

CAESAR IN GAUL



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GAME SCENARIOS

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Scenario I. 58BC -

The Helvetii and Ariovistus:

In spring of 58BC, the Helvetii burned their villages and moved west. Their goal was to find new lands north of the Roman province of Narbonensis. The Raurici and Germanic tribes joined them. A horde of Gauls and Germans descended upon the Roman town of Geneva. Caesar summoned Labienus and the tenth legion and proceeded to stall them. He returned to Italy and raised two new legions from his own funds, and activated the 7th, 8th and 9th legions.

The Roman player must defeat both the Gaul and German tribes while keep the towns of their provinces intact, as well as their allies with limited, scattered resources. Leaderless forces are easier to defeat, but you will need auxiliary units to absorb the losses. Be careful not to lose any eagles.

The Gaul player must decide if they should divide the Gaul forces or not. You should burn as many Roman towns as you can, and take any eagles that you can get away with.

Historically the Gauls pressed westward. They crossed the Soane and ravaged the lands of Rome's ally, the Aedui. Caesar caught the tail end of them in a river crossing and defeated a quarter of their number. Caesar was able to bridge the river in a day, and the Helvetii were astounded. It had taken them 3 weeks. Running low on supplies Caesar marched on Bibracte and took them. The Helvetii turned southward, attempting to enter the Roman province. Caesar engaged them in a second, decisive, battle some 20 kilometers south-southeast of Bibracte. The remnants that could be caught were ordered home, enslaved or executed.

While Caesar was tending to the Gauls, the Germans under Ariovistus had supplanted the Sequani, and the Harudes had crossed the Rhine to join them.

While Caesar negotiated with Ariovistus, the Harudes began to molest the lands of the Aedui, and the Suevi prepared to cross the Rhine. Caesar hurriedly marched to Vesontio. There he consolidated his forces. Caesar rallied his men and fought the Germans before the arrival of the new moon. The German shamans had promised victory after the new moon, their superstitious nature made defeat total. Ariovistus crossed the Rhine back into Germany, ending the threat of Germanic invasion for some years to come.

Game Map:

Only the Provinces of Gaul, Narbonensis, and Germanica are in play for the Gaul player. Gaul and Germanic forces may not leave these three provinces. In addition the Roman player may use Cisalpine Gaul.

Special:

Killing or capturing the Gaul leader results in the immediate surrender of all remaining Gaul forces.

Gaul and Germanic units may not fortify.

The only villages in play in the Gaul province are Bibracte (T21) and Vesontio (S27), ignore all the others, including Germanic tribes.

Only Germanic units may raze Vesontio (S27).

The Nemetes, Tungri, and Vangiones cannot be activated by Roman Intrusion.

Due to political games of intrigue played by Dumnorix, Caesar must activate the Aedui to his service.

They remain in defense of Bibracte (T21) until Caesar enters the village.

Each Roman walled town in Narbonensis and Cisalpine Gaul has 24 supply points, each un-walled town has 8. The Roman Ally the Aedui have 32 supply at their capital Bibracte (T21)

The XI and XII legions are new recruits in this scenario (see

combat rout rules).

Optional:

If German forces are activated, the Romans are allowed to bridge the Rhine. A punitive mission results in 10 points for each German tribe suppressed for the Roman player.

Victory Conditions:

Gaul Victory Points:

25 points for every legionary Eagle captured, even if recaptured later.

25 additional points for every Eagle held on the last turn.

10 points for killing or capturing a Roman Leader, 500 points for Caesar, even if recaptured later.

20 points for razing Bibracte (T21), Vesontio (S27), or any Roman town.

10 points for each Gaul tribe with any Germanic units in its territory at the end of the campaigning season.

1 point for each Gaul combat factor in the territory of the Santones tribe at the end of the campaigning season.

Roman Victory Points:

10 points for killing or capturing a Leader.

5 points for eliminating all Gaul forces.

5 points for eliminating all Germanic forces.

Point difference:

1-5 Draw
6-10 Marginal Victory
11-15 Victory
16+ Decisive Victory

Scenario II. 57BC -

The First Belgae Campaign:

With the Germanic tribes subdued, and Gaul peaceful for the moment, Caesar focused his attention on the Belgae. They were the strongest of the Gallic tribes, and they would have to be pacified. Caesar raised two new legions at his own expense and marched his army northward from Vesontio.

The Roman player must subjugate each Belgian tribe in revolt. Do this by capturing a tribes village or fortification and razing it to the ground. Defeat his armies in the field to facilitate this.

For the Gaul player, the Belgians stand alone against Rome. This is your opportunity to defeat them far from their homeland.

Historically, Caesar startled the Belgae tribes by crossing the Marne river after only two weeks. The Remi immediately allied themselves with the Romans and remained steadfast for the entire war. Caesar sent his allies, the Aedui, to keep the Bellovaci occupied. Caesar fortified his legions at the intersection of the Aisne and Mienne rivers. From there he dispatched reinforcements to Bibrax, which was under attack. The mass of allied Belgian tribes assaulted Caesar's fortified position unsuccessfully. They called off the attack and returned to their own lands to defend against the Romans independently. The majority of the Belgian tribes submitted to Caesar one at a time as their fortified villages were taken. Caesar then marched eastward and confronted the Nervi. His legions were ambushed by the Nervi and several other tribes at Neuf-Mesnil. The 12th legion suffered heavy losses, but the Belgae were defeated. Caesar laid siege to the fortified village of the

Aduatuci. At the end of the campaigning season, Caesar sent Glaba and the remnants of the 12th Legion to secure one of the alpine passes to Cisalpine Gaul. They suffered heavy losses again, but were able to escape. The Belgians were subdued for the moment.

Game Map:

The Gaul player's units must remain in Belgica or Germania. Units outside these borders are destroyed at the end of any turn. The Roman player must remain within the borders of Cisalpine Gaul, Narbonensis, Gaul, Belgica, or Germanica. Only Germanica hexes north of DD34 can be used by the Gaul player.

Special:

When the Roman player captures a tribes fortification and razes it, the Roman player rolls once on the Gaul player's variable forces chart and the Gaul player must remove those units from play in that province. Unavailable units cannot be removed and are ignored. Ships are included in this reduction.

The Belgae leaders may try to recruit Germanic tribes from any Rhine hex north of DD34.

The XIII and XIV legions are new recruits in this scenario (see combat rout rules).

Optional:

If German forces are activated, the Romans are allowed to bridge the Rhine. A punitive mission results in 10 points for each German tribe suppressed for the Roman player.

Mercenaries may be recruited, hired and used by either side. Elephants are an additional option. Chariots are not available to the Gaul player.

Each Roman legion begins with 8 supply. Roman walled towns have 24 supply points, each un-walled town has 8. Roll for Roman Allies with the grain resource on the Supply and Grain Resource chart and place the supplies in a walled

village or fortification when the ally is activated.

Victory Conditions:

Gaul Victory Points:

25 points for every legionary Eagle captured, even if recaptured later.

25 additional points for every Eagle held on the last turn.

10 points for killing or capturing a Roman Leader, 500 points for Caesar.

20 points each for holding any un-razed villages in Belgica on the last turn.

1 point for each Gaul or German combat factor remaining at the end of the campaigning season.

Roman Victory Points:

10 points for killing or capturing a Leader.

5 points each for the subjugation of each opidium (Fort).

10 points each for the subjugation of each village.

Point difference:

1-5	Draw
6-10	Marginal Victory
11-15	Victory
16+	Decisive Victory

Scenario III. 56BC -

The Maritime Campaign:

Caesar posted seven legions along the Loire in winter quarters to divide the Gallic tribes. When the Veneti learned of Caesar's plans to invade their trading partners in Britain, they prepared for war. They Provisioned their coastal forts, and confident of their fleet, they allied with nearby Gallic tribes to break Rome's increasing stranglehold. By spring of 56 B.C. all the coastal tribes were in revolt. Caesar returned from his tour of Illerium, and secured his political position by establishing the first triumvirate. He immediately ordered a fleet built at the mouth of the Loire, and hastened to join his legions.

The elimination of the Gallic fleets will be necessary to win this scenario. A Roman fleet will take time to complete, making an early victory difficult. You will need to reinforce your garrison at the mouth of the Loire river to ensure the completion of your naval units. Recruit auxiliaries with your leaders. There will be enough reinforcements to rebuild the 12th Legion, and to cover a few additional losses also.

The Gaul player begins with a strong fleet. You can use it to relocate defenders from one fortress to another while under siege. Once the Romans have taken all your fortified ports you will no longer be able to do this. As the Roman fleet gets stronger, you will have to consolidate your fleets together to counter them. Defeat the Roman fleets in smaller numbers if you can, but you will likely face them all at once in the end. Activate the Britons and bring their forces across the channel to help.

Historically Labienus kept watch

on eastern Gaul, as Caesar marched his legions against the Veneti's coastal fortresses. Enormous effort was spent laying siege to them, only to have the defenders safely sail off to other fortresses. He could not secure their surrender until after the Roman fleet defeated the Gallic navy by using some innovative tactics late in the summer. Sabinus also defeated a Gallic army on the Cotentin Peninsula, and Publius Crassus defeated a combined Aquitanian and Iberian army in the south. Late in the season, Caesar united with Sabinus' army, but could only conduct an incomplete campaign against the Morinii and Menapii along the North Sea coast before setting up winter quarters. Caesar had defeated the powerful Veneti and their allies, subdued Aquitania, and again showed the Belgae that Roman arms were supreme.

Game Map:

The Aquitanian leader and forces must remain in Aquitania or Hispania. No Gaul or Belgican ground units may enter Britannica. Leaders may incite their tribes though.

Special:

For this scenario only, the Roman player does not roll on the Gaul player's variable forces chart and remove units from play when Gaul tribes are subjugated. It does apply to Aquitanian and Belgican tribes. Include the Naval and Weather rules from the advanced game in this scenario.

The Aquitanian leader may recruit Iberian tribes and mix them with his units. He may not rally or break these units down in combat.

Germanic tribes may not be summoned.

Optional:

If the Gaul player receives no fleets they may roll again.

Mercenaries can be used by the

tribes in Britannica and the Roman player. Elephants are an additional option.

If Caesar activates the Namnetes, they may provide ships. The Romans could send legions to Britannica. If the Romans get any transport ships, the tribes of Britannica are worth 20 points each for either side.

Each Roman legion begins with 8 supply. Roman walled towns have 24 supply points, each un-walled town has 8. Roll for Roman Allies with the grain resource on the Supply and Grain Resource chart and place the supplies in a walled village or fortification when the ally is activated.

Victory Conditions:

Gaul Victory Points:

25 points for every legionary Eagle captured, even if recaptured later.

25 additional points for every Eagle held on the last turn.

10 points for killing or capturing a Roman Leader, 500 points for Caesar.

20 points for each un-subjugated tribe on the last turn excluding Britannica.

Roman Victory Points:

10 points for killing or capturing a Leader.

5 points each for the subjugation of a tribe from any province.

Point difference:

1-5	Draw
6-10	Marginal Victory
11-15	Victory
16+	Decisive Victory

Scenario IV. 56BC -

Crassus in Aquitania:

Sometime in July of 56BC Crassus was sent to subjugate the Aquitanian tribes in the south. Their strength was unknown. He had the 7th legion, reinforced to a total of 12 cohorts, some cavalry from Gallic allies, and auxiliary levies from Narbonensis. Crassus approached Aquitania from the north.

Crassus must subjugate all the rebelling tribes in this province by the end of the campaigning season. Draw them out of their fortifications if you can. Attack when their leader is away summoning Iberian tribes.

The Aquitanian leader must summon help from the Iberian tribes early. He may be under siege later. Consolidate your forces in fortifications in the path of the Romans, leave scant garrisons at the ones most difficult for them to reach. Only attack them in the forest, and after they have been worn down a bit.

Historically Crassus insured that he had adequate supplies, and immediately laid siege to the stronghold of the Sotiates. He defeated them quickly. The Aquitanian leader ran to Hispania to recruit their Iberian kinsmen. Crassus then defeated this combined force, his cavalry slaughtering the routed units as they ran from the battle. The remaining Aquitanian tribes submitted to Rome. This was Crassus defining moment, and his actions throughout this short campaign were considered to be brilliant. Some scholars feel it was foolish of Caesar to send a single legion on this mission, and suppose some darker plot to get Crassus killed.

Special:

When the Roman player captures a tribes fortification and razes it, the Roman player rolls once on the Gaul player's variable forces chart and the Gaul player must remove those units from play in that province. Unavailable units cannot be removed and are ignored.

Allied units may raze opidiums as would Roman units to subjugate them.

The Aquitanian leader may combine Iberian forces with his own, but may not rally them or break them down in combat.

The Roman fort at Tolosa (H9) is in play with a non-mobile garrison of two 7-4 auxiliary infantry.

Only one attempt may be made to recruit Iberian tribes by the Aquitanian leader.

The Aquitanian leader may incite tribes that are not in open revolt to active rebellion by rolling two dice equal to or below the tribes morale.

Aquitanian forces receive one fewer unit for the four infantry types, and surrender with a modified die roll of 12 when besieged.

Mercenaries are not used in this scenario.

Ignore the supply rules for this scenario, they are not needed.

Victory Conditions met:

Rome: All tribes six tribes submit or have a neutral reaction to Roman incursion.

Gaul: Elimination of all Roman forces including the Roman fort at Tolosa (H9).

Gaul Victory Points:

25 points for every legionary Eagle captured, even if recaptured later.

25 additional points for every Eagle held on the last turn.

10 points for killing or capturing Crassus.

10 points each for holding any un-razed opidium in Aquitania on the last turn.

10 points for the Roman fort at Tolosa (H9).

5 points per remaining turn once the victory conditions have been met.

Roman Victory Points:

10 points for killing or capturing the Aquitanian leader.

10 points each for tribes that submit.

10 points for the Roman fort at Tolosa (H9).

5 points per remaining turn once the victory conditions have been met.

Point difference:

1-5	Draw
6-10	Marginal Victory
11-15	Victory
16+	Decisive Victory

Scenario V. 55BC -

Expulsion of the Germans and Invasion of Britannia:

The Germanic tribes are back. They have crossed the Rhine and supplanted the lands of the Menapii. Caesar joins his legions early, in the lands of the Lexovi, and marches into Belgica to confront them.

The Roman player has a lot to do in this campaigning season: Defeat the Germanic hordes, bridge the Rhine, send legions into Germanica to punish them, and send legions to Britannica to assess the resistance there. Weather will be the determining factor when to send these legions to Britannia, so keep a few at the ready. Fortunately, the Germans have no leaders and will be easily defeated on open ground, forests will be another matter.

The Gaul player must drag out the conflict with the Germans as long as possible. The real chance to deal the Romans defeat will be in Britannia. Draw the legions inland, and fight them in the forest if you can. Attack weak legions relentlessly, capturing an Eagle will be decisive.

Historically the Germans stalled for time, and under a truce, ambushed a column of Gallic allied cavalry. The Legions fell upon the Germanic tribes in their make-shift defenses and destroyed them completely in the area of modern Koblenz (EE35). Caesar set out to punish them and bridged the Rhine there in a little more than a week. The Germans were in awe. Caesar went with his legions into Germanica where he reassured friendly tribes, and took hostages from the Sugambri, and burned their villages and crops. He returned to Gaul and destroyed the bridge. Late in the summer he sent

the 7th and 10th Legions to invade Britannia They departed from a port in the territory of the Morini and landed on the coast at the eastern most tip of Kent. Their cavalry had been left behind. The landing was opposed by the Britons, and with the assistance of catapults on the ships, they were forced to retreat and the legions put ashore. The Britons counter attacked and were squarely defeated. Storms were destroying Caesar's transport ships, so he returned with the two legions to Gaul very late in the season.

Special:

When the Roman player captures a tribes fortification and razes it, the Roman player rolls once on the Gaul player's variable forces chart and the Gaul player must remove those units from play in that province. Unavailable units cannot be removed and are ignored. Ships are included in this reduction.

Include the Naval, Weather, and Punitive Mission rules from the advanced game in this scenario. Legions in Britannia on the last turn of the scenario are considered lost, and their eagles captured.

Active Britannica tribal forces are placed in their territories on the first turn. They may not leave Britannica.

The Morini village of Boulgne (NN22) is considered an open village. The Romans may fortify it, recruit, and construct ships there. Caesar's bodyguard is not available until after a punitive mission has been completed.

Optional:

Mercenaries may be recruited, hired and used by either side. Elephants are an additional option. Each Roman legion begins with 8 supply. Roman walled towns have 24 supply points, each un-walled town has 8. Roll for Roman Allies with the grain resource on the Supply and Grain Resource chart and place the supplies in a walled

village or fortification when the ally is activated.

Victory Conditions:

Gaul Victory Points:

25 points for every legionary Eagle captured, even if recaptured later.

25 additional points for every Eagle held on the last turn, and any left in Briton.

10 points for killing or capturing a Roman Leader, 500 points for Caesar.

1 point for each Briton or German combat factor remaining at the end of the campaigning season.

Roman Victory Points:

10 points for killing or capturing a Leader.

10 points for each Germanica tribe suppressed by a punitive mission – 7 tribe maximum.

10 points for each Britannia tribe subjugated.

5 points for each Gaul player fleet destroyed.

Point difference:

1-5	Draw
6-10	Marginal Victory
11-15	Victory
16+	Decisive Victory

Scenario VI. 54BC -

Revolt of the Belgae and the Second Invasion of Britannia:

Caesar wintered his legions in Belgica. In the campaigning season of 54BC he sent 5 legions to suppress revolts in Belgica and he lead the other 5 to invade Britannia

The Roman player has a tall task: Subjugate Britannia and Belgica at the same time. Send your fleets and legions to Britannia as soon as you can and bring them back quickly too. You will not be able to win the scenario if you ignore Britannia

The Gaul player must delay the Romans from entering Britannia as long as they can. The weather is your ally in this. Threaten the Roman's staging areas for the invasion. Legions drawn inland cannot transport by ship. Use the tribes of Britannia enmasse to engage the Romans landing, before they can be reinforced.

Historically the British campaign was successful. Caesar acquired one British tribe as an ally and the rest fell into line without that much fighting. The Belgian campaign went poorly. Roman legions were ambushed in coordinated attacks on their winter quarters. The 14th legion was eliminated and the eagle lost. The other 4 Roman legions in Belgica were under attack by the Eburones, Nervii, Aduatuci and the Menapii. Germans had also crossed the Rhine. After word spread of the loss of the 14th Legion, Gaul tribes in Brittany and Normandy also joined the revolt. Caesar returned from Britannia with his legions. He had stabilized Britannia on a pro-Roman footing. When word of Caesar's initial victories over the Belgica reached the revolting Gallic tribes, they returned home.

Caesar spent the winter with his legions in Gaul, determined to continue the subjugation of the Belgica the following year.

Game Map:

The southern half of the map is not needed for this scenario.

Special:

When the Roman player captures a tribes fortification and razes it, the Roman player rolls once on the Gaul player's variable forces chart and the Gaul player must remove those units from play in that province. Unavailable units cannot be removed and are ignored. Ships are included in this reduction.

The Roman player forfeits their first turn so that the Gaul player can move first.

Include the Naval, and Weather rules from the advanced game in this scenario.

The Morini village of Boulgne (NN22) is considered an open village. The Romans may fortify it, recruit, and construct ships there.

The Belgica leader may summon Germanic tribes from any hex he can reach in Germanica. Activated tribes are placed in his hex.

The Germanic tribe Ubii may not be activated.

Optional:

If German forces are activated, the Romans are allowed to bridge the Rhine. A punitive mission results in 10 points for each German tribe suppressed for the Roman player.

Mercenaries may be recruited, hired and used by either side. Elephants are an additional option. Each Roman legion begins with 8 supply. Roman walled towns have 24 supply points, each un-walled town has 8. Roll for Roman Allies with the grain resource on the Supply and Grain Resource chart and place the supplies in a walled village or fortification when the ally is activated.

Victory Conditions:

Gaul Victory Points:

25 points for every legionary Eagle captured, even if recaptured later.

25 additional points for every Eagle held on the last turn, and any left in Briton.

10 points for killing or capturing a Roman Leader, 500 points for Caesar.

1 point for each Belgian, Briton, or German combat factor remaining at the end of the campaigning season.

Roman Victory Points:

10 points for killing or capturing a Leader.

10 points for each tribe subjugated.

Point difference:

1-5	Draw
6-10	Marginal Victory
11-15	Victory
16+	Decisive Victory

Scenario VII. 53BC -

Subjugation of the Belgae:

Caesar began the season by raising two new legions - the 14th was reconstituted, and the 15th later called the 3rd was added. He borrowed a third legion from Pompey - the 1st from Spain. He would now exact revenge on the Belgica tribes.

The Roman player must raze all the villages and fortifications of the revolting Belgica tribes. The Nervii will be the most difficult to defeat, and you will have to engage them in the forest.

Belgica stands alone again against the Romans. Wear them down as much as you can, and counter attack only at signs of weakness or opportunity. The Romans have no other distractions, and they are bent on revenge.

Historically Caesar's legions systematically razed villages and enslaved the Belgian people. His retribution was total. The Belgae were pacified at last - or were they...

Game Map:

The Belgican units must remain in Belgica or Germania. Belgican units outside these borders are destroyed at the end of any turn. The Roman player must remain within the borders of Cisalpine Gaul, Narbonensis, Gaul, Belgica, or Germanica. Only Germanica hexes north of DD34 can be used by the Gaul player to summon Germanic tribes.

Special:

When the Roman player captures a tribes fortification and razes it, the Roman player rolls once on the Gaul player's variable forces chart and the Gaul player must remove those units from play. Units in Gaul may be taken for subjugation

losses from Belgica in this scenario. Unavailable units cannot be removed and are ignored.

The Belgae leader may try to recruit Germanic tribes from any Rhine hex north of DD34. He may not incite any other tribes to revolt.

The Germanic tribe Ubii may not be activated.

The III and XIV legions are new recruits in this scenario (see combat rout rules).

Optional:

If German forces are activated, the Romans are allowed to bridge the Rhine. A punitive mission results in 10 points for each German tribe suppressed for the Roman player.

Mercenaries may be recruited, hired and used by either side.

Elephants are an additional option.

Each Roman legion begins with 8 supply. Roman walled towns have 24 supply points, each un-walled town has 8. Roll for Roman Allies with the grain resource on the Supply and Grain Resource chart and place the supplies in a walled village or fortification when the ally is activated.

Victory Conditions:

Gaul Victory Points:

25 points for every legionary Eagle captured, even if recaptured later.

25 additional points for every Eagle held on the last turn.

10 points for killing or capturing a Roman Leader, 500 points for Caesar.

1 point for each combat factor remaining at the end of the campaigning season.

Roman Victory Points:

10 points for each tribe subjugated.

10 points for killing or capturing a Leader.

Point difference:

1-5	Draw
6-10	Marginal Victory
11-15	Victory
16+	Decisive Victory

Scenario VIII. 52BC -

Revolt of Vercingetorix:

It began with the Carnutes and Arverni, and spread to the remaining tribes of Gaul. Gaul stood alone against Rome, but they were united at last. The call to arms included archers and slingers, but attention was focused on strengthening the cavalry. Punishments were harsh in the new army. Caesar was separated from his legions. He immediately reinforced the garrisons in The Province with fresh levies and went to Narbo.

Vercingetorix is the key to this scenario. His capture is essential to the pacification of Gaul. If he survives the season, it will cost the Romans the victory they need.

For the Gaul player there is no where to run. Gaul must defeat the Romans, or be enslaved. Defeating the Romans in the open is difficult, only single legions are easy prey. Send Vercingetorix to battles where Caesar is not, recruit the Aedui to your side. Harass the Roman supply lines. You may win by denying them victory.

Historically Caesar pushed his replacements through the mountains and ravaged the undefended territories of the Arverni. Vercingetorix was forced to respond, and Caesar dashed for the safety of his legions in the north. Since Vercingetorix could not get at Caesar himself, he directed his efforts at the Roman allies and laid siege to the village of Gorgobina in the Aedui territory. Caesar responded by ravaging the lands of the Carnutes and Bituriges Cubi. He also laid siege to the stronghold of the Senones which fell in three days. The Carnutes were surprised by this, and their village Cenabum fell as people tried to desert it. Many

were enslaved. The village was sacked and looted. Vercingetorix abandoned his siege and Caesar marched on the Biturges Cubi. Vercingetorix was forced to switch tactics. He could not meet the Romans in an open pitched battle, nor could he defend all the villages. He focused on denial of supply to the Romans and ordered the destruction of supplies throughout Gaul. All the undefendable villages were razed. Caesar assaulted the village of Avaricum after a month long siege and slaughtered the inhabitants for revenge. Caesar was able to resupply after sacking it. Caesar split his army in two, taking 6 legions he marched on Gergovia and Labienus with the other 4 legions marched north to subjugate rebelling tribes along the western border of Belgica. The Aedui revolted against Rome, and Caesar lost all his supplies stored in their capital. His assault on Gergovia failed. His army retreated with the routed units. Labienus was having difficulty with the tribes in northern Gaul, and Caesar maneuvered for a time. Eventually Vercingetorix attacked Caesar, but he was forced to retreat into the village of Alesia with his remaining forces. Caesar immediately pursued and laid siege. Vercingetorix called for fresh forces to relieve him, and knowing this would happen, Caesar fortified his own camp. The relieving forces failed to break the Roman fortifications, and were themselves broken in the process. The besieged force was starved out and Vercingetorix was forced to surrender.

Game Map:

The Both players must remain within the borders of the Gaul province.

Special:

This scenario has no subjugation losses.

Vercingetorix may incite the Roman Ally Aedui. Gaul leaders may incite other Gaul tribes.

Germanic tribes may not be summoned.

Review the special abilities of Vercingetorix in the rules.

The V and VI are newly raised legions. Caesar opted not to use them in Gaul so they do not appear in this scenario.

Optional:

Mercenaries may be recruited, hired and used by either side. The Gaul player may not use chariots. Elephants are an additional option. Each Roman legion begins with 8 supply. Roman walled towns have 24 supply points, each un-walled town has 8. Roll for Roman Allies with the grain resource on the Supply and Grain Resource chart and place the supplies in a walled village or fortification when the ally is activated.

Victory Conditions:

Gaul Victory Points:

25 points for every legionary Eagle captured, even if recaptured later.

25 additional points for every Eagle held on the last turn.

10 points for turning the Aedui against Rome.

1 point for each Gaul combat factor remaining on the last turn.

10 points for killing or capturing a Leader, 500 for Caesar, 100 for Vercingetorix. Surviving leaders provide points as above to either side (not for Caesar).

Point difference:

1-5 Draw
6-10 Marginal Victory
11-15 Victory
16+ Decisive Victory

Scenario IX. 51BC -

The Final Revolts:

The Bituriges Cubi, and Carnutes revolted and were easily suppressed with 2 legions each. Then Belgica's Bellovaci revolted and brought with them the Atrebatas, Ambiani, and Caleti to make war upon the Rome's ally - the Remi. The Belgians were back, but much weaker.

The Roman player must subjugate all the rebelling tribes by the end of the campaigning season. Do not spread your forces too thin, there is still some fight left in the enemy.

The Gaul player must get the Romans to break up their forces. Do this by making them respond in different areas at the same time. Denying the Romans a victory is about the only way you can realistically win this scenario.

Historically Caesar took 4 legions to suppress the Belgians. He encountered them massed in a strong fortification and sent for three legions to support him. When the Belgians heard of this, they retreated fearing a repeat of Alesia. The legions hunted them down and destroyed them. Their leader fell and the rest fell into disarray. Caesar marched on the Eburones attempting to capture their leader, but failed. The Gauls of Brittany laid siege to Lemonum (W11), and the legions of Caninius and Fabius called to Caesar for help. The Gaul forces fled as Caesar drew near. Fabius' legion killed the Gaul commander and the rest fled and took refuge in the fortress of Uxellodunum (P13). The Romans laid siege to the village. When it fell, Caesar ordered that both hands of the survivors be chopped off and they be freed to live what life they could, as constant, living reminders to the Gauls. The rebellions were at an end.

Game Map:

The Belgican units must remain in Belgica or Germania. Belgican units outside these borders are destroyed at the end of any turn. The Roman player must remain within the borders of Cisalpine Gaul, Narbonensis, Gaul, Belgica, or Germanica.

Special:

Caesar has 12 legions under his command this year, but only 9 are used in this scenario. We assume the I, V, and VI legions are on garrison duties in Hispania and Narbonensis, fulfilling Caesar's claim that he is within the ten legion restriction placed upon him by the senate in Rome.

When the Roman player captures a tribes fortification and razes it, the Roman player rolls once on the Gaul player's variable forces chart and the Gaul player must remove those units from play in the same province. Unavailable units cannot be removed and are ignored.

Germanic tribes may not be recruited. Leaders may not incite any other tribes to revolt.

Optional:

Mercenaries are not used in this scenario.

Each Roman legion begins with 8 supply. Roman walled towns have 24 supply points, each un-walled town has 8. Roll for Roman Allies with the grain resource on the Supply and Grain Resource chart and place the supplies in a walled village or fortification when the ally is activated.

Victory Conditions:

Gaul Victory Points:

25 points for every legionary Eagle captured, even if recaptured later.

25 additional points for every legionary Eagle held on the last turn.

10 points for killing or capturing a Roman Leader, 500 points for Caesar.

20 points each for any un-subjugated tribes.

10 points for each surviving Leader.

1 point for each combat factor remaining at the end of the campaigning season.

Roman Victory Points:

5 points for each tribe subjugated.

10 points for killing or capturing a Leader.

Point difference:

1-5	Draw
6-10	Marginal Victory
11-15	Victory
16+	Decisive Victory

Turn Record Track - 58 BC,

I. Campaign Against the Helvetii

March April May June

III ₁	I	II	III ₃	IV	I	II	III	IV
IV ₂	II	III ₃	IV	I	II	III ₄	IV	I
I	II	III	IV	I	II	III	IV	I

July August September

I	II	III	IV	I	II	III	IV	I	II
---	----	-----	----	---	----	-----	----	---	----

1

XX X	XX X	XX X	XX X	Caesar	Caesar
1-7	1-7	1-7	1-7	2-8	2-8
45-4	45-4	45-4	45-4		

2

XX XI	XX XI	XX XI	XX XI	XX XI	XX XI
1-7	1-7	1-7	1-7	1-7	1-7
45-4	45-4	45-4	45-4	45-4	45-4

3

XX XII	XX XII	XX XII	XX XII	XX XII	XX XII
1-7	1-7	1-7	1-7	1-7	1-7
45-4	45-4	45-4	45-4	45-4	45-4

4

XX VII	XX VII	XX VII	XX VII	XX VII	XX VII
1-7	1-7	1-7	1-7	1-7	1-7
45-4	45-4	45-4	45-4	45-4	45-4

At Vienna (M21)

At Vienna (M21)	At Mutina (A34)

At Mutina (A34)

At Mutina (A34)	

2

x 2d6	x 1d6
3-4	3-6

Caesar may recruit Provincial Levies from any Roman town in the Province that he occupies at the end of this turn or later.

April III or later: Caesar must be present to recruit these two new legions at Mutina (A34), taking a full turn each to muster.

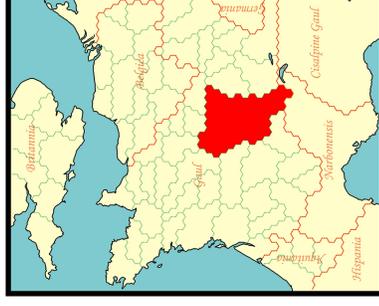
At Mutina (A34)

XX IX	XX IX	XX IX	XX IX	XX IX	XX IX
1-7	1-7	1-7	1-7	1-7	1-7
45-4	45-4	45-4	45-4	45-4	45-4

D34

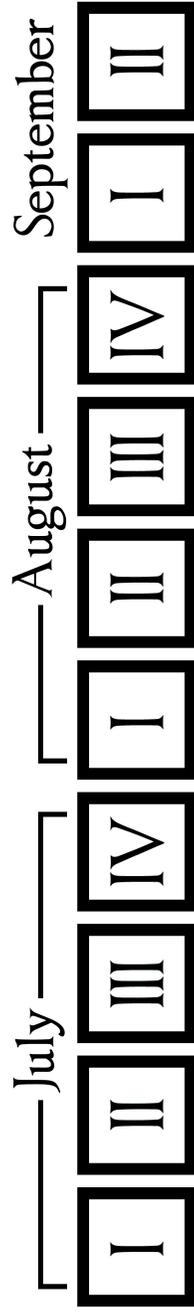
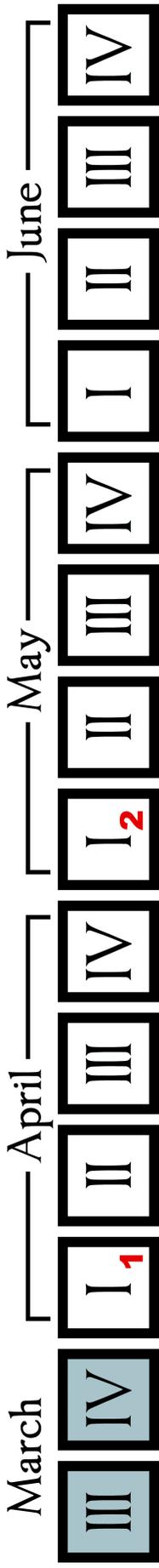
XX IX	XX IX	XX IX	XX IX
1-7	1-7	1-7	1-7
45-4	45-4	45-4	45-4

Roman Allies:
Roll for the Aedui units on the variable forces chart. Place them at Bibracte (T21). They may not move until Caesar arrives.



Turn Record Track - 57 BC,

II. Campaign in Belgica



Each legion begins with 8 supply and 3 auxiliary units. Roll for them on the Roman Auxiliary Forces chart. Each auxiliary leader may recruit 3 additional auxiliary units from allied tribal opidiums, villages, or Roman towns. Mercenaries may be also be hired.

1

Labienus 1-7	X	XX X 45-4	Petilius 1-7	VII	XX VII 45-4	At Vesontio (S27)	XX XII 45-4	At (S26)
Craesus 1-7	XI	XX XI 45-4	Salus 1-7	At (S25)	XX IX 45-4	At Mutina (A34)	XX IX 45-4	At (S29)
Cotta 1-7	VIII	XX VIII 45-4	At (S28)	XX XIV 45-4	Caesar 2-8			
Brutus 1-7	XIII	XX XIII 45-4						

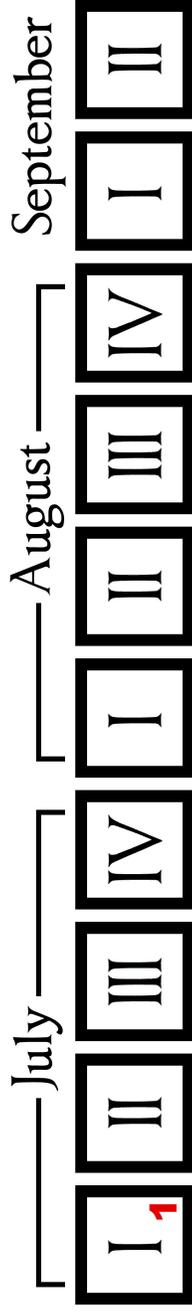
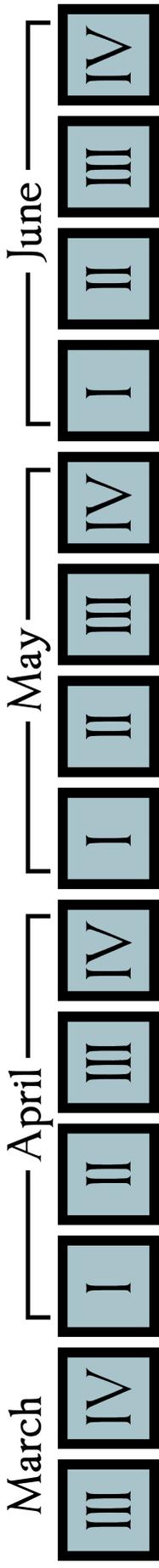


Roman Allies:

2 Caesar may activate the allied tribes Aedui, and Remi on or after this turn by entering their territory. Forces may start on any hex or hexes within the tribes boundaries. Use the Roman Allies Variable Forces chart for number of units.

Turn Record Track - 56 BC,

IV. Crassus in Aquitania



1

Crassus 1-7
Legionary 45-4
Legionary 20-4

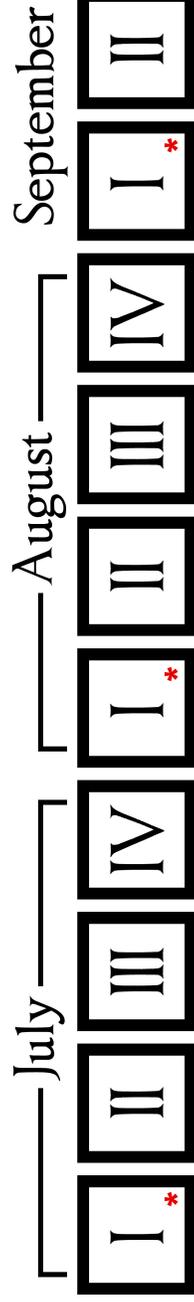
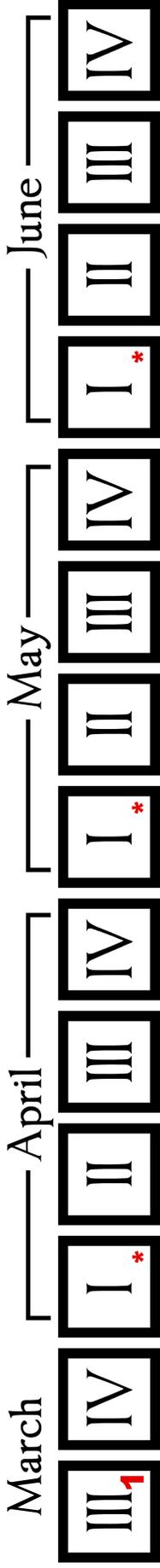
Die Roll (1d6)
1-2: At P7,
3-4: At O8,
5-6: At N8

Roll on the Roman Auxiliary Forces chart 3 times for additional units to start with.

Include the forces of an allied tribe. Roll on the Roman Allies Variable Forces chart and include any units rolled with a movement factor of 4 or more (no ships).

Turn Record Track - 53 BC,

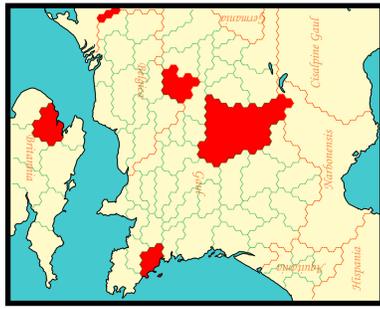
VII. Subjugation of the Belgae.



At
Massalia
(Z12)
5-5
*

1	Labienus 1-7	X	XX X 45-4	At FF29	Cassius 1-7	VII	XX VII 45-4	At II22	Leaders recruit auxiliaries from any Roman town or allied village. Roll on the Auxiliary Forces chart. Each leader and eagle may do this 3 times.
	Pompeius 1-7	XI	XX XI 45-4	At II31	Roscius 1-7	XII	XX XII 45-4	At GG15	Caesar may activate Roman allies by entering their territory. Roll on variable forces chart.
	Trebonius 1-7	VIII	XX VIII 45-4	At JJ21	Fabius 1-7	XIII	XX XIII 45-4	At LL22	
	Cicero 1-7	IX	XX IX 45-4	At Z21	Pompeius 1-7	III	XX III 45-4	At F31	
	Sextus 1-7	I	XX I 45-4	At B10	Caesar 2-8	9-4	XX XIV 45-4	At II21	

Body Guard



Turn Record Track - 52 BC,

VIII. Revolt of Vercingetorix

March April May June

III ₁	IV	I	II	III*	IV	I	II	III*	IV
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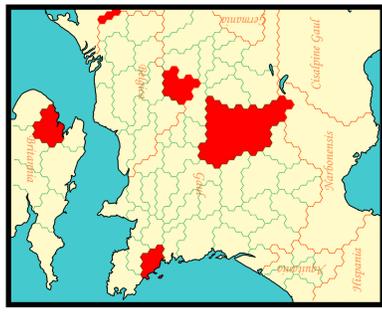
July August September

I	II	III*	IV	I	II	III*	IV	I	II
---	----	------	----	---	----	------	----	---	----

* At (Q22)

Leaders and eagles may recruit auxiliaries from any allied or open village. Roll on the Auxiliary Forces chart. Each may do this 3 times.

Caesar may activate Roman allies by entering their territory. Roll on variable forces chart.



Body Guard

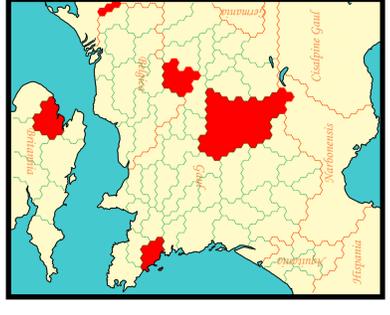
Turn Record Track - 51 BC,

IX. The Final Revolts

March	April				May				June				
III	IV	I*	II	III	IV	I*	II	III	IV	I*	II	III	IV

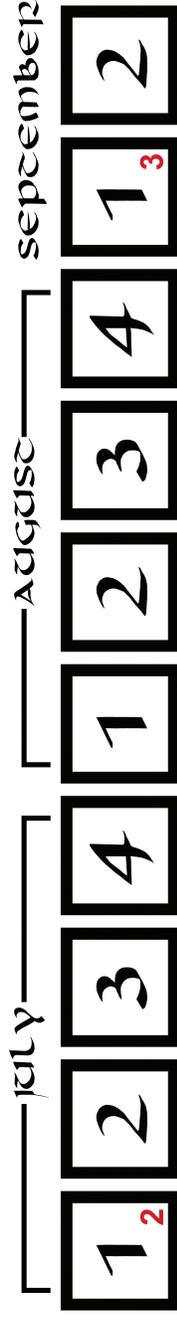
July				August				September					
I*	II	III	IV	I*	II	III	IV	I*	II	III	IV	I*	II

1	Labienus 1-7	X	XX X 45-4	At P26	Crassus 1-7	VII	XX VII 45-4	At S25	Leaders and eagles may recruit auxiliaries from any allied village. Roll on the Auxiliary Forces chart. Each may do this 3 times.
	Pompeius 1-7	XI	XX XI 45-4	At O24	Roscius 1-7	XII	XX XII 45-4	At CC26	
	Teponius 1-7	VIII	XX VIII 45-4	At AA25	Brutus 1-7	XIV	XX XIV 45-4	At M15	Caesar may activate Roman allies by entering their territory. Roll on variable forces chart.
	Cicero 1-7	IX	XX IX 45-4	At Q23	Felbus 1-7	XIII	XX XIII 45-4	At O22	
	Rabus 1-7	III	XX III 45-4	At U15	Caesar 2-8	Antipus 1-7	At E12		



earn record track - 58 bc,

1. CAMPAIGN AGAINST THE HELVETII

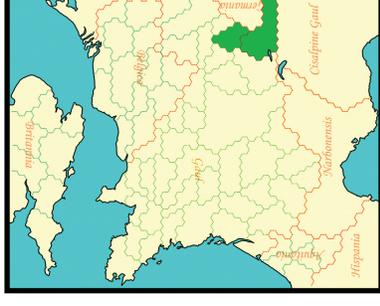


Roll the variable forces for two Gaul tribes, the Helvetii and Raurici, the Helvetii may add one unit for each of the 4 infantry types. Place units with a 3 movement on Belfort (R29) and the rest in Raurici territory.



Roll the variable forces for three Germanic tribes and place them with their leader.

3 A 4th Germanic tribe - the Suebi - appears on any Rhine hex south of Miesau (Y35) if 50 combat points or more of German units remain.



campaign record track - 57 bc,

2. CAMPAIGN in BELGICA

march — april — may — june —

3	4	1	2	3	4	1	2	3	4
---	---	---	---	---	---	---	---	---	---

july — august — september

1	2	3	4	1	2	3	4	1	2
---	---	---	---	---	---	---	---	---	---

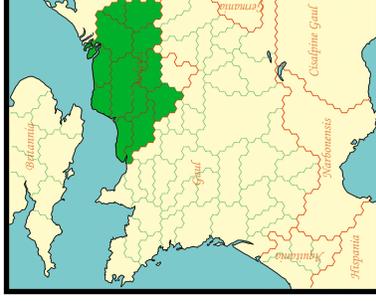


Roll for variable forces for each tribe in Belgica, add two units for the four infantry types for tribes with resources other than ships, add 3 for the Nervii:

Aduatuci	Ambiani	Atrebates	Bellovaci
Caleti	Eburones	Menapii	Morini
Nervii	Suesiones	Treveri	Veromandui

Mercenaries may be hired/recruited, and existing units upgraded to mercenary types. Chariots may not be used.

2 Any tribal leader may make one attempt to recruit Germanic mercenaries from any Rhine hex north of DD34 in July. Roll on the German incursion chart, and place the variable forces of any tribes activated on the hex they were summoned.



campaign record track - 50 BC,

3. CAMPAIGN AGAINST THE MARITIME TRIBES

MARCH APRIL MAY JUNE

3	4	1	2	3	4	1	2	3	4
---	---	---	---	---	---	---	---	---	---

JULY AUGUST SEPTEMBER

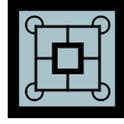
1	2	3	4	1	2	3	4	1	2
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1  * 

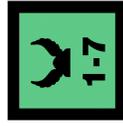
Gaul and Belgica leaders may attempt to incite the maritime tribes of Britannia by sailing to a coastal hex within the tribes territory and rolling 2 dice less than or equal to the tribes morale - Atrebates, Dumnonii, and Durotriges. Morale is (4d6)/2. These tribes can recruit/hire mercenaries and upgrade units to mercenaries. Other Gaul tribes may not be incited to revolt.

Roll for variable forces for each maritime tribe:

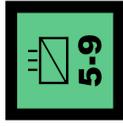
Abrincatui	Baioresses	Unelli	Veneti
Osismii	Curiosolites	Caleti	Morini
Menapii			

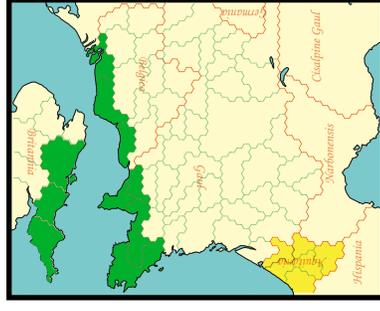


Place a fortified port on any coastal hex for each of these tribes within their tribal boundaries. The Morini must use hex NN22.

 1-7

The Aquitanian tribes are activated when Roman units or Auxiliaries enter their province. Each tribe has a morale of (4d6+4)/2, any morale of 9 or more is activated. Tribes with lower morale may be activated by incitement or intrusion. Variable forces for the tribes are rolled on the Gaul Variable Forces chart - subtracting one unit for each of the four infantry types. Each active tribe receives a fortification counter. The Aquitanian leader may recruit Iberian tribes from any hex in Hispania, roll on the German incursion chart for the number of tribes, and then on the Gaul Variable Forces chart for forces - these are full strength tribes.

 5-9



cupn record track - 55 bc,

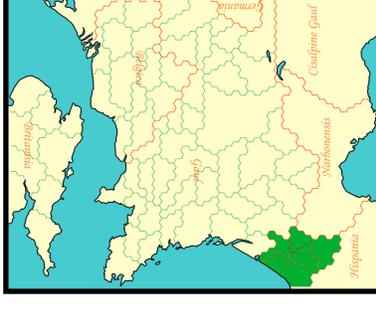
4. CRASSUS IN AQUITANIA

march					april					may					june						
3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4

july					august					september							
1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2



The Aquitanian tribes are activated when Roman units or Auxiliaries enter their province. Each tribe has a morale of $(4d6+4)/2$, any morale of 9 or more is activated. Tribes with lower morale may be activated by incitement or intrusion. Variable forces for the tribes are rolled on the Gaul Variable Forces chart - subtracting one unit for each of the four infantry types. Each active tribe receives a fortification counter. The Aquitanian leader may recruit Iberian tribes from any hex in Hispania, roll on the German incursion chart for the number of tribes, and then on the Gaul Variable Forces chart for forces - these are full strength tribes.



canon record track - 54 BC,

6. REVOLT OF THE BELGAE AND THE SECOND INVASION OF BRITANNIA

march	april				may				june				
3 ₁	4	1	2	3	4	1	2	3	4	1	2	3	4

july				august				september					
1	2	3	4	1	2	3	4	1	2	3	4	1	2



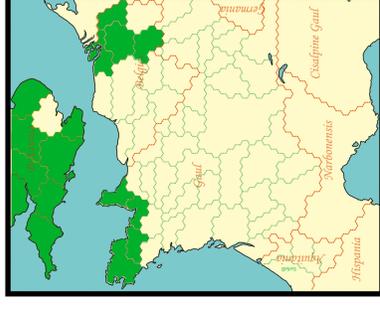
Britannia

The Britannia tribes may be active at the start of the scenario. Each Britannia tribe has a morale of $(4d6+2)/2$, any morale of 9 or more is activated. Tribes with lower morale may be incited to revolt by the leader. Variable forces for the tribes are rolled on the Gaul variable forces chart. Add one additional unit to tribes with resources other than ships for the four main infantry types.



Belgica

The Belgica tribes are active at the start of the scenario. Roll units for the Aduatuci, Eburones, Menapii, and Nervii on the Gaul variable forces chart. Add two additional units to tribes with resources for the four infantry types. Add 3 units for the Nervii. The Belgica leader may recruit Germanic tribes from any hex in Germanica using the Germanic Incursion chart. He may not incite other Belgica tribes to revolt.



At any time an Eagle is captured, the Abrincatui, Curiosolites, Osismii, and Unelli, may revolt. These Gaul forces may be taken as losses for unit reductions from subjugations of Belgica or Britannia tribes even though they are not in the same province. The converse is not allowed. These are leaderless tribes and are activated on a single die roll of 4, 5, or 6 for each tribe. Only one attempt is allowed to activate them.

turn record track - 53 bc,

7. SUBJUGATION OF THE BELGAE.

march [] april [] may [] june []

3 ₁	4	1	2	3	4	1	2	3	4
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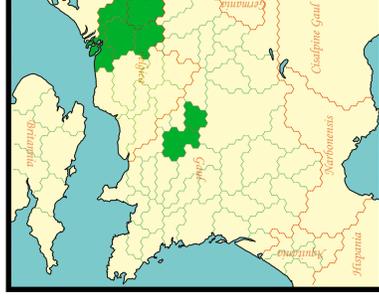
july [] august [] september []

1	2	3	4	1	2	3	4	1	2
---	---	---	---	---	---	---	---	---	---



The following Belgica tribes are active at the start of the scenario. Roll units for the Aduatuci, Eburones, Menapii, and Nervii on the Gaul variable forces chart. Add two additional units to tribes with resources for the four infantry types. Add 3 units for the Nervii. The Belgica leader may recruit Germanic tribes from any hex in Germanica using the Germanic Incursion table. They may not incite any other tribes.

The Gaul tribes Carnutes, and Senones are also in revolt. Roll for their units on the Gaul Variable Forces chart. They do not receive any leaders.



turn record track - 52 BC,

8. REVOLT OF VERcingetorix

march [APRIL] [MAY] [june]

3 ₁	4	1	2	3	4	1	2	3	4
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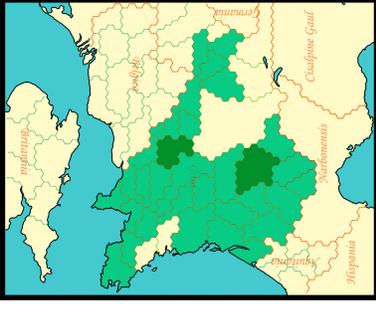
[july] [AUGUST] [september]

1	2	3	4	1	2	3	4	1	2
---	---	---	---	---	---	---	---	---	---



1

The tribes of the Averni and Carnutes are active. Place Vercingetorix with one of the tribes. Roll for their units on the Gaul Variable Forces chart. Add one unit for the 4 infantry types for tribes with resources other than ships. Leaders may activate the other tribes by entering their territory and rolling two dice less than or equal to their morale. Vercingetorix gets a -2 on the roll. The attempt can be made only once for each tribe.



Roll 2d6+1 to determine the morale of the remaining tribes:

Abrincatui,	Andecavi,	Aulerci,	Baiocasses,	Bituriges,	Bituriges Cubi,	Cadurci,	Cenomani,
Curiosolites,	Diablintes,	Gabati,	Lemovici,	Leuci,	Lexovii,	Lingones,	Mediomatrici,
Meldi,	Nitiobriges,	Osismii,	Parisii,	Petrocorii,	Pictones,	Raurici,	Redones,
Santones,	Segusiavi,	Tricasses,	Turones,	Unelli,	Vellavi		

Also determine the morale of the Roman ally Aedui using 2d6-1. Only Vercingetorix may attempt to turn them against the Romans in the same way other tribes are incited. Gaul units may not leave the Gaul province, leaders may not summon Germanic tribes.

turn record track - 51 BC,

9. THE FINAL REVOLTS

MARCH APRIL MAY JUNE

3 ₁	4	1	2	3	4	1	2	3	4
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JULY AUGUST SEPTEMBER

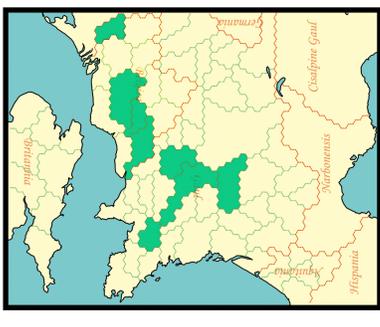
1	2	3	4	1	2	3	4	1	2
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The tribes of the Bituriges Cubi, Carnutes, Cenomani, and Redones are active. Roll for their units on the Gaul Variable Forces chart. Add one unit for the 4 infantry types for tribes with resources other than ships.



The Belgica tribes Atrebates, Bellovaci, Ambiani, Caleti, and Eburones are active. Roll for their units on the Gaul Variable Forces chart. Add two units for the 4 infantry types for tribes with resources other than ships.



Gaul and Belgica forces may not leave their own provinces, other tribes may not be incited to revolt, German tribes may not be summoned.