompeian infantry versus 22,000 for Caesar and 7,000 cavalry versus 1,000 respectively) he would not have been reluctant to bring on the engagement and probably would have prevailed. Delbruck says that this version has stood because it was in the interests of both parties to have it remain as written. The numbers both justify Pompey's decision to seek battle, and Caesar is seen as a more brilliant general. Old Hans estimates that the real numbers are more like 40,000 Pompeian versus 30,000 for Caesar and 3,000 cavalry versus 2,000 respectively.

Now, although Delbrück should be taken *cum grano salis* in many areas, his strongpoint is in reducing classical battle numbers to more believable levels. We have a strong feeling that he is onto something here. We do not doubt that Caesar pulled off a great victory; we also never doubt, for one moment, Gaius Julius's ability to relate the "facts" in the best possible light (that light always shining on his face, of course). Caesar was the political schemer extraordinaire in an era where political trickery, bribery and conspiracy were commonplace; a man who probably thought "scruples" were something you served with flamingo tongues and quick-fried dormice (staples of the banquet tables in those days, it appears). The interesting part, in terms of "hard numbers" research, is that, in his Commentaries, Caesar gives specific numbers for individual Pompeian cavalry contingents, all of which add up to

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just over 3,000. Then he throws in the "and there were about 3,400 other guys, too," line, essentially doubling the first number. Given this line of thinking, Delbrück's numbers for Pompey's cavalry do seem a bit more "realistic" …whatever that means. We do have a difficult time, though, divining where Hans came up with 2,000 Caesarian cavalry, instead of 1,000.

So, for purposes of this version, we recommend:

1. Reducing the Pompeian left wing cavalry by removing all the Dardanians, Bessians, and Thessalians …adjusting the deployment so that only the 2400 and 2500 rows are needed
2. In addition, if you are a card-carrying Delbruckian, give JC two more Gaul LN units for his Right Wing, which you place in the empty hexes between the ones already there. If you don't believe Hans here—and we don't—ignore this part.
3. Instead of automatically depleting Caesar's legions, roll the die for each legion (except the VIII). If the DR is even, all cohorts in that legion are Depleted; if odd, they are at full strength.
4. Assume that Pompey had some problems with his legions, too, in terms of manpower. Roll the die for each of the following 5 legions: Macedn A and B, III, XVII, and Crete. If the DR is a 0-3, the legion is Depleted; otherwise, they are at full strength.

SPECIAL RULES

Pompey's Left Wing Cavalry and Caesar's Refused Fourth Line

HISTORICAL NOTE: It is our—and virtually everyone else's—feeling that the Pompeian battle plan depended on the massed charge of the left flank cavalry to turn Caesar's right. Caesar was apparently aware of the discrepancy in cavalry strength. He also appears to have spotted, or surmised, that, given the presence of the Epineus on Pompey's right, the latter would mass his cavalry on the left. To counter this move, Caesar pulled six cohorts from the third line and placed them on his right flank, refused and behind the small, but most likely alerted (Pre-arranged Withdrawal), right wing cavalry. This tactic, expounded upon by Xenophon, would have hidden the fourth line from the view of the Pompeian cavalry until they were upon it.

The rules we've come up with for all of this may be a bit artificial, and you are always free to ignore them, totally or individually, but they do not totally hamstring Pompey. They do place much of the onus on Labienus, who may have been a mite overconfident, knowing the numerical supremacy. For game purposes, we have assumed that the advantage the fourth line has is in "Surprise".

- Reduce Labienus' Command Range to 4 hexes until "Surprise" comes into effect. The Game Turn following Surprise, he returns to his original range. For players wishing to approximate the problems surrounding this "event" as historically as possible, all of Labienus' cavalry must stay within his Command Range until Surprise takes effect.
- Until Surprise is triggered (see below), Labienus may *not* issue Individual Orders. He may issue only Line Commands, and the LC must be undertaken by all cavalry within his range. Labienus is free to issue Individual Orders the Game Turn *after* Surprise takes effect.
- **Surprise:** The first time any single unit that is part of a line of Pompeian cavalry has a LOS of 2 or fewer hexes to any cohort in the Caesarian Fourth Line, all units in that cavalry line undergo a Special TQ Check, like a pre-Shock TQ Check (8.43). However:
  - o **Historical Outcome Version:** Apply a +3 DRM to the TQ Check.
  - o For those of you who feel the +3 is too much of a burden, simply use the normal, Pre-Shock DR. This is a onetime effect.
- Cavalry units that suffer *any* Cohesion Hits must stop or remain in place. All others may continue to move.
- If any of Labienus' cavalry routs, all cavalry units adjacent to that unit undergo an instant TQ check. Treat as a Pre-Shock check, except that a DR of '9' automatically routs that cavalry unit. There IS a cascading effect: a rout always produces an instant TQ check for all adjacent cavalry units. Rout/ Cascade occurs only during the Orders Phase in which Surprise occurs, but the player rolls each time a unit is routed by the Surprise. The sequence of determining the effects of surprise is:
  - **a.** Finish all Surprise checks.
  - **b.** Find routs.
  - **c.** Check for Cascade.
- In the Game Turn of Surprise, the Pompeian cavalry units that make the Surprise check (regardless of outcome) may *not* use Orderly Withdrawal.

PLAY NOTE: The above can be very valuable …if Caesar is available, and eligible, to take advantage of it by issuing a Legion Command.

- Surprise applies only if no cohort of the fourth line has moved.

HISTORICAL NOTE: This somewhat artificial rule reflects what seems to have happened when Labienus charged with his cavalry in one, solid mass. Given Labienus' not inconsiderable capabilities as a commander, one has to ask why he did so. The best we—or anyone else—can come up with, other than that he was just having a bad day, is that the terrain along the Pompeian left was rather prohibitive to fluid cavalry movement. The result of the en masse charge was that when the front line cavalry began to take some losses, the rear units interpreted this as a major problem, and they took flight, denuding Pompey's left wing.

- Additionally, fourth line units do not automatically become Missile No if they engage only cavalry units in shock combat …allowing them to remain DS to cavalry. However, using their pila for Missile Fire does render them Missile No.

  DESIGN NOTE: We have assumed that Caesar has instructed these cohorts to refrain from using their pila to retain the effectiveness such weapons would bring. Granted, pila were not "stabbing" weapons, but we are working within the system's restrictions here, and the end result/effect is what we want to attain.

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- The Tribune III Legion commands this line. It is *not* in any section, but the Roman player may use Caesar to direct the Tribune to issue a Legion Command using 4.56 #4. Julius, of course, may always issue a Legion Command, himself, to this fourth line …if he's not restricted.

RETREAT DIRECTION

The Caesarians retreat towards the east edge (42xx) of the map. The Pompeians retreat toward the west edge (10xx) of the map, or the Camp, whichever is closer. Units that retreat into the camp remain Routed, but do not have to Rout Move. In the Camp Movement Phase, they may be moved 2 hexes, if they stay in the camp. If they are rallied by a leader who is inside the camp, they may exit the camp and fight again. However, in determining Rout Points at the end of each turn, units inside the Camp are counted as if they were eliminated, although they are not actually so.

VICTORY

The Pompeian army withdraws when units totaling **210** Rout Points have been eliminated. The Caesarian army withdraws when units totaling **230** Rout Points have been eliminated.

When playing the Delbruck version, reduce the Pompeian withdrawal level to **200** Rout Points, to reflect the lower number of cavalry units. Everything else remains the same.

Balance Adjustments

When using the Point Bid method, we suggest playing the historical, Caesar version. Any other rules chosen, especially as pertains to the Surprise/Fourth Line rules, should affect players' bids. As for rules fixes, if you use the strict rules for Pompey's Cavalry and Caesar's fourth line, the Caesar version is about as evenly balanced as one of these fracases ever gets. As we stated, the Delbruck version goes a long way to even out the playing field, also.

Army Size and Troop Quality

Army	Units	Size	Rout Points	Rout Ratio [d]	Avg TQ
Pompeians	132 [a]	599	701	30%	5.6
Caesarians	84 [b]	405 [c]	514	45%	6.2

a This number includes the "phantom" left wing cavalry, but it does not include the seven camp-guard cohorts. The "classical" figure given for Pompey's troops is c.45,000. It is not overly clear whether that is "in addition to" the cavalry, or it includes it. Either way, Pompey's legions, at full strength, would have 52,800 men. Pompey did hold back seven cohorts for camp duty, but even taking that into consideration, that means that his legions were probably about 10% understrength, that number being an average. It would be safe to assume that his legions from the Dyrrhachium festivities were more understrength than his newly arriving legions. The 10% figure is not enough to "Deplete" the legions in the "historical" scenario. We have not added in the 2,000 old-timers he had on hand, which were assigned to "special duties". Also, note that the Size totals use the '5' Size of cohorts. The paper strength of cohorts was 480, not really 500. So, the 599 total is somewhat misleading in terms of numerical strength.

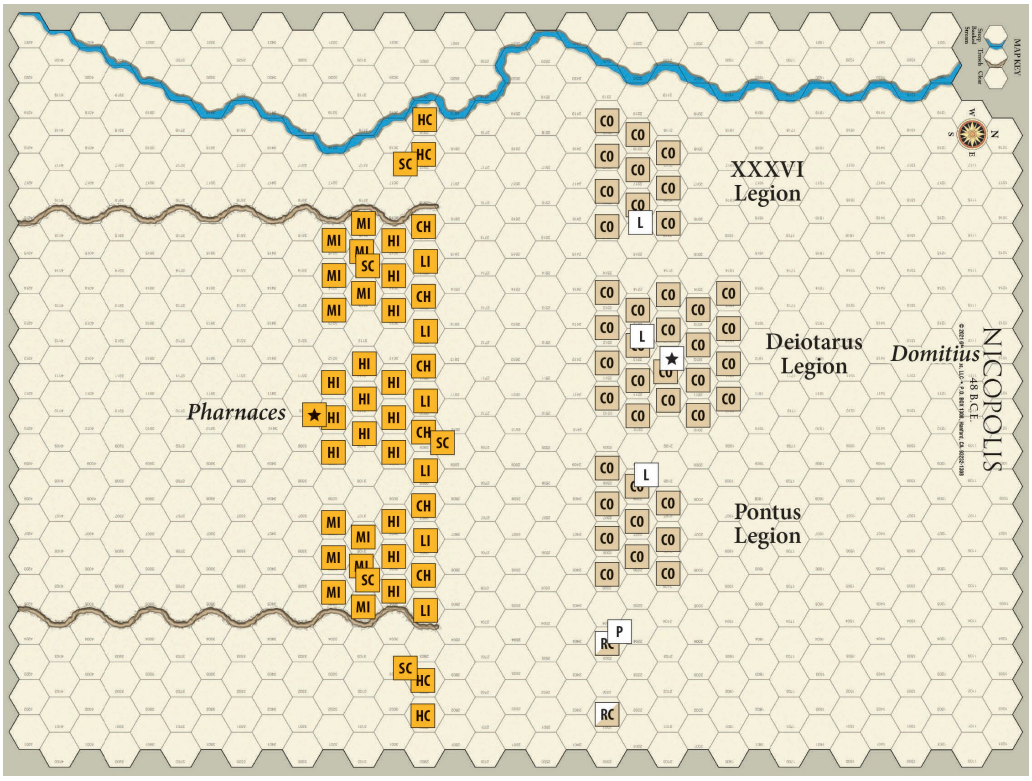
b Excludes the two cohorts guarding the camp.

c Of course, this is the "printed" Size and does not consider the effects of Depletion. Caesar states he had c. 22,000 men, plus some 1,000+ horse and skirmishers. With two cohorts back in camp, this meant that the average strength of a cohort was around 280 men …or 40% understrength. Depletion reflects that. Caesar reduced the depth of his lines by 40%—10 lines to 6—to reflect this.

d The large discrepancy between Pompey's and Caesar's Rout Percentages reflects the Effectiveness levels of the legions, the loyalties of Pompey's cohorts (which were sometimes confused), and the problems inherent within Pompey's strained command.

A Short Note on Gnaeus Pompeius Magnus: There is no doubt that Pompey was a highly capable general …in one or two ways better than Caesar! He showed that at Dyrrhachium and Lesnikia, and his "paper" plan at Pharsalus was excellent. What he did not have was the loyalty of his troops, or even much of his subordinate command …a level of loyalty in which Caesar far exceeded his rival. While it is sometimes easy to disparage Pompey as an inflated bag of ego—after all, the word "pomp" is right there in his name—do not underestimate his capabilities.

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THE BATTLE OF NICOPOLIS

Lesser Armenia, 48 BCE

Caesarian Army under Gnaeus Domitius vs. Pontic Army under King Pharnaces

HISTORICAL BACKGROUND

While Caesar was in Egypt accumulating rug burns with Cleopatra and fighting off the somewhat peeved Alexandrians, Pharnaces, King of Pontus, and son of the infamous (to the Romans) Mithridates decided that now was a good time to set himself up as Overbearing Tyrant of Asia Minor. He had spent a lot of time leading his armies to dozens of victories against small forces, and the Pontic army, somewhat improved from its day at Chaeronea, was starting to believe its press clippings.

To keep Pharnaces at bay, and to stop him from castrating the locals as a lesson, Caesar sent Gnaeus Domitius and three legions, only one of which had anything going for it, into Lesser Armenia where, at Nicopolis, he promptly got thrashed by Pharnaces at virtually the same time Caesar was fighting off the locals at Alexandria.

PRE-GAME NOTES

Maps: Use the Nicopolis half-map.

Difficulty and Balance: The close proximity of the armies, the counter density across a narrow frontage, and constraining effects of the stream and to a lesser degree the trenches makes for an interesting lesson on how to best to get all your troops into action and avoid the disruption that routing units will generate. The armies are compatible in size and quality but the Pontic army in a slightly better position so the battle slightly favors Pharnaces.

Playing Time: About 2 hours or so.

INITIAL DEPLOYMENTS

The Caesarian Army of Gnaeus Domitius

Counters: Use the Caesarian Faction Legion, Leader, and Auxiliares counters.

All units face south. CO units stack 1 per hex unless noted otherwise.

UNITS	HEX(ES)
Gn. Domitius (OC) [a]	With or adjacent to a Caesarian unit
Praefect (Cav Prf) Roman RC (1-2)	2301, 2303
Legate Pontus **Pontus Legion**	2305-2308, 2206-2208, 2105-2108
Legate Deiotarus **Deiotarus Legion** [b]	2310-2313, 2210-2213, 2110-2113, 2010-2013, 1910-1913
Legate XXXVI **XXXVI Legion**	2315-2318, 2216-2218, 2115-2118
Aquilae for Legions Pontus, Deiotarus, and XXXVI	Place with any CO in its legion.

a Use the counter with 3-Stars

b Deiotarus was "ruler" of Lesser Armenia. His personal legion was augmented by a sizeable quantity of local troops of varying quality. It was the numerical equivalent of an old double-legion, hence the 20 cohorts. It still has only one Tribune, though.

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Roman Command

Section Commanders are not used in this battle. Domitius is the OC. Use the Legate assignments in the setup instructions. Use only Aquilae rule sections 9.82 through 9.84.

The Pontic Army of King Pharnaces

Counters: Use the Pontus counters.
All units face north.

UNITS	HEX(ES)
Diogenes [a] Pontus HC Cat (1-2)	2901, 2902
Pontus LC (1)	3002
Mtrphanes [a] Pontus CH (1-6) Cappadocia LI (1-6)	2904-2915
Pharnaces (OC) Pontus HI (1-15)	3005-3007, 3009-3011, 3013-3015, 3109-3111, 3209-3211
Drmchtes [a], Aristion [a] Phrygia MI (1-6) Galatia MI (1-6)	3104-3106, 3113-3115, 3205-3207, 3213-3215
Buphus [a] Pontus HC Cat (3-4)	2916, 2918

a These leaders are ahistorical.

Pontic Command

Use the Pontic Command System (4.7). Pharnaces is the OC, the rest of the Pontic leaders are Subordinate Commanders. Ignore the Command Restriction keyword on the counters; the Pontic SCs can command any troop type.

Pontic Line Command Eligibility	
1.	HI, MI
2.	Cavalry*
3.	LI*, CH*

*There may be one intervening hex between another unit in the same Line. The intervening hex cannot be occupied by an enemy unit or a friendly unit not eligible to participate in that Line.

Exception: For LI and CH to move together in the same Orders Phase there may not be any spaces between the units in that line.

SPECIAL RULES

Terrain

Stream: The steep banked stream is impassible.

Trenches: For some reason (perhaps to obviate any flanking possibility by the Romans), Pharnaces dug two trenches, about four feet deep but not overly wide, extending from Nicopolis up to his front line. In effect, this boxed in all his foot, separate from the cavalry.

HISTORICAL NOTE: Didn't work. The Roman right, the XXXVI Legion, brushed past the Pontic HC, moved to the Pontic rear, crossed the trench just in front of Nicopolis, and circled back to wreak havoc. Unfortunately, by that time, the other two Roman legions had collapsed.

Infantry units incur a +1 MP penalty to cross a trench and all infantry except LI incur 1 Cohesion Hit for doing so. Cavalry units pay 0 MP and incur no hits. However, they may not cross the trench if doing so would place them adjacent to an enemy mounted unit. Chariot units cannot cross the trenches.

Initiative

The Pontic player may go first in the Auxiliares Phase of Game Turn 1 (only) if he activates his Chariot/Light Infantry units—all of which must be adjacent to each other as was standard Pontic practice. Chariot/Light Infantry units cannot use the Auxiliares Phase on any other Game Turn,

HISTORICAL NOTE: It appears that both sides started the battle with a mutual, simultaneous charge. XXXVI Legion headed for the Pontic LW HC, while the Pontic Front swung to the right (for the most part). Not sure how we could do this within the game's given mechanics.

Cataphracted Cavalry

- No Roman unit type or class is Defense Superior (DS) to Cataphracted cavalry.
- Cataphracted cavalry pay a cost of 2 MP to change facing.

Chariots

DESIGN NOTE: It appears the chariots here had a different role than the scythe attack weapons present 40 some years earlier at Chaeronea.

The following abilities and liabilities apply to the CH units:

- May change facing only one vertex per hex at a cost of 2 MP per vertex.
- May use Orderly Withdrawal but incur an automatic 1 Cohesion Hit.
- Chariots may not Shock Attack; they only defend. They are basically wheeled missile units.
- Chariots are treated as Light Cavalry for purposes of Harassment & Dispersal fire.
- Chariot units that Rout are eliminated instead.

RETREAT DIRECTION

Caesarian units retreat towards the north edge of the map. Pontic units retreat towards the south map edge.

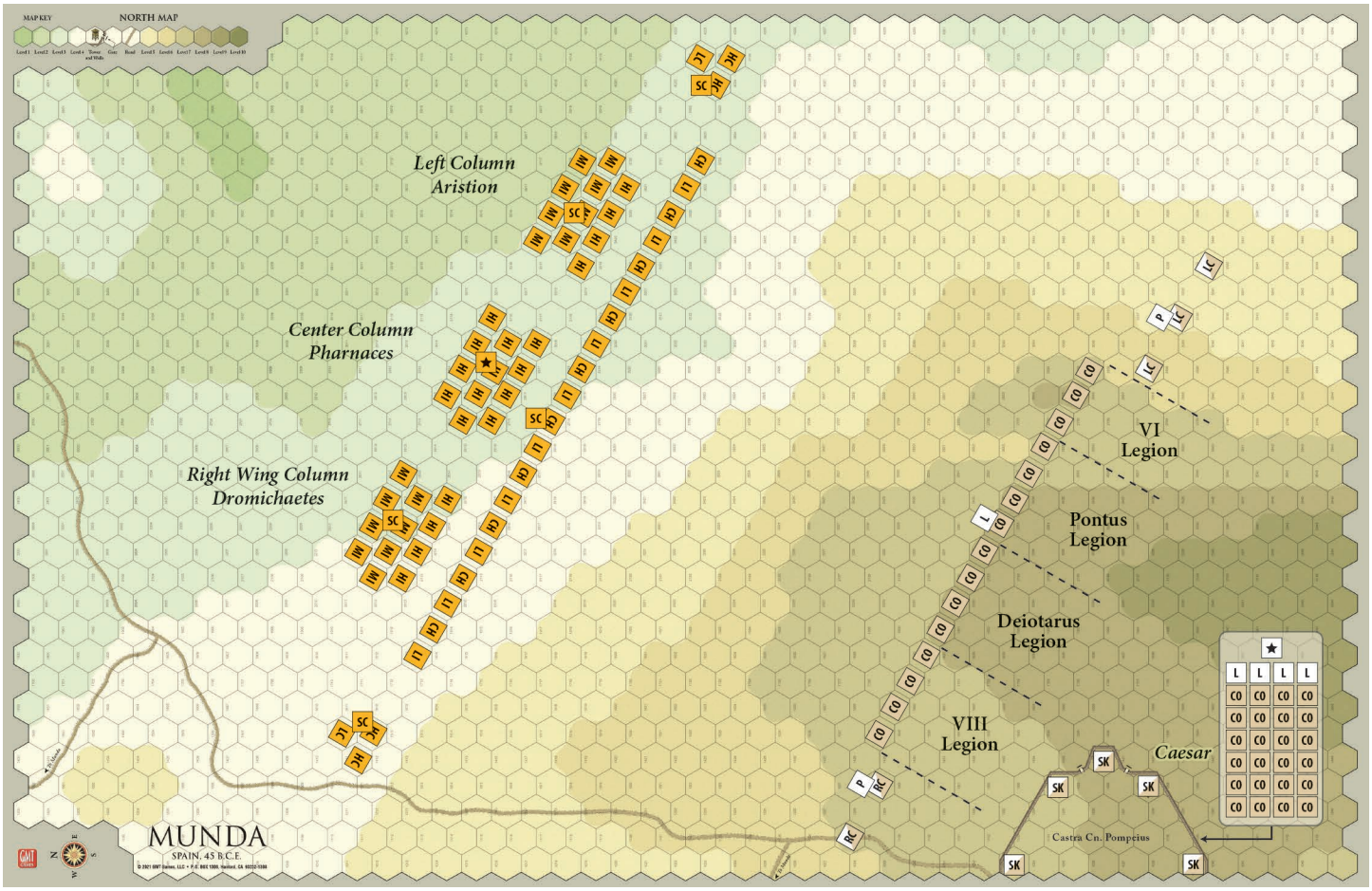
VICTORY

The Caesarian army withdraws when units totaling **70** Rout Points have been eliminated. The Pontic army withdraws when units totaling **70** Rout Points have been eliminated. Chariots are worth 1 RP.

Army Size and Troop Quality

Army	Units	Size	Rout Points	Rout Ratio	Avg TQ
Caesarian	42	204	229	30%	5.5
Pontic	44	255	221	30%	5.3

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THE BATTLE OF ZELA

Pontus, 47 BCE

Caesarian Army under Julius Caesar vs. Pontic Army under King Pharnaces

HISTORICAL BACKGROUND

As soon as Caesar had driven off the Egyptians, he grabbed the VI Legion, so depleted from the fighting and campaigning over the past year or so that it numbered only around 1,000 men, and two of its cohorts were almost non-existent, and headed towards Pontus. He joined up with the remnants of Domitius' army, adding the XXXVI and Deiotarus' (a local satrap) legions (the latter had suffered great losses at Nicopolis), plus a hastily-gathered Pontic legion and some Armenian LC.

After some initial maneuvering, Caesar gained a good location for his camp, atop a fairly steep hill. While most of his cohorts were inside the camp finishing its construction, Pharnaces, to Caesar's amazement, marched out (from his camp —Zela is some miles to the south) in full battle deployment. Thinking this was just one of those macho displays, he ignored the move. Pharnaces, however, continued to move forward. When his troops started up the incline towards Caesar, he reacted quickly, ordering his in-camp cohorts out and into line.

The initial Pontic chariot charge did disrupt the Roman front line, but the arrival of the rest of the cohorts quickly restored order. The VI Legion pushed the Pontic LW down the slopes, and the rest of Pharnaces' army soon followed suit. The battle was over quickly, as Caesar noted in his dispatches to Rome: Veni, Vidi, Vici. "I came, I saw, I conquered."

PRE-GAME NOTES

Maps: Use the full-size Munda map. See Terrain, below.

Difficulty and Balance: Caesar starts the game not fully deployed and three of his four legions either of low quality or short a couple of cohorts and depleted. The bulk of the Pontic army is mixture of above average heavy and medium infantry. If the Caesarian player can quickly dispense with the Pontic chariots and get his cohorts in camp deployed in a timely manner, he will have the upper hand. Slightly favors the Caesarian side.

Playing Time: About 2-3 hours

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INITIAL DEPLOYMENTS

The Army of Julius Caesar

Counters: Use the Caesarian Faction Legion and Leader counters and the Caesarian Faction RC and Armenia LC. Use the Senatorial Faction Cappadocia LC and the Crete and Pontus SK. The units outside the camp face northeast. CO units stack 1 per hex unless noted otherwise.

UNITS	HEX(ES)
J. Caesar (OC) [a]	Anywhere
Praefect (Cav Prf) Roman RC (1-2)	1127, 1328
Legate Zela	With or adjacent to any CO outside the camp
4 VIII CO	1528-1830
4 Deiotarus CO [b]	1930-2232
4 Pontus CO	2332-2634
3 VI CO [c]	2734-2935
Vinicianus (Cav Prf) Cappadocia LC Armenia LC-A (1-2)	2937, 3138, 3339
Crete SK-A (1-3) Pontus SK-A (1-2)	1 per camp Tower hex
Legate VIII, 6 VIII CO Legate Deiotarus 6 Deiotarus CO [b] Legate Pontus, 6 Pontus CO Legate VI, 5 VI CO [c] Aquila for Legions Pontus, Deiotarus, VI, and VIII	Place inside the camp. The units of each Legion, their Tribune, and Aquila are each stacked in a single hex inside the camp.

a Use the J. Caesar Zela counter.

b Use only CO #5 thru CO #14 for this battle. Deiotarus' double legion suffered heavy losses at Nicopolis and thus does not have the extra cohorts they had there.

c Cohort #1 and Cohort #10 are not used in this battle. All VI Legion Cohorts are Depleted. The VI was down to about 1,000 men, according to Caesar. Regardless, it was this legion that turned the tide.

Roman Command

Section Commanders are not used in this battle. Caesar is the OC. Use the Legate assignments in the setup instructions. Use only Aquilae rule sections 9.82 through 9.84.

Treat the 15 cohorts that deploy outside the camp as if they were one Legion under the command of Legate Zela. When the designated Legate of one of these detached cohorts moves to place any of them in Command Range, Legate Zela may no longer affect the cohorts of that Legion. When all cohorts are thus in command, remove the Legate Zela counter.

The Pontic Army of King Pharnaces

Counters: Use the Pontus counters.
All units face southwest.

UNITS	HEX(ES)
Diogenes [a] Pontus HC Cat (1-2) Pontus LC (1)	Within 1 hex of 1511
Mtrphanes [a] Pontus CH (1-10) Cappadocia LI (1-5) Bythnia LI (1-5)	1813-3722 (in a single line)
Right Wing Column	
Drmchtes [a]	With any Right Wing Column unit
Pontus HI (1-4)	2112-2414
Phrygia MI (1-4)	2111-2413
Galatia MI (1-4)	2211-2512
Center Column	
Pharnaces (OC)	With any Center Column unit
Pontus HI (5-8)	2715-3017
Pontus HI (9-12)	2714-3016
Pontus HI (13-16)	2814-3115
Left Wing Column	
Aristion [a]	Stacked with any Right Wing Column unit
Pontus HI (17-20)	3318-3620
Phrygia MI (5-8)	3418-3719
Galatia MI (5-8)	3417-3718
Buphus [a] Pontus HC Cat (3-4) Pontus LC (2)	Within 1 hex of 4023

a These leaders are ahistorical.

Pontic Command

Use the Pontic Command System (4.7). Pharnaces is the OC, the rest of the Pontic leaders are Subordinate Commanders. Ignore the Command Restriction keyword on the counters; the Pontic SCs can command any troop type.

Pontic Line Command Eligibility	
1.	HI, MI
2.	Cavalry*
3.	LI*, CH*

*There may be one intervening hex between an-other unit in the same Line. The intervening hex cannot be occupied by an enemy unit or a friendly unit not eligible to participate in that Line.

Exception: For LI and CH to move together in the same Orders Phase there may not be any spaces between the units in that line.

SPECIAL RULES

Terrain

The Munda map is a remarkably close version of the Zela battlefield, at least according to the maps in Kromayer-Veith. Add the following:

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- All hexsides between Level 4 and Level 5 are considered a Stream.
- Ignore the little hillock in the northwest corner—treat as Level 4 terrain.

The Roman Camp

The Roman units inside the camp may exit the camp only through one (or more) of the following "gate" hexsides: 1032-1033, 1335-1435, 1436-1536, 1336-1437, and 1039-1040. They may not cross any other camp hexside. There is no Cohesion cost to enter a Tower hex. They may begin the game In Column. The leaders and units in the camp do not activate on Game Turn 1.

PLAY NOTE: This last point represents Caesar's disbelief in Pharnaces' intention to attack.

Cataphracted Cavalry

- No Roman unit type or class is Defense Superior (DS) to Cataphracted cavalry.
- Cataphracted cavalry pay a cost of 2 MP to change facing.

Chariots

The following abilities and liabilities apply to the CH units:

- May change facing only 1 vertex per hex at a cost of 2 MP per vertex.
- May use Orderly Withdrawal but incur an automatic 1 Cohesion Hit.
- Chariot may not Shock Attack; they only defend. They are basically wheeled missile units.
- Chariots are treated as Light Cavalry for purposes of Harassment & Dispersal fire.
- Chariot units that Rout are eliminated instead.

RETREAT DIRECTION

Caesarian units retreat towards the Camp. Units that retreat into the camp remain Routed, but do not have to Rout Move. In the Camp Movement Phase, they may be moved 2 hexes, if they stay in the camp. If they are rallied by a leader who is inside the camp, they may exit the camp and fight again. However, in determining Rout Points in the Withdrawal Phase, units that have routed into the camp are counted as if they were eliminated, although they are not necessarily so.

Pontic units retreat towards the 42xx map edge.

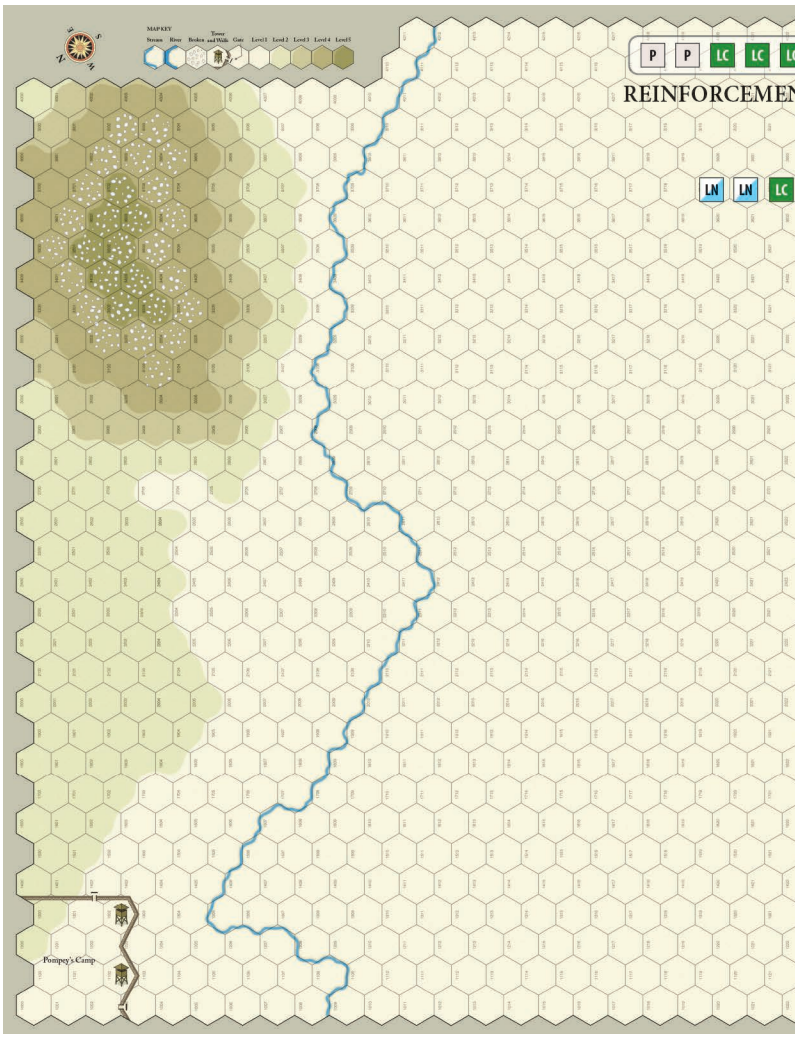
VICTORY

The Caesarian army withdraws when units totaling **105** Rout Points have been eliminated. The Pontic army withdraws when units totaling **90** Rout Points have been eliminated.

Chariots are worth 1 RP.

Army Size and Troop Quality

Army	Units	Size	Rout Points	Rout Ratio	Avg TQ
Caesarian	48	212	260	40%	5.4
Pontic	62	350	297	30%	5.1



THE BATTLE OF RUSPINA

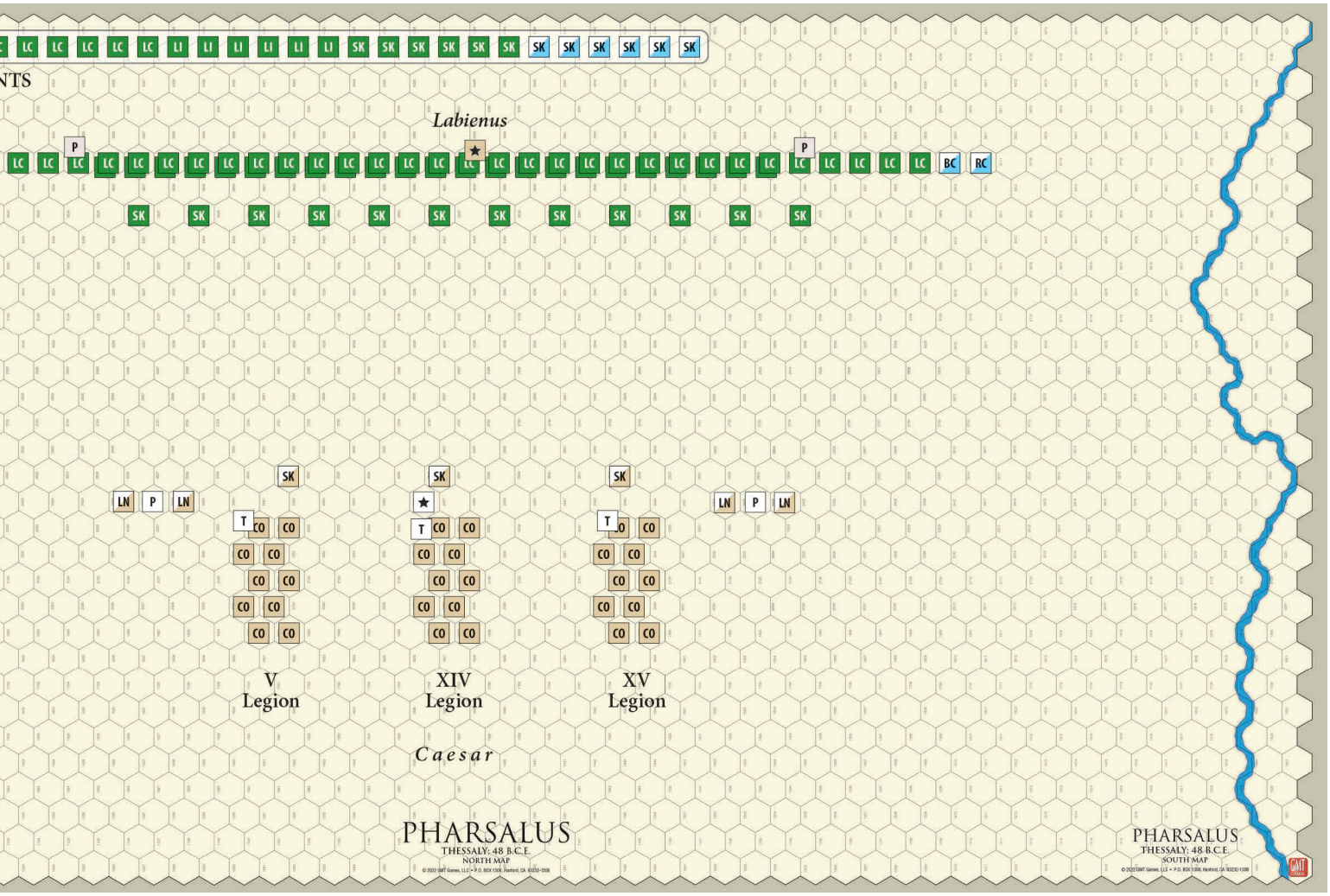
Mini Carrhae: North Africa, 46 BCE

Caesarian Army under Julius Caesar vs. the Numidian Army under Titus Labienus

HISTORICAL BACKGROUND

Had Caesar, after Pharsalus, pursued Pompey directly to Africa, instead of waiting around for 16 months, playing tag with one of the many Mithridates on the Nile, mopping up the Pontines at Zela, and, generally, "taking care of business", he probably could have wrapped up the entire war, as the Senatorial party was in leadership disarray with no army to speak of. However, the year's lull allowed the remaining Senatorial commanders, now under the leadership of Quintus Caecilius Metellus Pius Scipio, to regroup, gain the help of King Juba of Numidia, and raise an army of ten legions, augmented by Labienus' Gallic and German cavalry plus Juba's own army of four legions, vaunted light cavalry, plus innumerable light troops. The legions were, overall, worthless javelin fodder … but the Numidian cavalry was something else.

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Caesar's landings in Africa were rather poorly planned. He seemed to have no strategy other than to get his troops over from Sicily and then wander around, beating up on the Senatorial forces. He wasn't helped by the sporadic arrival of his legions, or the fact that supporting his army was not going to be easy. While awaiting his supply transports from Sicily and Sardinia, he decided to make the town of Ruspina, about halfway between Thapsus and Hadrumetum, east of old Carthage, his base of operations, from which he could forage inland. Foraging, however, was a difficult proposition, as the locals had destroyed most of their crops …and the ubiquitous Numidian cavalry, now under Labienus and Scipio, were omnipresent. Their hit-and-run tactics could frustrate and enervate, gradually, but inexorably, reducing an army's energies.

Regardless, in January of 46 BCE, Caesar set out inland with 30 cohorts and a small detachment of cavalry. About three miles from camp he saw a billowing cloud on the horizon: it was Labienus with some 8,000 Numidian cavalry, 1,600 Gauls and Germans, plus at least 10,000 Numidian light infantry. This light-armed force would be no match for Caesar's three legions in a set-piece battle. But Labienus had no intention of fighting in that way. He decided to combine some Numidian tactics with lessons he had learned from the Germans in Gaul …as well as his knowledge of what happened to Crassus at Carrhae. He would surround Caesar, keep him encircled, have his light infantry goad the legionaries into leaving formation, and then cut them down with his cavalry …all the time keeping up a steady shower of missiles.

Which is pretty much what happened. In no time at all, Labienus' cavalry had surrounded Caesar's tightly packed line of infantry, which eventually went into square to protect itself, all the while trying to fend off the annoying missiles without losing formation as they slowly backed their way towards Ruspina. Caesar's heavy infantry had almost no deleterious effect on the Numidians, who swarmed in, loosed their missiles, and then backed off before the legionaries could get to them.

Somehow, and we say somehow because it is totally opaque as to how Caesar got out of this fix, Caesar managed to get away from the Numidians and get his cohorts back into Ruspina. One line of thinking was that he got his cavalry to reform and charge, which sudden surge of activity drove off Labienus, etc. That doesn't sound reliable, as there were almost 10,000 Numidians, Gauls and Germans …against which Caesar had, maybe (but not probably), 2,000 horse. The other theory is that Labienus was thrown from his horse and figured this was a good a time as any to leave Caesar be and savor the "win". Knowing Labienus' dislike for Caesar, that holds less water than even the first theory. However, there may just be something in it, as Labienus was very much aware that Scipio's

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army was approaching, and, in the political scheme of things, it would have been most politically incorrect of Labienus to deprive old patrician Scipio of a victory. Sounds silly, but this sort of thinking was not uncommon in that era.

Whatever, Caesar did get away …we leave it to you, as players, to figure out how.

PRE-GAME NOTES

Maps: For Ruspina, the players use both Pharsalus maps, as the terrain on those is representative of what one would find in North Africa. Assume the river is an uncrossable wadi. Treat the camp as Clear terrain, but all other terrain applies.

Difficulty and Balance: Heavily favors Labienus.

We know Caesar got away; but it's tough to see how he did it, especially as no political worries afflict the Senatorial player. Caesar's problem is that he has an almost impossible time inflicting any casualties on Labienus' men, as the latter do not have to close to cause the same to Caesar's cohorts. We recommend this as mostly a solitaire "puzzle." It can easily be played with two players, but it is not a situation meant for competitive play. For those of you who have been asking for a Carrhae module, this is the same thing …with fewer troops. Not for beginners, this battle pits different tactical systems against each other: heavy infantry against light infantry and cavalry. As such, it requires players who know what the different unit types can do. This game is not recommended for competitive play, as it is almost impossible to inflict any losses on Labienus' troops.

Playing Time: Because this is essentially an Attrition vs Retreat game, it could take some time to do both. This is somewhat ameliorated by the fact that Caesar's units don't do too much of anything. Depending on whether this is solitaire or face-to-face, playing time is an evening, but most likely a long one, about 5 hours or so.

INITIAL DEPLOYMENTS

The Army of Julius Caesar

Counters: Use the Caesarian Faction Legion, Leader, and Auxiliares counters. Use the Veteran XIV Legion and the Recruit XV Legion.
All units face east [c].

UNITS	HEX(ES)
J. Caesar (OC, SC) [a]	N2436
2 Praefect (Cav Prf)	N2427, S2403
Gaul LN (1-4) [b]	N2426, N2428, 52402, S2404
Numidia SK-A (1-3)	N2531, N2536, N2542
V Legion	N2330, N2331, N2230, N2231, N2130, N2131, N2030, N2031, N1930, N1931
XIV Legion	N2336, N2337, N2236, N2237, N2136, N2137, N2036, N2037, N1936, N1937
XV Legion	N2342, N2343, N2242, N2243, N2142, N2143, N2042, N2043, N1942, N1943

a Use the J. Caesar CW counter.

b The sources, specifically *The African War*, are somewhat unclear as to how much cavalry Caesar had. He started out only with an escort but called up his cavalry from Ruspina when he saw the Numidians approaching. In the description of the actual battle, the author states Caesar had 400 horse. However, earlier, he states his army contained 2,000 cavalry. It seems inconceivable that Caesar, having seen the approach of a large force, would not call back for most of his cavalry arm. We have given him 1,600 Gallic Lancers, assuming he left some back at Ruspina. Whether 400, 1,600, or 2000; they're scant help against the over 10,000 enemy cavalry about to descend on them.

c The CO units may start the game In Column. Adjust their facing one hexside from due east to conform to 6.43.

Caesarian Command

Section Commanders are used in this battle with Caesar doing double duty. Caesar is the both the OC and the SC for the three Legions. The Praefect commands the cavalry. Aquilae rule sections 9.82 and 9.85 are not used.

The Numidian Army of Titus Labienus

Counters: Use the Senatorial Faction Leaders, non-Numidian Auxiliares, and the Numidian counters.
All units face west.

UNITS	HEX(ES)
T. Labienus (OC) [a]	N3737
Pacideius 1 (Cav Prf)	N3724
Pacideius 2 (Cav Prf)	S3705
Gaul LN (1-2)	N3719, N3720
German BC	S3709
Gaul RC (1)	S3710
Numidia LC (1-32) [b]	N3721-S3708 (1 per hex)
Numidia LI (1-17) Marines (1-6) [c]	N3726-S3704 (1 per hex)
Numidia SK-A (1-8) Numidia SK-S (1-4)	N3526-S3504 (1 every other hex)
Reinforcements Game Turn 3	
M. Petreius (Cav Prf) C. Piso (Cav Prf) Numidia LC (33-40) [b] Numidia LI (18-23) [b] Numidia SK-A (9-12) Numidia SK-S (5-6) Crete SK-A (1-3) Balearic SK-S (1-3)	Enter through any hexes along the east map edge.

a Use the T. Labienus counter with 3-Stars.

b The Numidia LI and Marine LI units are treated as Antesignani (9.4) and begin the game stacked with Numidia LC units.

c The Marines represent additional, non-Numidian LI units with Labienus and Scipio.

Numidian Command

Labienus is the OC. There are no Section Commanders. For the most part, the LI will be operating with the cavalry and so will be commanded by the Praefects. However, being aware that "stuff happens", we add that LI units may be commanded by any of the Praefects, even when not stacked as Antesignani (see 4.54).

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SPECIAL RULES

Caesarian Movement Restrictions

To represent Caesar being caught somewhat off-guard here, no Caesarian unit may voluntarily move west of hex row 2100 in the first two Game Turns. They may use Orderly Withdrawal to do so, however. And, Caesarian cohorts may not move within 4 hexes of the north, south, or east sides of the map at any time.

DESIGN NOTE: This prevents the obvious tactic of using OW to pin the Numidians up against the map edge. The Numidians would have just fallen back farther.

No Advance Order

To keep his cohorts in line and to stop them from getting picked off one by one, Caesar issued an order that no one advance more than four feet from his standard. At any time, starting with Game Turn 2, Caesar may use a Legion Command to issue a "No Advance Order." As soon as the NA Order is in effect, no cohort may advance after combat, even if the player wants it to.

Exception: Any cohort that is *not* within Caesar's Command Range and not adjacent to a cohort that *is* within range (or adjacent to one that is …in a chain, as it were) is not automatically affected by the order. Such a unit must use the normal advance rules, unless the player rolls the die and that DR is the same as or lower than the unit's TQ. If that happens, it may choose not to advance.

To remove the NA Order, Caesar must use another Legion Command.

Caesarian Trump Limitations

Caesar may not Trump any leader, either his or his opponent's, during Game Turn 1. This simulates Caesar being caught somewhat unawares.

Carpe Diem

Caesar may not exercise his two Elite Phases (5.51) on Game Turns 1 and 2.

Increased Numidian Movement

To further replicate the advantages light horse had over heavy infantry, especially in this situation, during Game Turn 1 (only), apply a –2 DRM to all the Labienus player's Momentum die rolls. We suggest this for solitaire play, only.

RETREAT DIRECTION

The Caesarians retreat towards the west edge of the map. Labienus' units retreat toward the east edge of the map.

VICTORY

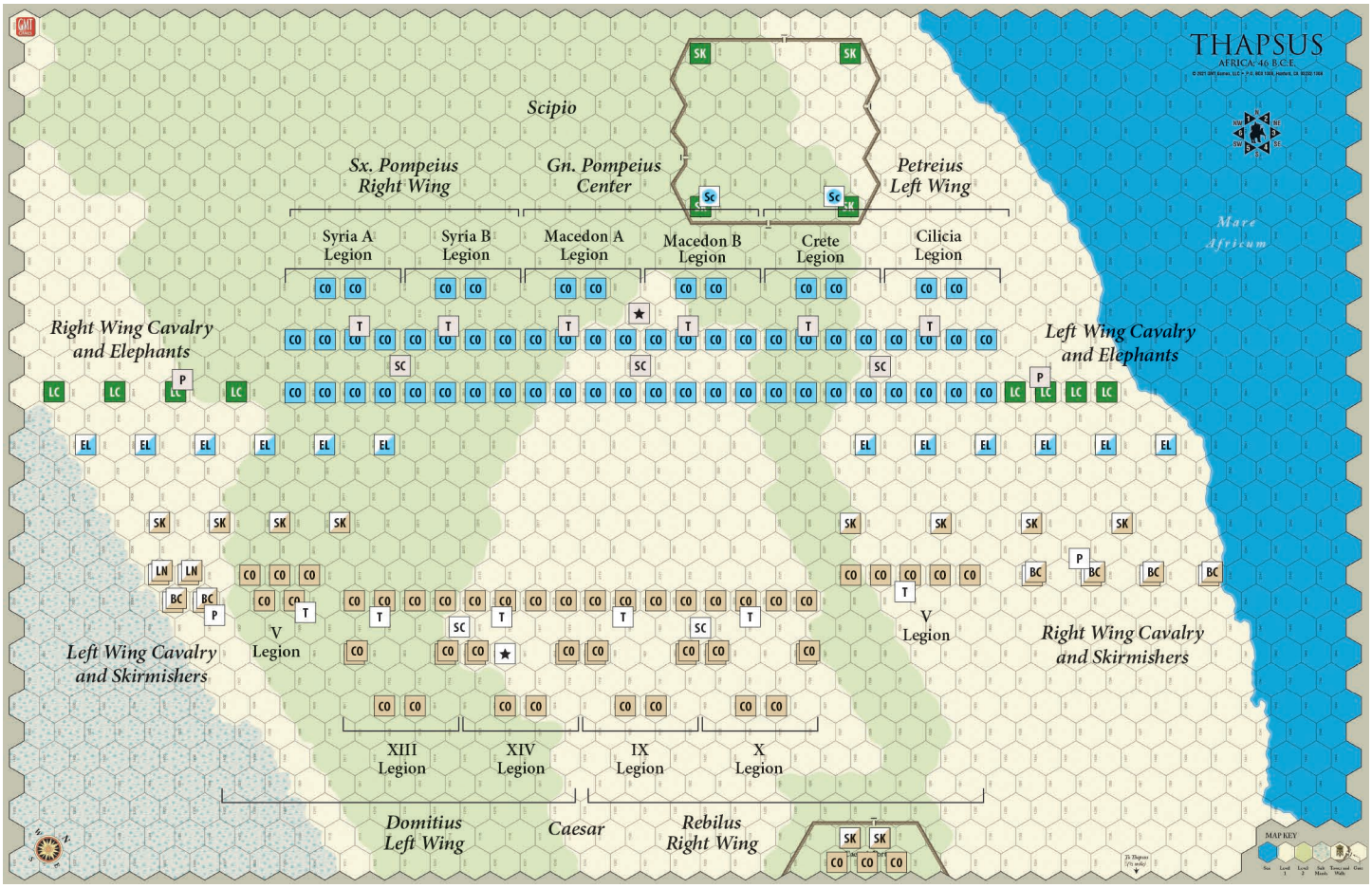
We're not talking about Caesar winning here; we're talking survival. Caesar must exit his army off the west map edge prior to reaching his army's withdrawal level. If he can do that, he wins, if you consider escaping with most of your army intact a win. We have listed Labienus' withdrawal level. That is purely informational, as there is almost no way the Caesarians can inflict that type of damage on Labienus' light troops.

Labienus' army withdraws when units totaling **105** Rout Points have been eliminated. The Caesarian army withdraws when units totaling **65** Rout Points have been eliminated.

Army Size and Troop Quality

Army	Units	Size	Rout Points	Rout Ratio	Avg TQ
Labienus	97	219	427	25%	5.0
Caesarians	37	169	215	30%	6.1

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The Battle of Thapsus

The Elephants' Burial Ground:
North Africa, 46 BCE

Caesarian Army under Julius Caesar vs. the Senatorial Army under Metellus Scipio

HISTORICAL BACKGROUND

Following Ruspina, Caesar played a game of cat-and-mouse with the armies of Scipio, Labienus, and Juba, the Senatorial leaders trying to keep Caesar from gaining sorely needed supply bases. Caesar's army had grown to nine legions by this point, and, to keep this group eating, he decided to move his base from around Uzita, where he had been playing "Who Blinks First?" with Scipio. Caesar's army was quickly followed by both Scipio and Juba.

With the largest army he had commanded since Gaul, Caesar knew he was in much better shape than Scipio, except for the Numidian cavalry. Therefore, in order to negate their abilities, he decided to draw Scipio into battle at a place with minimal flanking opportunities. In the spring of 46 BCE, he moved to take Scipio's main port, Thapsus. The two approaches to Thapsus, which lay on a promontory, were narrow corridors flanked by the sea on one side and salt marshes on the other. The Senatorial armies could deploy, but the Numidian cavalry would be useless on such a battlefield. With Caesar encamped before Thapsus, Scipio left Juba and Afranius, with some 20,000 foot, 18,000 cavalry, and over 100 elephants at the entrance to the southern corridor and marched around the marshes to attack Caesar from the west.

Caesar, taking due note of Scipio's maneuvers, sent several legions south to guard the rather narrow southern area while he turned with the remainder of his army to face Scipio along the shores of the African Sea (part of the present-day Mediterranean). Scipio had deployed in front of his camp with six legions, mostly hastily-raised conscripts, a small force of Numidian cavalry, and 64 African elephants. The elephants, however, were as untrained as the legions and that would turn out to be a major problem. Against him Caesar deployed five legions: IX and X on the right, XIII and XIV on the left, with the V split between the far wings to take care of the elephants. His cavalry, now combined with the Antesignani light troops, covered both flanks.

It wasn't much of a battle. While Caesar was busy dressing his lines and giving last minute instructions, his right wing decided to charge on their own. The cavalry shot forward, riddling the somewhat surprised elephant corps with darts, and the untrained elephants, blinded with rage and fear, rampaged, trampling the troops behind them, including all of Scipio's Numidian cavalry, which shot to the rear in disarray. Scipio's legions, seeing the Numidians in flight, panicked …and the rout was on. What had started out to be a battle turned into an exercise in butchery.

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Meanwhile, to the south, Juba and Afranius hadn't even begun to move when the word of Scipio's flight reached them. They, too, panicked and took flight, and the battle was over. Juba committed suicide after a pre-arranged, duel-to-the-death with Petreius, Afranius was captured and executed, Scipio drowned, and the Senatorial party had virtually no army in Africa. Only Labienus managed to escape, along with Pompey's two sons, this time to Spain.

PRE-GAME NOTES

Map: Use the Thapsus map.

Difficulty and Balance: Heavily favors Caesar.

If you play the Historical, No Reinforcement version, this is a "Bet the Casa on Caesar" special. Scipio has lots of men, virtually none of whom have any training. Anyone who can beat Caesar in this version deserves, at the least, knighthood.

The "ahistorical", Juba special, is a somewhat different story, and if Juba and Afranius can break through in enough time and with enough weight, Caesar will find himself fighting a two-front battle. Although we feel "the fates" are still on his side, it can be a rather more balanced and very interesting session.

This is not an especially difficult battle; it is a workable, set-piece item with armies of moderate size. Getting anything done with Scipio's boys will be a problem, though, so his side is not one that should be taken by a novice. As a matter of fact, unless you harbor a specific intent to humiliate, the historical versions should be viewed as solitaire entertainment, which allows you to gain some insight into the game.

Playing Time: The actual battle was over in about 5 minutes; there was very little real fighting. That, of course, likely won't be the case here; cardboard does not run that easily. The playable historical version is a game of 3-4 hours, maximum. The true historical version (see below) will probably take about half of that time. The Juba Reinforcements version could take a couple of more hours to complete.

INITIAL DEPLOYMENTS

The Army of Julius Caesar

DESIGN NOTE: The deployment of Caesar's legions at Thapsus is not too clear, despite the specific allocations given in "The African War". We have used that espoused by Holmes and Fuller. The African War gives the legions as the VII, VIII, IX and X.

Counters: Use the Caesarian Faction Legion, Leader, and Auxiliares counters. Use the IX, X, XIII Legion counters *without* the "g" indicator and the Veteran XIV Legion.

All units face northwest. CO units stack 1 per hex unless noted otherwise.

IMPORTANT! All cohorts deployed in the 18xx and 16xx hex rows are Depleted.

UNITS	HEX(ES)
J. Caesar (OC)[a]	Within 2 hexes of C. Rebilus
Left Wing Cavalry and Skirmishers	
Praefect (Cav Prf)	With any Left Wing cavalry unit
Gaul LN (1-2)[b] Antesignani LI (1-2)[b]	2104, 2105 (1 LN and 1 LI per hex)
German BC (1-2)[b] Antesignani LI (3-4)[b]	2005, 2006 (1 BC and 1 LI per hex)
Numidia SK-A (1-2)	2304, 2306
Balearic SK-S (1-2)	2308, 2310
Left Wing	
C. Rebilus (SC)	With or adjacent to any Left Wing CO
Tribune III[c], Aquila III 5 V CO	2107-2109, 2008-2009
XIII Legion	2011-2014, 1811, 1814 (2 CO per hex), 1612, 1613
XIV Legion	2015-2018, 1815, 1818 (2 CO per hex), 1616, 1617
Right Wing	
Gn. Domitius (SC)	With or adjacent to any Right Wing CO
IX Legion	2019-2022, 1819, 1822 (2 CO per hex), 1620, 1621
X Legion	2023-2026, 1823, 1826 (2 CO per hex), 1624, 1625
Tribune V, Aquila V 5 V CO	2127-2131
Right Wing Cavalry and Skirmishers	
Praefect (Cav Prf)[d]	With any Right Wing cavalry unit
German BC (3-6)[b] Antesignani LI (5-8)[b]	2133, 2135, 2137, 2139 (1 BC and 1 LI per hex)
Numidia SK-A (3-4)	2333, 2336
Balearic SK-S (3-4)	2327, 2330
Fort Garrison[e]	
3 XXVII CO Numidia SK-A (5-6)	Within 2 hexes of 1028

a Use the J. Caesar CW counter.
b Antesignani (9.4) rule applies to these units.
c Tribune III is the Tribune for the Legion V cohorts on the left wing.
d Marcus Valerius Messalla by name.
e Units cannot leave the fort.

Caesarian Command

Section Commanders are used in this battle. Caesar is the OC. Rebilus is the Section Commander for the XIII and XIV Legions plus the half of V Legion on his wing. Domitius is the Section Commander for the IX and X Legions plus the other half of the V. The two Praefects command the cavalry on the wings. Aquilae rule sections 9.82 and 9.85 are not used.

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The Senatorial Army of Metellus Scipio

Counters: Use the Senatorial Faction Leaders and Auxiliares, and the Numidian counters.
All units face southeast. CO units stack 1 per hex unless noted otherwise.

UNITS	HEX(ES)
C. M. Scipio (OC) [a]	With or adjacent to any Pompeian unit
Right Wing Cavalry and Elephants	
C. Piso (Cav Prf)	2805
Numidia LC (1-4)	2801, 2803, 2805, 2807
6 Africa EL	2602, 2604, 2606, 2608, 2610, 2612
Right Wing	
Sx. Pomp (SC)	With or adjacent to any Right Wing CO
Syria A Legion [b]	2809-2812, 3009-3012, 3210, 3211
Syria B Legion [b]	2813-2816, 3013-3016, 3214, 3215
Center	
Gn. Pomp (SC) [c]	With or adjacent to any Center CO
Macedn A Legion [b]	2817-2820, 3017-3020, 3218, 3219
Macedn B Legion [b]	2821-2824, 3021-3024, 3222, 3223
Left Wing	
M. Petreius (SC)	With or adjacent to any Left Wing CO
Crete Legion [b]	2825-2828, 3025-3028, 3226, 3227
Cilicia Legion [b]	2829-2832, 3029-3032, 3230, 3231
Left Wing Cavalry and Elephants	
T. Labienus (Cav Prf)	2834
Numidia LC (5-8)	2833-2836
6 Africa EL	2628, 2630, 2632, 2634, 2636, 2638
Camp Garrison [d]	
2 Scorpios Numidia SK-A (1-4)	Anywhere inside Scipio's Camp

a Use the C. M. Scipio counter with 3-Stars.

b These are *not* the actual legions Scipio had. There is little indication that Scipio's legions had any appellation or numerical designation. They were all recently raised and they were all "African". The Numidian legions were with Juba (see the rules for him, below)

c Use the Gn. Pomp counter with 2-Stars. It is not certain, at least not from what we read, that Gnaeus Pompeius, Pompey the Great's eldest son, was at Thapsus. After leaving Greece, he next pops up several months after Thapsus in the Balearic Islands. We have assumed that, in the interim, he was in Africa. Regardless, we needed a Section Commander.

d Units assigned to camp garrison may not leave the camp at any time. See, also, the Retreat Direction section.

Senatorial Command

Section Commanders are used in this battle. Scipio is the OC. Petreius is the Section Commander for the Crete and Cilicia Legions. Gnaeus Pompeius is the Section Commander for the Macedn A and B Legions. Sextus Pompeius is the Section Commander for the Syria A and B Legions. Labienus and Piso are praefects in command of the cavalry on the wings. Aquilae rule sections 9.82 and 9.85 are not used.

SPECIAL RULES

Elite Commander

Caesar is treated as an Elite Commander for the entire battle, not just the first Game Turn.

Caesar's Galleys

HISTORICAL NOTE: Caesar's fleet was in the process of blockading Thapsus. However, he did have available several galleys which he used during the battle to threaten the rear of Scipio's formation. We've expanded this a mite.

Starting with Game Turn 3, the Caesarian player may "land" one CO from the XXVII Legion (yes, you can use the 1st Cohort), and 1 Crete SK-A in any coastal hex of the Mare Africum that is not in an enemy ZOC. This landing is used instead of a Caesar Elite Leader Phase. These units are considered to have a leader with a 2 Initiative and a Command Range of 2. They can both move if they are within 2 hexes of each other. If routed, they retreat to the coastal hex in which they were landed. Once they reach that hex, they are eliminated, but they do *not* count towards Rout Points. If they rout into any other coastal hex, they are eliminated, and they do count towards Rout Points. This is a one-time opportunity. So, if you're using the optional Numidian Reinforcements, the timing of this can be most telling.

Numidian Reinforcements (Optional)

This optional rule is included so that the battle becomes more of a contest, as opposed to an exercise in seeing how fast Caesar can get Scipio's army to withdraw. It supposes that there is a possibility that Juba and Afranius managed to beat their way through Caesar's rearguard and implement Scipio's scheme of a two-pronged attack. It is a "die roller", and the rule also makes the assumption that the longer it took Juba and Afranius to get through, the less men they would have available. We have also supposed that Juba's rather large elephant corps would not be capable of effecting such an "operational" maneuver after a battle. On the plus side, we have assumed that Juba and Afranius got their act together and launched their attack in enough time to influence the battle to the north. We have also ignored the legion that Caesar had guarding Thapsus, as the "governor" of Thapsus, Gaius Vergilius, a Pompey man, had a large enough contingent of troops in the town that it was worth keeping them blockaded therein.

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HISTORICAL NOTE: Juba's army contained three or four Numidian legions, several thousand light troops, much Numidian cavalry and 120 elephants …over 30,000 men, supposedly. Caesar had blocked their approach with two legions, perhaps three. The corridor was about one-half the width of the Thapsus battlefield, and Caesar had had a camp built to cover it. The distance between that camp and the Thapsus field was about five miles, so "relief" was not exactly a swallow away. Juba and Afranius never got going; their men were still in camp when the news of Scipio's flight, and several Caesarian legions, arrived at about the same time. They were driven from their camp without pitched battle. An interesting sidelight was that Juba fled with Marcus Petreius west, towards Zama. Fearing capture by Caesar, they decided to fight a duel with each other, to the death. Juba won rather handily ("five sesterces on the Numidian" was the phrase heard most prior to the bout), then had a slave dispatch him, after finding it rather difficult to stab himself in the chest.

Starting with Game Turn 2, after the Elite Commander Phase, but before any other leader has been activated, the Senatorial player rolls the die to see if the Numidians will be coming, as follows:

Turn	DR Needed to Bring in Numidians
2	0
3	0-1
4	0-3
5	0-6
6	0-8
7	Auto

If the Numidians arrive, the Senatorial player now rolls the die to see what he gets. He adds to that DR the number of the Game Turn. Thus, if he's rolling during Game Turn 4, he adds 4 to the DR.

Adjusted DR	*Arriving Troops*
0-2	**Legions: Spain A** and **Spain B***
	Numidians: 20 Numidian LC units (any from counter ids #9 to #40), 8 Numidian LI (any from counter ids #1 to #23)
	Leaders: Pacideius 1 (Cav Prf), Pacideius 2 (Cav Prf), King Juba, and L. Afranius (these latter two are assigned sections as the player wishes)
3-4	**Legion:** Spain A*
	Numidians: 15 Numidian LC units (any from counter ids #9 to #40), 5 Numidian LI (any from counter ids #1 to #23)
	Leaders: Pacideius 1 (Cav Prf), Pacideius 2 (Cav Prf), King Juba, and L. Afranius (these latter two are assigned sections as the player wishes)
5-6	**Legion:** Spain A*
	Numidians: 10 Numidian LC units (any from counter ids #9 to #40), 3 Numidian LI (any from counter ids #1 to #23)
	Leaders: Pacideius 1 (Cav Prf), Pacideius 2 (Cav Prf), and King Juba
7-8	Numidians: 15 Numidian LC units (any from counter ids #9 to #40), 5 Numidian LI (any from counter ids #1 to #23)
	Leaders: Pacideius 1 (Cav Prf) and King Juba
9-11	**Numidians:** 10 Numidian LC units (any from counter ids #9 to #40), 5 Numidian LI (any from counter ids #1 to #23)
	Leaders: Pacideius 1 (Cav Prf) and King Juba
12+	**Numidians:** 5 Numidian LC units (any from counter ids #9 to #40), 3 Numidian LI (any from counter ids #1 to #23)
	Leaders: Pacideius 1 (Cav Prf) and King Juba

* These represent the Numidian legions.

Numidian Reinforcements enter through any hexes between 1011 and 1024, inclusive. They may be In Column. The order of entry is dependent on which leader the combat units are assigned to and the usual order of activation.

Effect on Balance: The arrival of the Numidian legions is not so important; the big problem for Caesar will be the several thousand Numidian cavalry suddenly in his rear. If the Senatorial player can get a low troop DR on an early turn, say Game Turn 3, troop DR of 4, balance shifts dramatically, and Scipio has a good chance of winning!

RETREAT DIRECTION

Scipio's Senatorial units retreat toward the northwest edge of the map, or the Camp, whichever is closer. Units that retreat into the camp remain Routed, but do not have to Rout Move. In the Camp Movement Phase, they may be moved 2 hexes, if they stay in the camp. If they are rallied by a leader who is inside the camp, they may exit the camp and fight again. However, in determining Rout Points in the Withdrawal Phase, units inside the Camp are counted as if they were eliminated, although they are not necessarily so. Do not count any units originally assigned to the camp.

The Caesarian units retreat toward the southeast edge of the map. They do not have to retreat into the fort, but if they do, they are considered eliminated. This was a very small, very temporary fortification. After Juba arrives, Caesar's troops will rout towards his camp or to any hex north of the camp.

VICTORY

The withdrawal levels are for the Historical Game; no Numidian reinforcements.

- We have given a "True History" Rout Ratio for Scipio that reflects the historical mental attitude of his troops; this should be used only for Solitaire play.
- We have also included a more "normal" Rout Ratio, which gives the Senatorial army some chance of staying around for more than two Game Turns.
- If you are using Numidian Reinforcements, do not use the 10% ratio. Adjust the Senatorial Rout Points level by totaling TQ's of the reinforcing units and multiplying by 30%, adding the total to the RP withdrawal level.

True History, Solitaire Version Victory: This version is less a battle that must be won as a race against time.

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- If the Caesarian player can rout Scipio's army in one Game Turn, he has matched history and can consider himself a rather successful chap.
- If he does it in two Game Turns, not bad …but don't even think of asking for a Triumph.
- Anything over two Game Turns and its back to Parcheesi.

True History: The Senatorial army withdraws when units totaling **40** Rout Points have been eliminated.

Game History: The Senatorial army withdraws when units totaling **115** Rout Points have been eliminated.

The Caesarian army withdraws when units totaling **170** Rout Points have been eliminated.

Balance Adjustments

We suggest, actually heartily recommend, that players use the Numidian Reinforcement rule when playing competitively. The game is far too unbalanced in the historical version. The Rout Point Bid method works well here …or a variation, thereof. After determining the RP reduction for the Caesar player, the Scipio player now determines how much he wants to subtract from his Turn of Arrival DR. Multiply the number he wishes to subtract, his choice, no limits—by 10. The result is the number of RP's to add to Caesar's RP total for withdrawal!

For a rule fix, the Scipio player should apply a –2 DRM to his Numidian Turn Arrival die rolls. He should also not add the arrival turn to the Which Troops Arrive die roll, but use the –2 DRM.

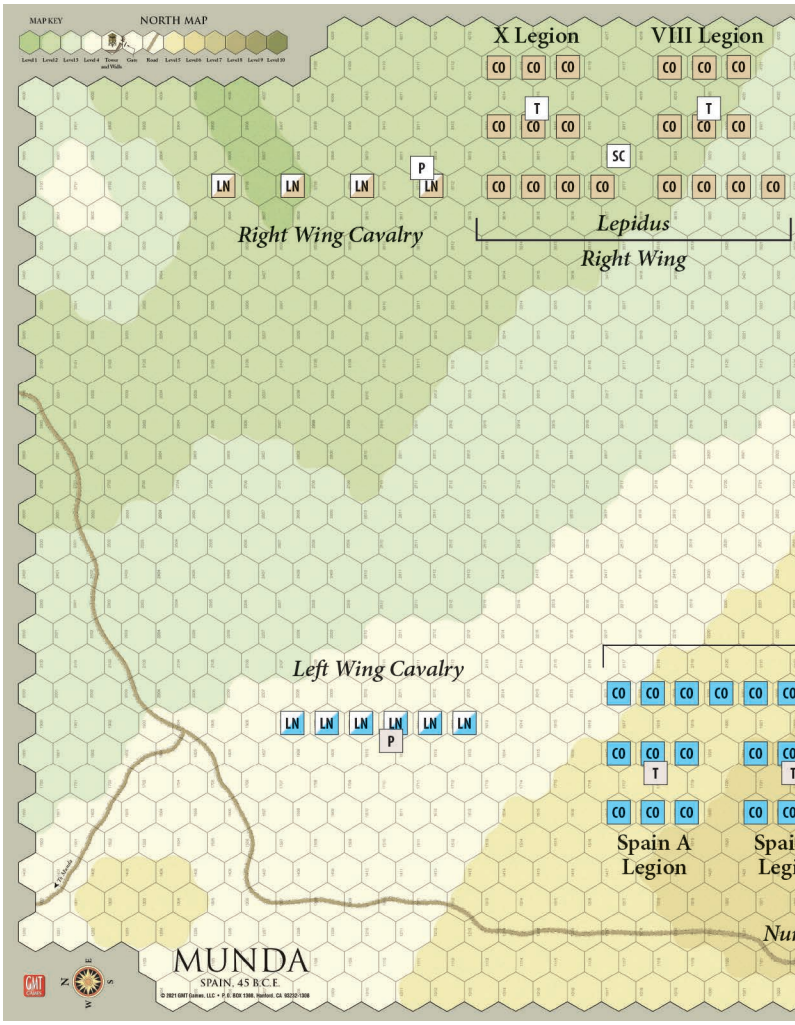
Army Size and Troop Quality

Army [a]	Units	Size	Rout Points [b]	Rout Ratio	Avg TQ
Senatorials	80	376	378	10%/30%	5.2
Caesarians	74	296	423	40%	6.6

a The Garrison units are not included in any of the totals.

b Caesar's Antesignani LI units count as 2 Rout Points each. Elephants count as 2 Rout Points each.

PLAY NOTE: Eliminating Scipio's elephants gets you more than halfway to winning the True History version. This reflects the effect the suddenly rampaging pachyderms had on his raw conscripts.



THE BATTLE OF MUNDA

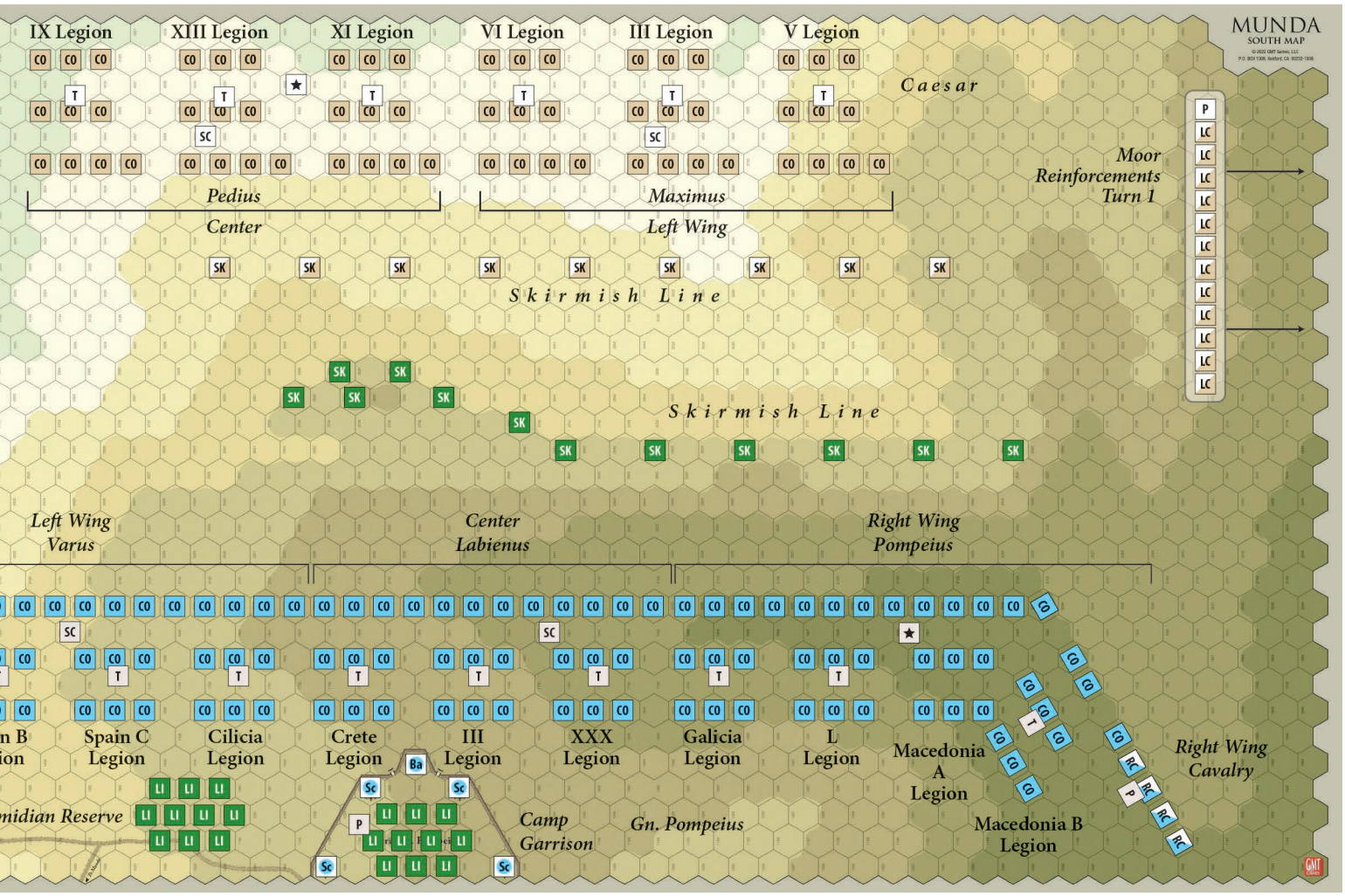
Big, Bad, and Conclusive: Spain, 45 BCE

Caesarian Army under Julius Caesar vs. the Senatorial Army under Gnaeus Pompeius

HISTORICAL BACKGROUND

Munda is the largest battle in the Civil Wars; in effect, it was the end of the wars, with only some mopping up operations to follow. However, its importance and its fame have been greatly obscured by the sources available for it. Of all the battles described in the Caesar corpus, this is, by far, the most confusing and unfathomable. Granted, most of what we know about it comes from the *Spanish War* add-on to Caesar's *Civil War*, written by someone who may have been there, but if he was, was probably into his fifth bottle of Rioja taverna. We also have Appian, Dio, Florus, and Suetonius, but all of them seem to be trying to make heads-or-tails out of what is in *The Spanish War*. That he had the literary skills of …well, of a brain-addled centurion of extended years, doesn't help. T. Rice Holmes considered it to be the "…worst book in Latin literature...". Making any sense out of what happened at Munda, therefore, is a challenge.

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After Thapsus, most of what was left of the Pompeian command fled to Spain, where it regrouped and started to raise more legions, while Caesar returned to Rome to take care of a variety of matters. As Spain had been Pompey's main recruiting base at the start of the wars, it wasn't long before his son, Gnaeus, had built up an army of some 13-15 legions and began to foment trouble among the locals.

When word of these activities got to Caesar, he immediately left for Spain. He now had command of an army of eight legions, which he used to chase Pompey all over southwest Spain. Eventually Gnaeus stopped sidestepping by installing his army on a strong piece of high ground, behind which was not only his camp but the fortified town of Munda. He had 11 legions; he could have had two more, but his younger brother, Sextus, was holed up in Cordoba, rather uselessly, with them. Maybe three or four of these were good units; the rest were unskilled, untrained and, probably, unmotivated.

Caesar decided to attack immediately, advancing from the valley below with his legions in front, and his cavalry and auxiliaries somewhat behind and to the left. Again, much of what happened here is very difficult to discern from what sources we have. In addition to his legions, he had a strong corps of cavalry, some 8,000, most of which were King Bogud's Moorish light cavalry. Despite the numerical odds and the positional superiority of Gnaeus, it appears that Caesar wanted to get the war over with, and this was the perfect opportunity.

He advanced slowly up the slopes, redressing his lines several times, sending his light troops ahead to clear away Gnaeus' skirmishers, deployed on the slopes below the high ridge. This particular action is never mentioned anywhere; it is our position that, with the large number of light troops both sides had, this sort of "standard" pre-battle skirmishing most likely took place. The rest of Caesar's legions then waded in and the battle was on.

Several sources now report a most unusual incident, wherein Caesar, seeing some of his troops wavering. grabbed a shield and a sword, stood in front of his troops, pointed towards the enemy. yelled out, 'This shall be the end of my life and of your military service" and charged towards the Pompeians. The sight of Julius doing a one-man assault must have stirred that portion of the line to renew their efforts, as they, again, charged forward into the fray. Someone, most probably, also grabbed hold of Caesar and led him back to his tent for a "restorative".

It appears that this may have been the Xth Legion, and they now lit into Pompey's left with a vengeance, pushing his line back. Seeing this, Pompey ordered Labienus to reinforce the wavering left with troops from the right. With Labienus hurrying over to the left, Bogud's cavalry poured up the ravine and behind Pompey's right. The rest of Pompey's troops, seeing Labienus apparently in flight (a fear reinforced by the arrival of the Moors) took off, while Caesar's main line rushed in for the final blow.

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Yes, it sounds dopey, but it's the best anyone can make of it. It does raise some interesting questions, only one of which is what happened with all that shifting of troops behind Pompey's line. An even more interesting question is how Bogud got to Pompey's rear so easily. Pompey had a heavy supply of reserves, in addition to his own cavalry, and maneuvering cavalry up and across the terrain of the Senatorial right flank could not have been easy. Moreover, Pompey's army was virtually backed up by both his camp and the town of Munda (just off to the left of Pompey on the game map). Most experts just shrug their literary shoulders and lay it down to "missing descriptions" of "important aspects of the battle." To be sure.

Even with the confused description, most classical sources say that Munda was the hardest fought and most closely contested battle of the wars. Gnaeus fled to the coast, where he was captured by the commander of Caesar's fleet, Gaius Didius, and beheaded. The Senatorial army had retreated into the camp and the town, where they were besieged and slaughtered. Sextus, however, managed to escape from Cordoba with the remnants of the Pompeian army. He remained in Spain for some time, fighting a guerrilla war that had little effect but did keep the Romans busy. He eventually received amnesty from Lepidus and spent the next decade making trouble all over the Mediterranean until defeated at sea by Octavian's fleet and, eventually, beheaded …in 35 B.C.

Caesar? By mid-September, 45 BCE he was back in Rome, preparing for war against the Parthians and solidifying his position as sole ruler of Rome. On March 15th, 44 BCE he was stabbed to death.

PRE-GAME NOTES

Map: There are two maps used in Munda. The full map is the North map, and the half map is the south map. Hex numbers preceded by an N are on the north map and hex numbers preceded by an S are on the south map.

Difficulty and Balance: Slightly favors Caesar.

Much of the success of the "Last of the Pompeians" depends on how well they can utilize the terrain to their advantage. Caesar's army is somewhat smaller, but his cavalry is superior …if he can get it into action. In addition, as usual, his legions are far better than those the Senatorial party gets to work with. To make matters worse, Senatorial leadership is stretched rather thin. However, as noted above, this was the toughest battle in the war, an even closer one than Pharsalus. Gnaeus' defensive position is superb, he greatly outnumbers Caesar, and he actually has "reserves"! (Well, at least we think so.)

Despite their numbers and position, Caesar's army is the one to play if you want to win, although it will be a grind …and it will not be easy. With players of differing experience and gaming capabilities, the "better" player should play the Pompeians.

There are few "extra" rules here, so the actual playing of the battle is not overly difficult in comparison to the others. However, it is a big, long battle, with lots of command problems arising from such size. Moreover, the terrain considerations make moving Caesar's army rather difficult. So, we recommend this for experienced players.

Playing Time: Munda is one of the longest battles in the box with probable play time well over 8 hours. Not for the faint of heart, nor the short of time.

INITIAL DEPLOYMENTS

The Army of Julius Caesar

Counters: Use the Caesarian Faction Legion, Leader, and Auxiliares, and the Moor counters. Use the IX, X, and XIII Legions *without* the "g" indicator and the Veteran XI Legion. All units face west. CO units stack 1 per hex unless noted otherwise.

UNITS	HEX(ES)
J. Caesar (OC)[a]	With or adjacent to any Caesarian unit
F. Maximus (SC) Q. Pedius (SC) A. Lepidus (SC)[b]	See Caesarian Command section below for assignments. Each placed with or adjacent to a CO in his section.
Skirmish Line	
Numidia SK-A (1-6) Balearic SK-S (1-3)[c]	Between N3329 and S3331 inclusive, 3 hexes apart
Right Wing Cavalry	
Praefect (Cav Prf)[d]	N3711
Gaul LN (1-4)	N3705, N3707, N3709, N3711
Left Wing	
V Legion	S3726-29, S3926-28, S4126-28
III Legion	S3724-22, N3743, S3923-22, N3943, S4123-22, N4143
VI Legion	N3738-41, N3938-40, N4138-40
Center	
XI Legion	N3733-36, N3933-35, N4133-35
XIII Legion	N3728-31, N3928-30, N4128-30
IX Legion	N3723-25, N3923-25, N4123-25
Right Wing	
VIII Legion	N3718-21, N3918-20, N4118-20
X Legion	N3713-16, N3913-15, N4113115
Reinforcements Game Turn 1	
King Bogud Moor LC (1-12)	May enter during Game Turn 1 prior to the Auxiliaries Phase through any hex on the east edge of the south map—4200 hex row. They can enter during a later Game Turn, but they must enter when it would be King Bogud's turn to activate.

a Use the J. Caesar CW counter.

b Aemilius Lepidus was most likely not in Spain, as he had been appointed Caesar's Master of Horse, or the Dictator's right-hand man, while Caesar went to get rid of the last of the Pompeians. However, Lepidus, who was to become part of the Second Triumvirate with Octavian and Antony, had been governor of Spain just two years' previously, had triumphed there, had a good military reputation, etc., etc. …so we handed him his tickets to Carthago Novo and let him take part.

c The sources state that Caesar's auxiliaries started out on the left, with Bogud's Moorish horsemen. We tried it that way, and it didn't make much sense … the cavalry far outstripped the infantry, and the latter were soon useless as

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Caesar's legions advanced. It then occurred to us that, as the descriptions of the battle, none of which are overly clear anyway, start with Caesar over a mile off, it was possible that the light troops did start on the left, but then moved up to the front when Caesar first espied Pompey's deployment. We have translated that assumption into deployment.

d There is some information to indicate that the cavalry leader for Caesar's Gallic cavalry was Nonius Asprenas.

Caesarian Command

Section Commanders are used in this battle. Caesar is the OC. There is almost no information concerning this, so the Caesarian player may assign his SCs as he sees fit, with the restriction that no SC may command more than three legions. The Praefect commands the cavalry. King Bogud may command only Moor (Mauretanian) units. Treat him as a Praefect (4.54) with the exception that he may issue a Line Command without the need of the OC or a die roll. Aquilae rule sections 9.82 and 9.85 are not used.

The Senatorial Army of Gnaeus Pompeius

Counters: Use the Senatorial Faction Legions, Leaders, and Auxiliaries, and the Numidian counters.
All units face east unless stated otherwise. CO units stack 1 per hex unless noted otherwise.

UNITS	HEX(ES)
Skirmish Line	
Numidia SK-A (1-6)	Between N2641and S2634 inclusive, 3 hexes apart
Numidia SK-S (1-6)	N2933, N2935, N2832, N2834, N2837, N2739
Left Wing Cavalry	
Pacideius 1 (Cav Prf) [a]	With any Left Wing Cavalry unit
Gaul LN (1-6)	N1907-N1912
Left Wing	
A. Varus (SC)	With or adjacent to a Left Wing CO
Spain A Legion	N2017-20, N1817-19, N1617-19
Spain B Legion	N2021-24, N1821-23, N1621-23
Spain C Legion	N2015-28, N1825-27, N1625-27
Cilicia Legion	N2029-32, N1829-31, N1629-31
Center	
T. Labienus (SC)	With or adjacent to a Center CO
Crete Legion	N2033-36, N1833-35, N1633-35
III Legion	N2037-40, N1837-39, N1637-39
XXX Legion	N2041-44, N1841-43, N1641-43
Right Wing	
Gn. Pomp (OC, SC) [c]	
Galicia Legion	S2023-26, S1823-24, S1623-25
L Legion	S2027-30, S1827-29, S1627-29
Macedn A Legion	S2031-34, S1831-33, S1631-33
Macedn B Legion	S2035, S1836, S1736, S1537, S1734, S1635, S1535, S1533, S1434, S1334 (face southeast)
Right Wing Cavalry	
Pacideius 2 (Cav Prf) [a]	With any Right Wing Cavalry unit
Spain RC (1-4)	S1438, S1338, S1239, S1139
Numidian Reserve	
Praefect (Reserve) [b]	With any Numidian Reserve LI
Numidia LI (1-10)	Within 2 hexes of N1229
Camp Garrison	
Praefect (Camp) [b]	
Numidia LI (11-20) 4 Scorpios, 1 Ballista	Anywhere within Gnaeus Pompeius' Camp

a The two Pacidei were *not* actually present (at least we don't think they were). However, we need someone in charge of the cavalry, so they're the stand-ins for whoever was truly present.

b The two special Praefects are assigned to command the Numidian LI reserves and the Numidian LI in camp respectively and can affect no other units. Treat them as Praefects (4.54) with the exception that they cannot Trump.

c Use the 3-Star Gn. Pomp counter.

A Note on Gnaeus Pompeius' Legions

There is virtually no information as to which legions Gnaeus had at Munda. Most of them were recently raised; a couple were probably "veteran" legions that went over to him when he arrived after Thapsus. Thus, the legions we have included are not the historical units, but the mix of capabilities Gnaeus fought with.

The Senatorial player may either go with the legion arrangement in the setup or rearrange the legions as he sees fit using the placement hexes indicated in the setup and no more than four legions in any one wing.

We do note that the Senatorial army at Munda is one of the largest in the *GBoH* system, almost 70,000 men.

Pompeian Command

Section Commanders are used in this battle. Gn. Pompeius is the OC and the SC for the Right Wing Legions. Varus is the SC for the Left Wing Legions. Labienus is the SC for the Center Legions. The two Pacidei command the Right and Left Wing cavalry units, while the two Praefects command the Numidian reserve and the Numidians in camp. Aquilae rule sections 9.82 and 9.85 are not used.

The setup shows a 4-3-3 Legion distribution for the three sections. The Senatorial player may alter this arrangement and assign a Legion from the left or right wing to the center. No SC can command more than four legions.

DESIGN NOTE: It doesn't take too much insight to realize that commanding this huge army with only those three commanders is going to stretch the Pompeian player to the limit. However, although we're sure the Senatorials did have somebody above tribune level around, the recent losses in Africa had severely depleted their adherents and Sextus Pompeius was in locked up in Cordoba. On the one hand, having only these three does simulate the levels to which Senatorial command had "sunk"; then again, they are in a defensive position and posture, so an active command is not as "necessary" as would be in other battles.

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SPECIAL RULES

Extended Section Command Capability

The ability of the Section Commanders of both sides to direct their inactive and in command Tribunes to issue Legion Commands regardless of his proximity to the OC, the need of a DR, or restricting the OC is extended to the first 3 Game Turns.

RETREAT DIRECTION

The Caesarians retreat toward the east edge of the map. The Pompeians retreat toward the west edge of the map, or their camp, whichever is closer. Units that retreat into a camp remain Routed, but do not have to Rout Move. In the Camp Movement Phase, they may be moved 2 hexes, if the stay in the camp. If they are rallied by a leader who is inside the camp, they may exit the camp and fight again. However, in determining Rout Points in the Withdrawal Phase, units inside the Camp are counted as if they were eliminated. The ten Numidian LI that start inside the camp do not count towards Rout Points unless they have exited the camp and subsequently retreated inside.

VICTORY

The Pompeian army withdraws when units totaling **190** Rout Points have been eliminated.

The Caesarian army withdraws when units totaling **230** Rout Points have been eliminated.

Army Size and Troop Quality

Army	Units	Size	Rout Points [b]	Rout Ratio	Avg TQ
Pompeians [a]	152	672	769	25%	5.2
Caesarians	105	485	653	35%	6.5

a Excludes artillery but includes all Numidia LI including those in the camp.

b Rout ratios are a bit low because both sides appear to be somewhat tired as the war draws to a close. Caesar's troops were shaky in spots, and the allegiance of Pompey's recruits was debatable.

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Roman Conquest of Britannia

- The Medway, 43 CE (Caratacus)
- Caratacus' Last Stand, 51 CE (Caratacus)

INTRODUCTION

Then I can write a washing bill in Babylonic cuneiform
And tell you ev'ry detail of Caractacus's uniform
In short, in matters vegetable, animal, and mineral
I am the very model of a modern Major-General

—Gilbert & Sullivan, Pirates of Penzance

This section features one of Rome's more famous antagonists, Caratacus, chief of the Catuvellauni on the isle of Britannia. It was Caratacus' expansion at the expense of the neighboring Atrebates that gave the Roman emperor Claudius the excuse to come to the aid of that tribe by invading Britain in the summer of 43 CE. Although the target of the invasion was Caratacus and his stronghold at Camulodunum, the size of the Roman invasion force led by the capable Aulus Plautius indicated that the Romans intended to stay.

After some initial skirmishing, Caratacus met the Romans in pitched battle near the Medway River, the first scenario in this section, and was defeated. Caratacus escaped but lost his chiefdom with his stronghold converted into the first Roman colony in Britain. Plautius in true Roman fashion set about to secure the surrounding tribal areas through both military and diplomatic means over the next four years of his term of governor of the new province.

Caratacus, though down was not out and reemerged as leader of the Silures and Ordovices of Wales to confront Plautius' successor, Publius Ostorius Scapula, who arrived as governor in 47 CE. What followed was several years of small scale fighting until Caratacus was finally cornered and forced to fight. Tacitus' (*Annals* 13.34) describes the situation which is the subject of the second scenario in this section:

"But on that occasion, being inferior in numbers, Caratacus relied on cunning and treacherous terrain to gain advantage, shifting the theater of war to the land of the Ordovices. There, reinforced by all those who feared peace with us, he took the ultimate risk, after selecting a site for the battle where everything—advancing and pulling back alike—was unfavorable to us, but to his own men's advantage. There were high mountains on one side and any area that was reachable by a gentle incline Caratacus blocked with rocks that formed kind of a rampart. Before the site flowed a river with a ford of varying depth, and bands of armed men had taken a position before the defenses."

Caratacus was once again defeated but escaped only to later be handed over to the Romans by Brigantian queen Cartimandua. He was taken to Rome as a captive, and unlike other troublesome opponents he was pardoned after he gave an impressive speech to the Senate, and was allowed to live peacefully in Rome.

Battle of the Medway

Kent, 43 CE

Aulus Plautius vs. Caratacus

HISTORICAL BACKGROUND

Emperor Claudius' invasion force of four legions, cavalry, and auxiliaries, commanded by Aulus Plautius, landed in 43 CE in what is now Kent. The Britons, led by Caratacus, had been informed of the imminent invasion and, while they harassed the advancing legions with small strikes, they assembled their main army north of the Medway river. Peddie estimates their total available manpower as 150,000, half of which came from Caratacus' Catuvellauni. Delbruckians among you may start scoffing now, but all sources say the Britons did outnumber the Romans, and Plautius must have had some 35-40,000 men with him (in total, if not in the field).

Plautius first took Durovernum (Canterbury), and although slowed by British incursions, held the areas south of the Thames that were the territories of the Atrebates and Cantiacii. The next goal was Camulodunum (Colchester), capital of the Catuvellauni, which lay north of the Thames. The approach to the Thames was "guarded" by the Medway, behind which Caratacus assembled his army.

Caratacus felt that Plautius would not be able to bridge the Medway. However, Plautius had brought with him a large, legion-sized contingent of Batavians, expert in such river crossings. With the Britons massed across the Medway, Plautius opted for a flanking, pincer movement. He had his Batavians cross on the Roman right, just as II Augusta did the same, albeit less efficiently, upstream, on the left. XIV Gemini pinned the center from across the river, while XX Valeria was arriving from the south as a reinforcing legion.

The Batavians crossed unnoticed and made for the north to cut off Caratacus' escape route across the Thames, only to be attacked by a large force of British war chariots. This drew Caratacus' attention away from his right, and the attack of the just-crossed II Augusta. The Romans were somewhat surprised at how tenaciously the light, but large, British army fought, aided greatly by large contingents of infantry armed with huge, heavy swords. The battle appears to have lasted two days, with the Britons eventually fighting a disciplined retreat to the north. Caratacus managed to save much of his army and regroup across the Thames.

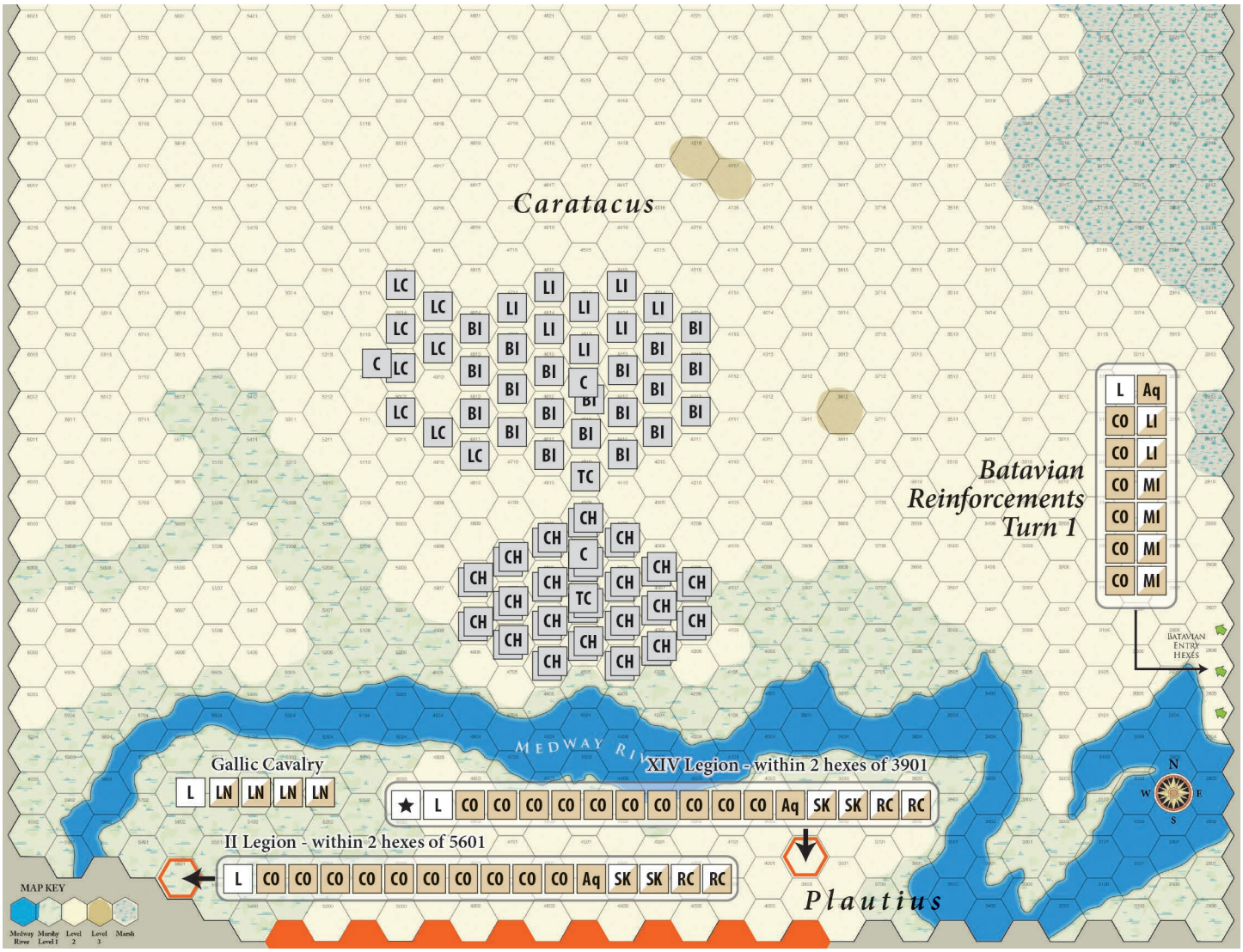
PRE-GAME NOTES

Map: Use the Medway map.

Difficulty and Balance: The challenge for the Roman player is to get across the Medway in some semblance of order with the Briton player most certainly making it more difficult to do so. The victory conditions are a bit unusual. The Briton player can win by damaging the Romans and then heading off the map to avoid being crushed. The Romans, however, are favored.

Playing Time: About 4-5 hours

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INITIAL DEPLOYMENTS

The Briton Army of Caratacus

Counters: Use the Briton counters.
Britons deploy first.

UNITS	HEX(ES)
Caratacus (TC) Togodumnus (TC) [a]	With or adjacent to any Briton unit.
Trinovantes Chief Atrebates Chief Cantii Chief	With or adjacent to a unit in their assigned group (see below).
Briton LI (1-22) Briton CH (1-22)	Within 5 hexes of 4507, Level 2 hexes only, 1 LI and 1 CH per hex.
Briton LI-S (23-30) [b] Briton BI (1-20)	Within 4 hexes of 4513.
Briton LC (1-8)	Any Level 2 hex within 2 hexes of a non CH+LI stack

a The only identifiable leader (on the battlefield) for the Britons is Caratacus, the (somewhat disputed) chief of the Catuvellauni. Togodumnus, co-chief with Caratacus, was killed either just before, or during, the Medway festivities. Tough to tell, so we put him in the game.

b The LI Slingers are part of the BI group.

HISTORICAL NOTE: The Briton "army", if it can be called that, was a loose conglomeration of tribal troops, held together almost entirely by the personality of Caratacus. This is a mostly "light" military system, strong in mobility but with very light armor (i.e., non-existent). The Briton BI units were armed with huge swords (see below).

Briton Command

This scenario uses a modified version of the Tribal Command System (4.6).

The Britons have two Tribal Chiefs: Caratacus and Togodumnus. They are the only leaders who can activate. The three Chiefs are not part of the 5.12 order of activation and never activate on their own. When a TC undertakes an Orders Phase (Initial or Momentum), he does not issue orders as in 4.65. Rather he directs one or two Chiefs, Caratacus two, Togodumnus only one,

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that are within his Line Command Range, to either issue Individual Orders or a Line Command. Chiefs directed by one TC in a Game Turn cannot be directed by the other that Game Turn.

For this battle, a tribal Line (4.63) can be composed of one of the following: Chariots/LI, BI/LI, or LC. Each unit in the line must be adjacent to at least one other unit from that Line. When issuing a Line Command, a Chief must be within 2 hexes of at least one unit in that Line. The Briton player at the start of the game assigns his three Chiefs to command one of these three groups. The assigned Chief can affect only the units in his group (orders, Shock).

Once a Chief's units finish their orders (i.e., units move, missile fire, etc.), the units in the assigned group conduct Shock combat. When Caratacus directs two Chiefs, the Briton player may either move and Shock with each leader in turn or move all the units of both Chiefs then conduct Shock combat.

PLAY NOTE: The TC here are acting analogously to Roman Section Commanders directing their Tribunes to issue Legion Commands.

The Britons do not participate in the Auxiliares Phase. Barbarian Ferocity (9.6) and Gallic Impetuosity (9.7) are not used.

The Roman Army of Aulus Plautius

Counters: Use the Caesarian Faction Legion, Leader, and Auxiliares counters. Use the XIV Legion *without* the "g" indicator. CO units stack 1 per hex unless noted otherwise.

UNITS	HEX(ES)
Plautius (OC) Legate Did. Gallus Gaul LN (1-4)	Anywhere south of the Medway River.
Legate Scapula **XIV Legion** 1 Scorpio Crete SK-A (1) Balearic SK-S (1) Gaul RC (1-2)	Within 2 hexes of 3901.
Legate Vespasian **II Legion** 1 Scorpio Crete SK-A (2) Balearic SK-S (2) Gaul RC (3-4)	Within 2 hexes of 5601.
Reinforcements Game Turn 1	
Cn. Sentius Batavia MI (1-4) Batavia LI (1-2) Batavia CO (1-6) Batavia Legion Aquila	Enter through hexes 2805-2807 inclusive. All CO units have 1 Hit.
Reinforcements Game Turn 4	
Legate Hos. Geta **XX Legion** 1 Scorpio Crete SK-A (3) Balearic SK-S (3)	Enter through any Level 2 hex on the south edge of the map (3800-5200).

ROMAN COMMAND

Section Commanders are not used in this battle. Plautius is the OC. The Legates are assigned per the setup. The Batavia MI, LI, and CO are units of Plautius' "Batavian Legion" with Sentius as its Legate. Sentius' Legion Commands may include all 12 units. MI and LI withdraw, rout, and rally in the same manner as CO units. The Batavian MI and LI use the BI/LI column on the Movement Cost Chart. Aquila rules 9.82 through 9.85 are in effect.

SPECIAL RULES

Terrain

Medway River: The Medway was not an easy river to cross, which is why Plautius has the "Batavian Legion".. No unit may enter an all-river hex (e.g., 4604). A non-SK unit crossing the river—e.g., by moving from 5703 to 5804—pays +1 MP (in addition to the terrain cost for the hex entered) and incurs 2 Cohesion Hits. For example, it would cost a cohort 3 MP and 2 Hits to move from 5703 to 5804, as the Level 1 hexes are marshy (see below). Scorpios may not cross the Medway.

DESIGN NOTE: The Batavians were very good at crossing rivers, which is why that entire group has garnered no hits as per the set-up.

Elevation: In addition to the usual elevation differentiations, each level represents a different type of ground.

- Level 1 is all "Marshy" (not Full Marsh; the Full Marsh hexes are like 3527).
- Level 2 and 3 are Clear (well, Level 2 is actually "sandy and chalky," but I don't think we have to go that far game-wise).

Initiative

The Roman player may activate any one Legion of his choice or the cavalry command to start the game. The activation cannot be extended by Momentum and counts as one of the leader's three activations. After that, play reverts to the normal activation sequence.

Briton Chariots

Use the Briton Chariot rule from the Invasion of Britannia scenario (pg. 32).

Briton Swords

All Briton BI are wielding large swords. If a BI unit attacks any Roman infantry unit whose flank hex is neither occupied by another Roman unit, nor in the ZOC of another Roman unit, that Briton BI attains Attack Superiority.

HISTORICAL NOTE: Many Britons were armed with a large, slashing sword, very unlike the Roman gladius, which was more suited for stabbing. The Briton swords were very effective man-to-man. However, their weapon superiority was virtually nullified by "… the close quarter, cut and thrust formation drill at which the Roman professional soldier was so thoroughly trained and for which he was so well equipped." (John Peddie, *Conquest, The Roman Invasion of Britain*)

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RETREAT DIRECTION

Roman SK and LN units retreat towards the Medway. Once they reach the Medway and must enter a river hex (partial or otherwise), they are eliminated instead. The Batavians are considered a legion; they retreat toward the Batavia Legion Aquila. Briton units retreat towards exit hexes 2828-3127 (heading for the Thames)

VICTORY

DESIGN NOTE: Caratacus is trying to do two things: give Plautius a bloody nose, and retreat in good order across the Thames (just to the north of the northern edge of the map).

The Briton player wins by amassing **35** VP.

VP are awarded as follows:

VP	Cause
1	For every Briton LI, BI or LC unit that exits the map through 2828-3127 and is not Routed when it does so.
1	For every Depleted Roman unit on the map.
2	For every Routed or Eliminated Roman unit.

However, at least **10** VP must be from Depleted, Routed or Eliminated Romans.

PLAY NOTE: Just hightailing it across the Thames for a weekend in Londinium doesn't "win."

Romans win at the end of any Game Turn if Briton units totaling **85** Rout Points have been eliminated, or there are no Briton units left on the map and the Britons have not won. Caratacus is the only leader worth RP; his loss adds 10 RP to the Briton total.

Army Size and Troop Quality

Army	Units	Size	Rout Points	Rout Ratio	Avg TQ
Romans	54	236	N/A	N/A	6.0
Britons	58	252	347	25%	6.0

Scorpios and CH excluded.

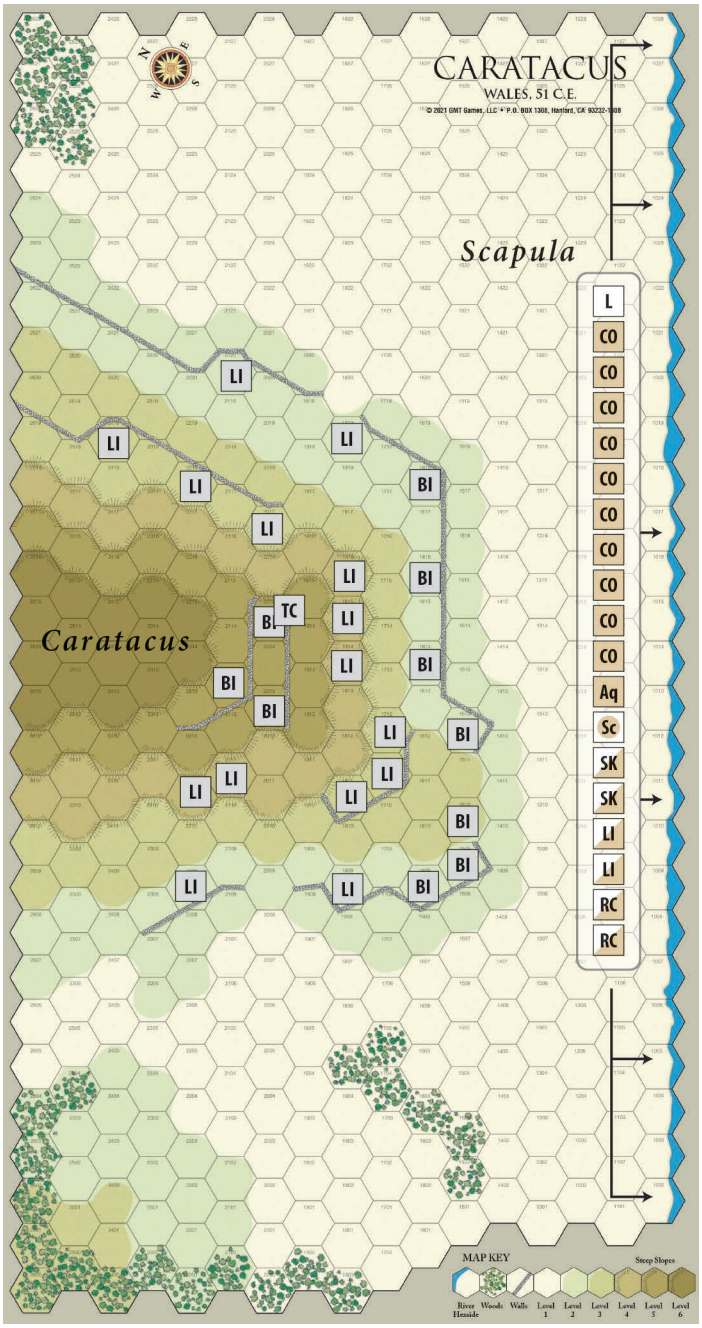
CARATACUS' LAST STAND

Wales, 51 CE

Marcus Ostorius Scapula vs. Caratacus

HISTORICAL BACKGROUND

Caratacus, having been chased all over the southern half of the island for almost a decade, decided to make a final stand on a hill fort in Wales, the exact location of which is a bit ephemeral. The task was assigned to the XIV Gemini, under Marcus Ostorius Scapula. Caratacus sat atop a typical Wales hill-fort, ringed with stone walls. The Romans, using testudo formation, most of the



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time, slowly, and with much difficulty, fought their way to the top, destroying most of what was left of the Britons and scattering what remained. Caratacus fled to the supposed safety of Cartimandua, Queen of the Brigantes, who promptly handed him over to Scapula. Caratacus was shipped out to Rome for the usual key spot in the triumphal procession.

PRE-GAME NOTES

Map: Use the Wales map.

Difficulty and Balance: The Romans take quite a number of hits moving up and against the Britons. If, as players, you want a close contest, ignore the Aquila Rally rule and allow the Romans to rally only through Scapula. The playtesters found this approach to be very evenly balanced.

Playing Time: This is a very simple scenario, as it forgoes most of the Command and Activation rules. It can be played in about 1-2 hours.

INITIAL DEPLOYMENTS

The Briton Army of Caratacus

Counters: Use the Briton counters.

UNITS	HEX(ES)
Caratacus Briton LI (7-21) Briton BI (1-4) Briton BI (15-20)	Any Level 2 hex or higher

DESIGN NOTE: Historically, they did not deploy on that hill to the left of the main hill, but, if you wish, you may.

Reminder: Barbarian Ferocity (9.6) and Gallic Impetuosity (9.7) are not used.

The Roman Army of Scapula

Counters: Use the Caesarian Faction Legion, Leader, and Auxiliares counters. Use the XIV Legion *without* the "g" indicator.

UNITS	HEX(ES)
Scapula, **XIV Legion** 1 Scorpio Crete SK-A (1-2) Batavia LI (1-2) Gaul RC (1-2)	Enter through any hexes 1002-1028 on Game Turn 1. Note that they must cross that minor river to do so.

SPECIAL RULES

Terrain

The main terrain feature not found in other games are the Walls, probably piled rocks more than anything else. Any Attack Superiority gained from the Shock Superiority Chart is ignored if any unit is Shock attacked through a Wall hexside. This does not apply to Position Superiority. Thus, a CO in 1513 attacking LI in 1614 does not gain AS, unless it is by dint of Position. Walls provide no protection from, or DRM for, missiles. They do not block LOS. You will also notice that Levels 4, 5, and 6 are steep-sloped levels.

Basic System Change

This battle does not use any of the Command and Activation rules. For this battle, we use "Igo-Hugo." Each turn consists of the Roman player (first) moving (etc.) any/all his units and conducting Shock, once, followed by the Briton player doing the same. There is no Momentum, no Trumping.

The only effect leaders have is using their Charisma to Rally and aid Shock, as per the rules for such. And remember, the Romans may use Aquila Rally (10.33).

Briton Swords

Use the rule from the Medway scenario (pg. 75).

Briton Stone Throwing

All Briton LI are considered Slingers; ignore any Javelin capability on the counters.

PLAY NOTE: The Testudo rule (9.5) is part of the main body of the rules and generally available in all scenarios. Use of that rule will be a benefit to the Roman player.

RETREAT DIRECTION

Britons units retreat towards the highest level of the hill, and, thence, off the map. If not using the Aquila Rally rule, Romans retreat towards the river edge. It costs a routed unit 1 MP additional to exit the map and then it is eliminated.

VICTORY

DESIGN NOTE: Marcus Ostorius Scapula is trying to stamp out Caratacus once and for all. Caratacus is attempting to deal the Romans a bloody nose and live another day. The general principle is that Scapula must destroy and scatter the Britons before taking too many losses. So…

The Roman player wins if all Briton units are either eliminated or Routed before the Romans withdraw.

The Briton player wins if Roman units totaling **30** RP have been eliminated before all Briton units have been eliminated or are Routed.

PLAY NOTE: The above is more game-oriented than historical reality. Let's face it, Caratacus had zero chance of getting rid of the Romans.

Army Size and Troop Quality

Army	Units	Size	Rout Points	Rout Ratio	Avg TQ
Romans	16	70	94	30%	6.3
Britons	35	160	N/A	N/A	5.8

Scorpios excluded.

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APPENDICES

BATTLES OF THE WARRIOR QUEEN UPDATE

The following changes to the *Battles of the Warrior Queen (WQ)* module are necessary for compatibility with the *Great Battles of Julius Caesar Deluxe Edition (Caesar)*.

In general, and where relevant, references to *Caesar: Conquest of Gaul* or its other modules should now refer to *Caesar*.

- The counters are drawn from the *Caesar* counter sheets. Use the Caesarean Faction Auxiliaries and the Briton counters.
  - ◊ Num = Numidia
  - ◊ Bal'ric = Balearic
  - ◊ Scorpios are not numbered; use any counter (they are all the same)
- Ignore the entire Applicable Errata for *Caesar: Conquest of Gaul* section
- Rules Changes For This Module section:
  - ◊ 6.23 - ignore
  - ◊ Barbarian Ferocity is 9.6
  - ◊ 8.16 is now 8.14
  - ◊ 8.17 - ignore
  - ◊ 8.63 is now 8.32
  - ◊ 10.14 is now 10.16
  - ◊ 10.32 – ignore; the exceptions are covered in the rules
  - ◊ 10.4 is now 10.3; 10.61 see section 12.0
  - ◊ 10.5 is now 8.6

SIMPLE GBOH SCENARIO BOOK UPDATE

All battle game source references should be to *Great Battles of Julius Caesar Deluxe 2022.*

The counter names are rendered in noun rather than adjectival form. Most are obvious so there shouldn't be an issue with finding the right counter.

Roman Artillery: Catapult = Scorpio. Scorpio counters do not have individual Legion designations. Instead, one Scorpio may be included in each Legion activation if in the Tribune's command range.

Battle-Specific Notes

- **Cirta - *Roman Formation Chart*:** Tribune Annius = Annius (Inf Prf)
- **Vercellae - *Cimbri Formation Chart*:** LI(Archers) = SK A
  ***Roman Formation Chart*:** Delete Note [a]
- **Chaeronea - *Pontine Formation Chart*:** Ignore "Bronze Shield"
  ***Roman Formation Chart*:** Tribune XXVII = use Hortensius or Galba.
- **Zela - *Roman Formation Chart*:** Legate = Zela
- **Medway – *Briton Formation Chart*:** Taximagulus = Trinovantes Chief, Cingetorix = Atrebates Chief, Segovax = Cantii Chief
  ***Roman Formation Chart*:** Batavians = Batavian Legion

SOURCES

A Brief Note: Almost, but not all, of what we know about the activities of Julius Caesar in this period comes from Caesar himself. This is good, in that he is a first-hand observer with access and knowledge, as well as being a great writer. Then again, such a first person narrative must be approached *cum grans salis*. Caesar never did anything without calculating its effect, and here he is essentially writing history to gather votes. While it is interesting what Caesar does tell us, it is often more interesting what he doesn't say! Therefore, a caveat: while much of what we have done is based on direct research, there is some "common sense" applied to what we read. It is, to be sure, common sense, which you may feel is oxymoronic.

Appian, transl. by Horace White, *Appian's Roman History II* (Harvard U, Press, Cambridge, 1988). One of those "Loeb" editions, so you linguists can read the Greek simultaneously. Appian's chapter on the Mithridatic Wars is far more extensive than Plutarch's coverage. The only problem is that, concerning Chaeronea, he and Mr. P seem to be talking about two different battles. Appian's numbers are rather vague, but more realistic.

Barker, Phil, *The Armies and Enemies of Imperial Rome, 150 B.C. to 600 A.D.* (Wargames Research Group, Sussex, 1975). Has interesting tidbits on armor, weaponry, and effectiveness. However, considering it confuses the battle of Vercellae with that of Aquae Sextiae, not to be trusted too heavily.

Caesar, Julius, et al.; trans. by Jane Gardner, *The Civil Wars* (Penguin Books, NY, 1967). Only the Italian and Illyrian campaigns are covered by Caesar himself; the rest is by "other hands", some with the writing skills of a brain-dead armadillo. This edition is considerably buoyed by good notes and an excellent who's who appendix.

Caesar, Julius, trans. by Anne and Peter Wiseman, *The Battle for Gaul* (David R. Godine, Boston, 1980). Highly readable translation of the classic Caesarian work. (I read this in Latin in High School; didn't understand a damn thing. Had I known it was a "battle book", maybe I would have paid more attention.) While covering an area outside the game, it does provide much insight into Caesar's military tactics and thought process. Added bonus is some good maps and pictures.

Cagniart, Pierre F., *Studies on Caesar's Use of Cavalry during the Gallic War* (Ancient World, XXIU/2, 87-94; Ares Pub., IL). Although nominally restricted to the Gallic Wars, this article is a nice discussion of the Roman appreciation of cavalry and why they rarely used it well. (No stirrups, no shoes, no bits ... no good.)

Connolly, Peter, *The Roman Army* (Silver Burdett Co., Morristown NJ, 1985). Originally part of "Greece and Rome at War", this work has excellent visual information on what the armies of the Republic looked like. Unbelievably, this valuable book is usually found in the Children's section of the library!!

Delbruck, Hans, *Warfare in Antiquity* (Transl. by Walter Renfroe; University of Nebraska Press, Lincoln and London, 1990). A new edition of the first volume of Delbruck's *History of the Art of*

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War, 1920 edition. Delbruck's insights are still fresh ...even if his conclusions are sometimes a bit off-the-wall. Extensive discussion of Pharsalus; virtually nothing thereafter. Excellent listing of sources (at the time); unfortunately, most are in German.

Fuller, J.F.C., *Julius Caesar: Man. Soldier and Tyrant* (Da Capo Press, NY, 1991). Old JFC has a somewhat jaundiced view of our subject; says he's about two consuls short of a triumvirate in the mental balance area. Could be—after all, untreated epilepsy has its side effects. But while he is certainly no Caesar apologist, his book is also a very readable, appreciative, and incisive view of the military situations.

Hackett, Gen. Sir John (Editor), *Warfare in the Ancient World* (Facts on File, New York, 1989). This is as good a basic book on ancient warfare as you are likely to find. Good chapter on the age of Caesar and the types of fortifications used, etc.

Jones, Archer, *The Art of War in the Western World* (U. of Illinois Press, Chicago, 1987). A valuable survey of the whys and wherefores of military developments, this book is *sine qua non*.

McCullough, Colleen, *The First Man in Rome* (Wm. Morrow & Co., NY, 1990). The first of McCullough's fictional series on the death of the Republic, this one covers the early Marius vs Sulla years. One of the better and more detailed fictional works of this ilk; it is a bit overlong. We mention it here only because it does contain a more coherent description of Vercellae than Plutarch, although McCullough IS using Plutarch as a source.

Nelson, R.B. *Warfleets of Antiquity* (Heritage Models, Inc., 1979). Written with the designer (or miniatures player) in mind. Much hard info, lots of good drawings.

Plutarch, transl. by Rex Warner, *Fall of the Roman Republic* (Penguin Books, London, 1972). Actually, six of Plutarch's "lives" here including those of Marius and Sulla. Plutarch appears to have used Sulla's memoirs as a major source. Despite the gaps and the flights of fancy/fantasy, a basic source for most information.

Roberts, John Maddox, *SPQR* (Avon Books, New York, 1990). This is the first in a series of "mysteries"—it's fiction; so far there are four—which cover the period in question. Forget the "who-dunnit" aspects, though; these books are best as good insight into how the republican "system" worked, as well as into the character of such as Caesar, Pompey, Claudius Pulcher, Cicero, Cato, et al., all of whom show up as integral characters. Lots of fun, and very atmospheric; sort of a less witty Flashman. Roberts is not a Caesar fan, though.

Rodgers, W.L. *Greek and Roman Naval Warfare* (Naval Institute Press, Maryland, 1964). The "bible" of galley warfare enthusiasts.

Scullard, H.H., *The Elephant in the Greek and Roman World* (Cornell University Press, Ithaca NY, 1974). A really good book covering just about anything you would want to know about elephants at war. Scullard discusses all the sources, and all the possibilities, as well as giving some good battle information and elephant numbers.

Smith Ed, *Trireme* (Heritage, 197?). The game, later reprinted by Avalon Hill. As with Nelson's book, useful for how the designer represented certain aspects, etc. Smith's OoB for the Romans at Biscay is somewhat suspect.

Warrey, John, *Warfare in the Classical World* (Barnes & Noble, Inc., NY, 1993). Very good chapter on Marius and Sulla in this, probably the best of the coffee-table picture books. This is all that, and much more. A marvelous "starter" work: picturesque, insightful, opinionated ...and informative.

Webster, Graham, *The Roman Imperial Army, 3rd Ed.* (Barnes & Noble Books, Totowa, New Jersey, 1985). A classic work (reprinted) on the Roman army, its tactics, etc. The introduction contains a good description and analysis of the armies of the Republic. Basic Library material. It also contains a nice section on the varieties of Roman "artillery" in use, as well as an extensive discussion of fortifications.

Wilcox, Peter, *Rome's Enemies 1: Germans and Dacians* (Osprey Publishing, Ltd., London, 1982). A good Osprey book (as opposed to the "colors-of-the-buttons" ilk), especially as it contains an overview of the archeological evidence as to what a pre-Imperial Germanic army was like.

SUPPLEMENTAL BIBLIOGRAPHY

Since the publication of *Caesar: The Civil War*, much has been written on the period when these battles took place. Here is a list of more noteworthy and accessible recent books on the subject.

Raaflaub, Kurt ed. *The Landmark Julius Caesar* (Pantheon Books, 2017). Outstanding compilation of Julius Caesar's complete works, with extensive notes, numerous maps, and a host of supplementary essays on important topics.

Goldsworthy, Adrian. *Caesar: Life of a Colossus* (Yale University Press, 2006). Good coverage of battles and campaigns with a thorough treatment of Caesar's political life.

Freeman, Philip. *Julius Caesar* (Simon & Schuster, 2008). Very readable narrative. Shorter and less academically minded than Goldsworthy account.

Goldsworthy, Adrian. *Roman Army at War: 100 BC - AD 200* (Clarendon Press, 1996). Nitty-gritty details on how the Romans fought and were led during battle and on campaign. Still in print though a bit pricey for paperback.

Recent Translations of other Ancient Sources:

Appian, *The Civil Wars* (Penguin Classics, 1996)

Sallust, *Cataline's Conspiracy, The Jugurthine War, Histories* (Oxford World's Classics, 2010).

Lucan, *Civil War* (Oxford World's Classics, 2008). Verse rendition of the epic poem on the civil war between Caesar and Pompey.

Plutarch, *Roman Lives* (Oxford World's Classics, 1999). Biographies of Marius, Sulla, Pompey, and Caesar among others.

Tacitus, *The Annals* (Oxford World's Classics, 2008). Covers the Roman invasion of Britannia under the emperor Claudius.

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DEVELOPER'S NOTES

Bringing *Caesar: The Civil Wars* and its modules back into print presented a golden opportunity to combine that volume with *Caesar: Conquest of Gaul* (reprinted once already) and the modules from both games into a comprehensive deluxe package like the treatment of *SPQR* and *Great Battles of Alexander.*

Given the similarity of the rules in the two volumes, consolidating them into a single rule book was a given. The major difference between the two was in the Roman Command system. The larger civil war battles required a three tiered command structure that was not necessary for the smaller battles that took place in Gaul. Both systems are represented in the new rulebook with wording that blends the two approaches. The civil war battles and the Gaul battles will play in much the same way as in the original editions. Other differences such as the handling of Aquilae have been retained while others such as the artillery and cavalry pursuit rules have been largely adopted from *SPQR* with some improvements to the latter which will be retrofitted back into *SPQR*. Rules for some of the non-Roman armies such as the Pontus command system and the *SPQR* style Phalanx have been included so that *SPQR* is not necessary for play.

In a departure from the prior deluxe reprints, the scenarios are presented in a single scenario book. The number of scenarios, many with extensive historical commentary, standardized setup charts, and the inclusion of setup diagrams proved to be a challenge for the layout team given the 80 page limit imposed by the printer. As you see, the team met the challenge and created a superb document. The content of the scenarios from the two base games remains much as the originals with the addition of Command Structure sections for each army, detailing who commands what, and for the Romans, which command system to use. Adjustments were made to a greater or lesser degree for the battles from the modules. Perhaps the most effort went into cleaning up the Nicopolis and Zela scenarios, settling on using the *Caesar: Conquest of Gaul* command system which was recommended in the *VVV* module.

The new counters were reconstructed from the original games and modules with numerous counters added to minimize the ubiquitous counter substitutions so common with add-on modules. For example, the Senatorial eastern cavalry counters no longer do double duty as Pontus cavalry thus giving that army a consistent look. The counter text was standardized and abbreviations kept to minimum. Although the Roman cohort icons have remained the same, many of the non-Roman counters have had their icons replaced, benefiting from the large number of recent additions to the GMT icon library. The various Tribal armies now have bit more character and many of the Roman auxiliaries are more representative of their area of origin.

Given the age of the original game, the *Caesar: The Civil Wars* maps had to be re-created from scratch and those from *Caesar: Conquest of Gaul* and its modules updated to present a uniform set of symbology most apparent with the numerous man-made fortifications gracing many of the maps. Players of the original *Caesar: The Civil Wars* will most certainly appreciate the more natural looking terrain features on the maps. A new map was created for Nicopolis (no more drawing trenches) as well as blank map for Cirta that doubles as the Naval map for the Bay as Biscay scenario.

The player aid cards (PACs), like the rules, have been consolidated and harmonized. The frequently used combat and terrain effects charts have been placed together on a single PAC for ease of reference. A new Command Summary chart, added to serve as a quick reference to those important rules, and Line/Legion Command Eligibility Chart, have been placed together with the usual Summary Orders chart so that the frequently used leader summaries are in one place. The size of several charts turned out to be much larger than anticipated, so a third PAC was added during the production process to hold the the smaller charts and tables and the Sequence of Play. Rounding out the PACs is the Rout Point Tracking Card is now a permanent feature in all *GBoH* releases.

The naval rulebook and its PAC, required for the play of the Bay of Biscay scenario, have been updated to the *War Galley 2nd Edition* rules and further tailored to that battle's rather unique situation. With the added blank map and a more relevant mix of information markers than originally provided, *War Galley* is no longer necessary for play.

This deluxe package gives players a variety of game situations from set piece battles to siege assaults, an array of colorful civilized and not so civilized opponents, and the pivotal Roman vs. Roman contests that set the stage for the formation of the Roman Empire. The state of the art components are certain to make playing these battles an enjoyable experience.

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