

Ancient War Series

Game Title: Caesar's War

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SCENARIO: CAESAR'S WARS (58-52BC)

23.0 INTRODUCTION

Caesar's Wars is a two-player wargame of the campaigns of Julius Caesar in Gaul. One player represents Julius Caesar and the Roman forces, and the second player controls a coalition of various Gallic, British and German tribes. The objective of the Roman player is to conquer Gaul. The objective of the Gallic player is to prevent this.

24.0 FORCES

Roman Player: Controls all Roman units.

Barbarian Player: Controls the Tribes of the Aquitani, Belgae, Celtae, Helvetii, Germani, Britani.

Note: The various Barbarian tribes may stack together without restriction.

25.0 UNIT TYPES

Supreme Leader. This will be Caesar for the Roman side, and Vercingetorix for the Gallic side.

Leader. Titus Labienus, Caesar's chief Legate.

Legions. One Roman legion and allied light infantry, 4-6,000 troops plus supply trains, camp followers, etc.

Auxilium. Major concentrations of horse troopers.

Garrisons. Fortress defense forces.

Warbands. Assemblies of tribal warriors of varying numbers, 20-100,000 men, camp followers and horses.

Counter errata: Cisalpine Gall should be *Cisalpine Gaul*.

26.0 THE MAP

The map shows ancient Gaul (modern France and Belgium) at the time of Caesar, as well as adjoining areas of Germany and Britain. The Terrain Effects Chart explains the terrain.

27.0 FORTRESSES

Roman Fortified Towns. These are shown in red. These function as fortresses for Romans only. Barbarians gain no advantages for them, and treat them as wilderness.

Barbarian Fortresses (Oppida). These are shown in green. These represent Gallic and British fortified settlements, and function as fortresses for the Barbarians only. Romans gain no advantages for them, and treat them as wilderness.

28.0 HOW TO SET UP THE GAME

Barbarians (set up first)

In Helvetia: 1 Helvetii warband
In Alesia: 1 x Celtae warband
In Atuatica: 1 x Belgae warband
In Atuatica, Avaricum, Alesia, Gergovia
Camulodonum: 1 x "1" garrison (with name).

Note: There is no Helvetii garrison.

In the Barbarian Recruit box

Vercingetorix
1 x Aquitanai warband
1 x Belgae warband
2 x Celtae warband
1 x Britannii warband
1 x Germanii warband
2 x Fleets

Cards. On turn 1, the Barbarians automatically receive *Helvetians Migrate* Campaign card. Then shuffle all remaining cards.

Romans (set up second)

In Narbo Martius, Massilia and Cisalpine Gaul: 1 x "1" garrison each.
In any Roman fortresse(s): Caesar, Labienus, 1 x "3" strength Legion, 3 x "2" strength Legions, 1 x auxilium.

In the Roman Recruit Box

4 x "2" strength Legion
2 x "1" strength Legion
2 x Auxilium
2 x Roman camps
2 x Fleets

Cards. Shuffle all Roman Campaign Cards together and place them face down.

Card errata: On the *De Bello Gallico* card, ignore the phrase "Fleet=one die roll."

29.0 GAME LENGTH

The game lasts 14 turns, 58 I BC to 52 II BC. Each turn represents one half year.

30.0 HOW TO WIN THE GAME

The Roman player wins the game if, at the start of any of his own turns, he occupies at least four Barbarian fortresses; and Vercingetorix is not on the map.

The Barbarian player wins the game if, at the start of his own turn, Barbarian units occupy at least two Roman fortresses; and Caesar is not on the map.

Note: The Barbarian player also wins if, at the end of the last turn of the game, the Roman player has not won a victory.

31.0 PLACING RECRUITS

Recruits may not be deployed in spaces containing enemy units. Recruits may be placed in empty spaces, unless it is specified that they must be placed with friendly units. Otherwise, place recruits as listed.

Romans. Legions, cavalry and garrisons are placed in Roman fortresses and camps. Fleets are placed in Roman occupied ports. Leaders are placed with any Roman units of the Roman player's choice. Additionally, one unit per turn may be placed with Caesar.

Barbarian. Tribal units are placed in tribal areas of the same tribe. Fleets are placed in ports of the same tribe. Vercingetorix is placed with any Aquitani, Belgae or Celtae unit. Additionally, one unit per turn may be placed with Vercingetorix.

32.0 SPECIAL RULES

32.1 Elite units

Caesar, the X Legion (note: unit is elite even though it does not have a "+"), and Vercingetorix are elite units.

32.2 Static units

Garrisons cannot move or attack, but defend normally.

32.3 Supreme Leaders

Each side's Supreme Leader may re-pick a discarded card twice per game, providing this is done on separate turns (see the Leaders rule).

32.4 One Time Cards

If the Roman player picks the *De Bello Gallico* card, or the Barbarian player picks the *Vercingetorix Leads Uprising* card, that player has the option to either:

- 1) play that card immediately and then remove it from the game, or;
- 2) reshuffle it back into the deck without playing it, and pick a substitute card to play instead.