

WINTER PHASES:

1. Collect all supply still in play, count the total factors, and return them to stock. The Roman player receives one coin for each factor of supplies remaining on the last turn of the campaigning season. (When using Money and Supply.)
2. Identify any Gaul player fortifications not razed or garrisoned by Roman forces (allies not counted). These represent activated tribes that have not submitted to Rome. Mark the Tribal Morale Chart with a +1 for these tribes.
3. Identify tribes that were submitted by force to the will of Rome and mark their Tribal Morale Chart entry with a -3.
4. Verify that all tribes that submitted to Rome peacefully and paid 50 coins tribute have their Tribal Morale noted with a -2.
5. Verify that any tribes that reacted with a neutral submission are noted with a +1 to their morale.
6. Return to stock all pink levies/auxiliaries, Roman allies, and Gaul forces. (Caesar's personal body guard remains if in play.) Any leaders under siege are captured or killed, they cannot escape. (see Capturing Leaders).
7. Collect all Roman fleets and transports and place them on coastal fortifications that will be maintained as winter quarters by a legion on a coastal hex. A naval engineer unit is required to maintain the fleets over the winter.
8. Remove all artillery, siege towers, and fortification markers from the board – fortifications that do not have a naval engineer in them, or belong to an improved town.
9. Roman player must select a tribe that they have subjugated by force from any province. This tribe is eliminated from the game. The Roman player makes an example of them, crucifies their leaders, and enslaves their population. Any survivors are assimilated into neighboring tribes. Payment to Caesar begins at 5000 coins, and is reduced 500 coins each subsequent year.
10. Roman player pays all debts associated with razed Roman towns, ransomed leaders, etc. They may build walls for one Roman town that has none for 500 coins. Captured named Gaul leaders may be ransomed back for 500 coins each.
11. Collect all the red Roman legionary units on the map and organize them by legion number, assign one or more leaders to each legion, any additional legionary forces, a fortification, and 8 supply. Place each of these legions using the rules for Wintering Legions.
12. The Gaul player rolls one die and adds +1 to the morale for that number of tribes (57BC and later). The tribes may be chosen from any province. Calculate the changes to Morale for each tribe, and notes the new morale in the box for the next year. Tribes with captured leaders morale is set to 7.
13. The Roman player selects another ally for the next campaigning season. (see Roman Allies)
14. The Roman player starts the political phase. Remove the cards with “Senate” at the top and a number of votes on the bottom. These are used to tally actual votes. Political cards for offices that have a one year term are returned to the stack. Begin by drawing four political cards at random. Up to six additional cards may be purchased for 500 coins each. Collect office revenues and pay expenses. Tally the Roman player's votes and mob influence, then go thru the list of motions that need to be voted on, and resolve each, one at a time.
15. The Roman player then rolls on the Winter Events chart below.
16. The Roman player then rolls on the Leader chart below.
17. The Roman player rolls for Caesar's arrival on the chart below.
18. The Roman player rolls on the Reinforcements chart and places those units on the map at Mutina (A34). New legions authorized by the senate from this chart do not need to be recruited by Caesar.
19. The Roman player places supply on the Roman towns in “The Province” - Narbonensis, and Cisalpine Gaul – 24 on walled towns, 8 on open towns that were not razed in the last campaigning season.
20. Allied forces and resources for Rome's initial ally are determined and placed on the map. Their leader can be bribed to provide additional forces. (see Roman Allies)
21. Razed markers are collected and returned to stock.
22. The Gaul player roll up the variable forces and places all tribes in active revolt at the start of the season on the map with their leaders.
23. The Gaul player rolls for a Germanic Invasion. The roll and result is kept secret.

COMBAT PHASES:

1. Units move from the combat forces boxes and cavalry box, to the reserves - cavalry that charged is required to do so.
2. Units move from the reserves to the combat forces boxes and cavalry box - Consolidating into larger units in the process when leaders or eagles are present.
3. Each leader attempts to rally each routed unit.
4. AMBUSH: place the next two counters from the line of forces into the reserves box.
5. Leaders & eagles consolidate broken units into larger units in the reserves. Routed units must be rallied to the reserves before they can be combined into larger units.
6. Calculate the odds, and die roll modifiers, roll the dice, resolve the outcome.