



SUPPLY:

Leader, naval, and siege units do not require supply.

All other roman units, levies, auxiliaries, and mercenaries require supply. Gallic and German supply are not tracked until their units are besieged. On the turn that the Roman player constructs a siege tower, the Gaul player rolls on the chart below (same as tribes that provide grain) and places the number of supply factors indicated in the besieged hex:

Roll Result

- 2-4** No grain available
- 5-6** 24 Supply provided
- 7-8** 32 Supply provided
- 9-10** 16 Supply provided
- 11-12** 8 Supply provided

The Gaul Player may voluntarily eliminate some ground units to prolong the siege. A leader must be present to do this. At the end of the Gaul player's turn one supply factor must be removed for each ground unit under siege. When the siege is broken or lifted, the supply factors are returned to stock. The Roman player may capture the supplies if they successfully take the fortification by assault. Allied Gaul tribes are treated like Gaul and German units, except that they do not get to roll for supplies when besieged they must use what ever supplies the Romans have left them. When Roman non legionary forces are besieged, the besieged units may draw supplies from any already present within the fortification using one supply point for three counters present each turn. Leaders and Eagles need not be present to do this.

Wintered legions begin the campaigning season with eight supply.

Counters are provided for supply: Supplies of eight factors or less are considered to be mobile - baggage trains. Larger supply factors are immobile and must be located in a

town or village. Supply factors from one thru eight have a movement of six hexes or 24 hex sides when traveling on rivers. They may not travel on hex sides belonging to open water hexes. A downward pointing arrow on the counter indicates the hex side that the unit is on. The hex the counter lies on determines which side of the river the supply has landed upon and the hex that would be need to be occupied to control it. If a supply counter is not on a river hex-side it must expend a movement point to move onto one. When moving into a hex with a river, the supply counter may begin using any river hex side in the hex for river movement.

Each eagle uses one supply factor per turn (one week). Even multiple eagles stacked together in the same hex still consume a single supply point each turn for each eagle. A single Legion can support any number of cohorts and legionary subunits within six hexes not occupied by opposing forces or impassible terrain. Supply is distributed through the legion to all cohorts and legionary sub units. These units must be within six hexes of a supplied legion to receive supply. If not they are reduced to half strength units when a leader is with them, or removed from play if not.

Supply points are consumed at the end of the players turn. A legion that has no supply to consume at the end of the turn is reduced to a 20-4 legionary sub unit. 20-4 sub units are reduced to a single 5-5 legionary sub unit. 5-5 sub units are removed from play when out of supply.

The eagle of a legion completely reduced by lack of supply is left in the hex until an eagle or leader from either side picks it up, or is reconstituted with an open 20-4 unit (no Roman numerals in its box).

Leaders and eagles can break up supply caches into smaller mobile units at any time, they must be in the same hex at the time.

Supplies can move by themselves and do not require escorting units.

At the end of the Roman player turn all supplies in the same hex are

combined automatically. (Different hex sides on rivers do not prevent this).

Capturing supplies occurs when an opposing players ground units occupy the same hex as the supply unit and it is not contested by enemy forces.

A 'retreat' battle maneuver card that succeeds will result in all supply units in the hex being lost to the opposing player.

Gallic and German forces always destroy supplies when they capture them. Only the presence of a leader will allow supplies in a town or village to be destroyed without razing the city also. Any ground unit can destroy supplies or raze a village or town. They must destroy all the supplies unless a leader is present, only then may some be destroyed and the remainder used. The Roman player gains supplies from every walled village they raze when a leader is present. Roll on the chart in the resources section, half the number indicated for open villages.