

## Optional Rules for -

# CAESAR: Epic Battle of Elisa

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Additional Optional rules to add more historical flavor and accuracy. Since I'm not from Avalon Hill, they are unofficial unless otherwise noted. [JB- The General magazine, referenced below, is the official publication of Avalon Hill ]

The combat modifiers listed below are cumulative.

**Additional Gallic Leaders:** The Relief Army had 4 leaders. They were Commius, Viridmarus, Eporedorix, and Vercassivellaunus. Same stats as Vercingetorix. They shift combat odds one (1) column to the right for any Gallic attack involving units they are stacked with.

**Vercingetorix:** To be used in conjunction with the optional rules in Alesia. As per The General magazine, shift combat odds one (1) column to the right for any Gallic attack involving units he is stacked with and/ or adjacent to.

**Full Gallic Recruitment:** As per The General magazine, to the Relief Army add 60 infantry counters with strength of 2 and move of 5. They have no tribal designation, and, therefore, may not be used to gain Gallic Tribal Integrity bonus. These represent additional reserves not historically available at the battle.

**Gallic Tribal Integrity:** The Gallic tribes were very independent, and often fought each other before Vercingetorix's rebellion. Therefore, units of the same tribe should try and remain together.

**Bonus:** Shift combat odds one (1) column to the right for every 3 counters of the same tribe attacking the same hex. The tribal names must match exactly, and it does not matter if the units come from both the Relief and Alesia forces.

**Bonus Example #1:** 4 counters, consisting of 3 Aeudi and 1 Bellevoci units would receive 1 shift.

**Bonus Example #2:** 6 counters, consisting of 3 Aeudi and 3 Averni units would receive 2 shifts.

**Gallic Strike Force:** Prior to the second day's assault by the Gallic Relief Army, a force was picked of the best warriors from the tribes with good combat reputations.

The Strike Force is formed around a leader (Substitute a combat unit if not using the new leaders.). As the Gallic player moves the leader onto the map from an off map area, he must declare him the head of the force. If not stated upon entry, another leader has to be used.

Once declared, Relief Army units of strengths 8 and 7 only, and within 4 hexes of the leader are considered part of the Strike Force. Such units are now considered the same tribe for purposes of Tribal Integrity.

The 4 hex range is traceable through enemy units, ZOC, fortifications, and all terrain types.

Only 1 such force can operate on the map on any given turn, and only 1 unit is considered the head of the force.

If the head of the force is eliminated, a replacement must be picked immediately. Any Gallic leader (or

combat unit) within 4 hexes of the one just eliminated can be selected. If no such unit exists, the force is immediately considered disbanded. Note: Only a leader can replace a leader, and only a combat unit can replace a combat unit.

The Gallic player may declare the force disbanded before he resolves his first attack that turn. If disbanded, normal Tribal Integrity rules apply. The force can be reformed on a subsequent turn by following the above procedure.

Roman Leaders: Each legion receives a Legate (legion commander). Same stats as Labienus. A Legate shifts the combat odds one (1) column to the left for any defense involving cohorts solely from his legion, and that he is stacked with. Non-legionary units, e.g. archers, stacked with the cohorts do not negate this modifier.

Labienus: Before a particular combat involving units Labienus is stacked with is resolved, but after initial odds have been calculated, the Roman player may choose one (1) of the following to affect the combat.

1) Per the optional rules in Alesia, roll twice for combat results. 2) Shift the combat odds one (1) column in favor of the Romans.

Caesar: Before a particular combat involving units Caesar is stacked with or within 2 hexes of is resolved, but after the initial odds have been calculated, the Roman player may choose one (1) of the following to affect the combat.

1) Per the optional rules in Alesia, roll thrice for combat results.

2) Shift the combat odds two (2) columns in favor of the Romans. (This replaces optional rules 1 & 2 in The General.)

As per The General, should Caesar be eliminated, all subsequent Roman attacks have the combat odds shifted two (2) columns to the left.

The Vellations: The Roman inner/outer works and ramparts should have no breaks in them. Thus, the gaps would be eliminated and all streams/rivers are bridged. Players will have to visualize and discuss what hexes close off the breaks. Most should be obvious. Do this before you start playing to avoid arguments, perhaps using blank counters to designate such hexes.

Exception: There should be no outer works adjacent to a camp rampart (the black ones), unless that hex is also adjacent to a vellation rampart (the brown ones). There would be no outer works around camps so as to allow cavalry to free enter and exit them.

Historical Note: The map recreated the fortifications as excavated over a thousand years later. The Romans were extremely adept at sieges, and it is highly unlikely that such gaps would have existed at the time. Also, the idea that Caesar would not have bridged all streams is basically ridiculous. If he could bridge the Rhine river, he could have done so to the much smaller ones at Alesia, especially with the time he had to do it. The assault lasted a few days, but the siege lasted about a month.

-- Additional notes from AHGeneral.org about our variant counters for this game --

We have included 2 additional Legions, V and VI. V was recruited by Caesar and composed of Gauls. VI was stationed in Spain, and could have been part of his force under different circumstances. They are included for additional variation, but including them with the additional auxiliaries will throw off the play balance significantly. Rather than adding these forces, you might consider a game where Caesar is short one legion, but still has the Legates and auxiliaries.