

Falling Sky

The Gallic Revolt Against Caesar



COIN Series, Volume VI PLAYBOOK

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Falling Sky Tutorial

First-time players should start here!

Welcome to the tutorial for *Falling Sky*. It will walk you through setup and some game play step by step, getting you going with the core mechanics and demonstrating a few of the options available to each faction. Our purpose here is merely to teach concepts, not to suggest optimal strategy—we will leave that to you!

If you would like to look up specific Rules of Play as we go, we provide the relevant reference numbers in parentheses.

Our sample session will include four players. So for now we can ignore the entire rules section for non-player Gauls and Romans (8.0-8.9).

PART ONE – Setup

Forces and Markers. Let's start by setting up a scenario. We have chosen "Reconquest of Gaul", which begins in 53 BC. Lay out the game board, spread out all the components on the table, and turn to page 28 in the Rules of Play for details about this scenario's setup.

To get the Factions' forces ready, first find the five cardboard Available Forces displays. Four of them are for a player each, the fifth for the game-run Germanic Tribes. Whenever you set up a game, you can position these Forces displays near wherever that player is sitting, and the gray Germanic display anywhere near the Germania edge of the board.



Now let's get out the Forces pieces: by colors, place all of them on their respective Forces displays. Position Ally discs in the solid circles and Citadels in the diamonds.

Refer to the chart at the bottom of the back side of this Playbook: it shows you all the Forces pieces that you should have, and what they are called (1.4). You will also have a few other wooden bits: two short round Resource/Eligibility cylinders colored for each of the four player Factions (1.8, 2.2), plus six white and six gray pawns for marking action spaces (3.1.1).

Now let's follow the setup on page 28 of the rulebook. After some introduction to the scenario, you see a section labeled "Deck"—we'll get back to that in a moment. Next is "Edge Track"—that is the track of numbers along the top and side of the board that we will use to mark the number of Resources each player Faction has (mainly representing grain stored up in Gaul), using one set of those short round cylinders (1.8), plus rounded square Victory markers for the Arverni, Romans, and Belgae. (The Aedui have a Victory marker on

the Forces display; the Germans do not track Victory; 7.0.) Go ahead and put four cylinders and those three markers on the Edge Track numbers as noted in that setup section. (If you have not punched out the counters, punch what you need as we go.)

Next is the Senate and Legions Track, some red boxes at lower right of the board. We will account here for the attitude of the Senate in Rome toward Caesar, meaning toward the Roman venture in Gaul (6.5). As noted in the Setup, place the Senate marker at "Intrigue" ("Firm" side down).

Now find the 12 Legions—red cubes—among the Roman forces pieces and move them to the Legions track. The Legions are special and become available in a different way; they will move between the map of Gaul and the Legions Track holding area (1.4.1), to some degree depending on the attitude of the Senate. Put four of the Legions across the bottom row of little squares, at "Adulation". Keep the other eight Legions nearby—they will go onto the map.

Next place the "Other Most Allies" Aedui Victory marker onto the Aedui Forces display in the "7" box—we will discuss Aedui Victory later in the tutorial, when we get to the Victory Phase.

Now, as noted parenthetically, all Factions start the game Eligible to act (2.3.1). Put the remaining four short cylinders onto the SEQUENCE OF PLAY area at the lower left of the board, into the "Eligible" box. Go ahead and put the Winter and Frost markers near the WINTER TRACK running just below the Eligible box.

Also noted in the setup parentheses is that all Warbands and Auxilia start Hidden. That means we will place those forces with their embossed symbol end down (symbol up would mean Revealed). In fact, whenever you place Warbands and Auxilia onto the map for any reason in the game, they start Hidden (1.4.3).

Now let's put the starting forces into the various Regions of the map, as listed in the rest of the setup. Each Region has a name, either one of the prominent tribes there (highlighted on the game board with a brighter scroll), or "Britannia" or "Provincia". Ally discs go in particular named Tribe spaces (1.4.2), and Citadel blocks go at Tribes with diamond-shaped Cities (in this setup, the Aedui have a Citadel at Bibracte). The Romans have a special, indestructible Fort in Provincia—that red block goes in a dedicated holding box there. All other forces can go just anywhere in their Region.

Note that the three Leaders—who also count as forces pieces—are embossed like Warbands. They go symbol up, meaning they are Caesar, Vercingetorix, and Ambiorix, respectively (symbol down is a lesser successor, 1.4.3).

The setup lists who Controls each Region (or if no one does). A Faction Controls a Region if it has more force pieces there than everyone else combined (1.6). Place the noted Control markers into the Regions' boxes marked NO CONTROL. An empty Control box means no one Controls it. The back sides of German Control markers also say No Control, and can be used for extra emphasis in Regions that are contested—such as the Mandubii Region here.

A final marker starts this scenario on the map—a circular Dispersed marker at the Veneti tribe, on the "Gathering" side. Dispersal is the result of a Roman action called Seize (3.2.3); the marker prevents placement of any Ally disc at that Tribe until the marker is removed (1.4.2).



OK, that's the situation in Gaul in 53 BC! Your set up game board should look like that above. Several forces will remain on the various Available Forces displays near the game board; for example, the Aedui display should look like that below. Now let's prepare the Deck so we can play...



The set up Aedui Available Forces display for 53 BC should look like this. The Ally discs are taken from the lowest numbered spots, and an Ally disc is moved up into the empty Citadel spot, so that total Aedui Allies+Citadels on the map show "3".

Deck. Have a look at the general instructions for Deck Preparation appearing near the bottom of the SETUP box on page 26 of the rulebook. For all scenarios, Decks are prepared by shuffling all 72 Event cards (separately from the five WINTER cards) and forming them into facedown piles of five cards, then shuffling one WINTER card into every third pile, and finally stacking the piles. That way, each year between Winters has some 15 Event cards, plus or minus.

For this tutorial session, we will artificially construct the first year of the deck, so that we all are reacting to the same Events. Fish out the following cards and stack them face down so that they will flip up in exactly the follow order:

- Card 1 (top): GOBANNITIO
- Card 2: SUEBI MOBILIZE
- Card 3: RIVER COMMERCE
- Card 4: ALPINE TRIBES
- Card 5: ADUATUCA
- Card 6: DRUIDS
- Cards 7, 8, and 9: any Event cards at random (not WINTER)
- Card 10: LEGIONES XIII ET XV
- Card 11 (bottom): WINTER (any of the 5).

If you want to continue this session after completing the tutorial, or if you just want to try assembling a full deck now, proceed as follows (otherwise the 11 cards listed are enough): Deal out seven piles of five Event cards each (face down). Shuffle one WINTER card each into the fourth and seventh piles. Stack the piles (seventh at bottom) and put them underneath the 11 facedown cards listed above (card 1 on top). Set the remaining Event and WINTER cards aside. Your deck is ready for the shorter, 53-51BC version of the scenario.

Victory. Finally, before we begin to play, have a quick glance at what each Faction is trying to do to win. Find the Faction foldout chart that says “Commands” and “Special Abilities” and look at the “Victory” box at the bottom right of any one of the panels. The box lists all four victory conditions so that players can keep an eye on everyone’s standing—each player Faction has something particular that it is trying to achieve (7.2-7.3). That panel’s Faction has its condition highlighted.

Roman Republic

COMMANDS	SPECIAL ABILITIES
RECRUIT (3.2.1) • Build or Scout? Purpose: Recruit allied forces. Location: Regions without Domination. Cost: 2 Resources per Region (if of nearby Supply Line). Procedure: Each Region, if Roman Control or Leader, place 1 Roman Ally (or Subdued one, if Roman Leader/Ally/Plat) plus Auspice expelling Leaders/Enemies/Ally, <1 if Provoked.	BUILD (3.2.1) Purpose: Add forts and subdue or ally with tribes. Accompanying Command: Rally, March, or Siege. Location: At Roman Ally or Supply Line with Romans, and within 1st Contagion or with its Successors. Cost: 2 Resources per Fort or Ally placed or removed. Procedure: Each Region, place a Fort (subdue) or Roman Control and place subdue for Roman place 1 Roman or remove 1 non-Roman Ally (not Citadel).
MARCH (3.2.2) • No open Fort (3.2.1) • Build or Scout? Purpose: Move and hold Roman forces. Location: Regions with Legions, Auxilia, Roman Leaders. Cost: 2 Resources per region Region (if of Domination). Procedure: Move above pieces up to 2 adjacent Regions, 3 unit. Cause: Stop at Domination, across Rhemus, or in/out Britannia. If through a Region, Gauls may—Germane de—move Leaders, remove 1 Auxilia or, or 1-2 Legions or Leaders per 3 Hidden Warbands (found down by Faction) Auxilia in Hidden. If leader of Britannia, no Special Ability.	SCOUT (3.2.2) Purpose: Move, Auxilia reveal strategy. Accompanying Command: Any. Location: Any Region with Auxilia. Procedure: Move any Auxilia to adjacent Regions (not into or out of Britannia). Within 1 Region of Cause or with its Successors: Hidden Auxilia to Revealed as desired to Roman and place. Second marker on up to 2 Warbands each in the same Region.
SIEGE (3.2.3) • Build or Scout? Purpose: Gather resources, crush tribes. Location: Regions with Roman pieces (Cost is 0). Procedure: Disperse Subdued Tribes at Roman Control or desired to move 4 markers: Arvernus & Belgae will be each and on 1-2 free Rally in adjacent Regions. If not Domination, gain +2 Resources per Subdued Tribe and Roman Ally +6 per Dispersed marker placed. Gauls may—Germane de—cause Leaders, remove 1 Auxilia/Ally or, or 1-3 Legions/Forts/Leader per 3 Hidden Warbands (found down by Faction).	BESIEGE (3.2.3) Purpose: Hold enemy Citadels and Allies in Battle. Accompanying Command: Rally. Location: Battle with Legions Attacking enemy Allied Tribes or Citadels (no Leader required). Procedure: Just before inflicting Losses, Attacker may remove 1 Dispersed Citadel or Ally (Citadel will follow Loss).
BATTLE (3.2.4) • Scout or Battle? Purpose: Eliminate enemy warbands, subdue tribes. Location: Regions with Roman and enemies. Cost: 2 Resources per Region (if of Domination). Procedure: In each Region in turn, in this order: • Attacker selects 1 other Faction present to Defend. • Galle Defender may opt for Retreat, if Retreat will be in another Faction's Control, that Faction must agree now. • Attacks—Defender takes Losses per below. • Defend Retreat, Concentrate—Attacker takes Losses. • Defend Retreat, all Hidden participants to Revealed. • If Retreat, Defender moves Warbands to adjacent Region of same or agreeing Faction's Control (not to Citadel) or remove them. Leader/Hidden pieces may stay or go. Zener: Take in Loss per enemy Warband or Auxilia, plus 1 per Legion & Leader—2 per Legion (if Defending on Cause)—half that if no Defender in Roman or Citadel (found down). Each Loss, remove 1 Warband, Auxilia, or Ally, or sub 1 die—on 1-3, remove Legion, Leader, Citadel, or Fort. If Retreating Defender, remove Ally/Citadel/Retreat first, if not, remove other last.	VICTORY (7.3) Roman Subdued plus Dispersed plus Roman Allied Tribes exceeds 15. Arvernus Off-map Legions exceed 6 and Arvernus Allied Tribes and Citadels exceeds 8. Auspice: Auspice Allied Tribes and Citadels exceeds each other Partials (Gauls, Romans, Germane). Belgae: Belgae Control just Dispersed, Subd/plus Belgae Allied Tribes and Citadels exceeds 55. Open final Winter. Check to final sides (7.2).

Falling Sky
The Gallic Revolt: Against Caesar

You'll notice that each Faction's objectives include acquiring Allied Tribes. Beyond that:

- Romans win by Subduing Tribes.
- Arvernus win by killing Legions.
- Aedui win by having the most Allies.
- Belgae win by Controlling Regions.

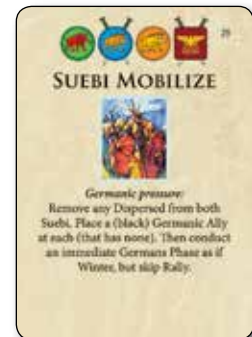
PART TWO –

Commands, Special Abilities, and Events

In *Falling Sky*, we play one card at time and flip the next card up to see what lies ahead. Flip the top card and put it next to the deck, then flip the second card and on the deck face up:



Played card



Next card on deck

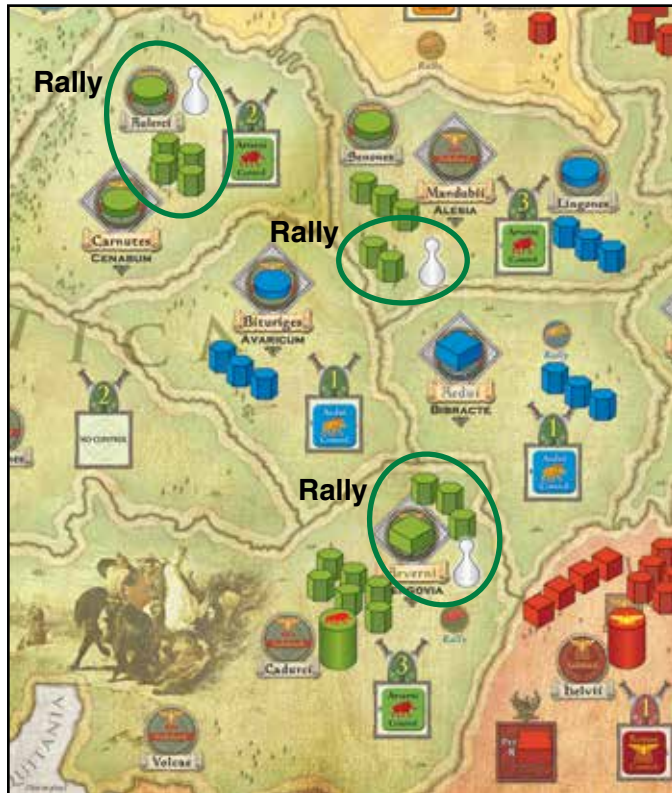
Card 1: GOBANNITIO. Looking across the top of the GOBANNITIO card, we see an initiative order for the four player Factions. This order determines who will first be eligible to act on this card. (The little swords and other such symbols regard Non-player rules, section 8, so we can ignore them.) Two Factions only will get to act; the others must wait until the next card. Look at the SEQUENCE OF PLAY display at the lower left of the game board: it shows how the Factions' various options interrelate, as explained in Rules section 2.3. We are going to explore these relationships as we play...

The Arvernus (green) are 1st Eligible on GOBANNITIO, and so have a full menu of options. They wish to grow their forces, so they opt for a Command to do so: Rally. On the Faction foldout chart that says “Commands” and “Special Abilities”, look at the green Arvernus panel. The left column shows the choices of Commands, with Rally at the top.

Normally, when a Faction executes a Command, it may do so for that single Command type in several Regions, as long as it pays the required cost in Resources for each Region (3.1). So the Arvernus opt to Rally (3.3.1) wherever they can place new forces: where they have Allies (discs) or Citadels that can generate new Warbands, where they can upgrade an Ally in a City to a Citadel, or where they have Control—more pieces than everyone else combined (1.6)—and so can place new Allies. The Arvernus mark their selected Rally Regions with white pawns (3.1.1) to help plan out and record what they are doing:

- In the Carnutes Region near the center of Gaul, they have Control and place a new Arvernus Ally at the Auleri—who are no longer Subdued, sliding the Romans' “Subdued” victory marker down from 14 to 13 along the edge track (1.3.2, 1.9, 7.2-7.3). The new Ally disc comes from the lowest numbered spot on the Arvernus Available Forces display, revealing the number “4” as the number of Allies+Citadels that the Arvernus have out on the map (1.4.1).
- In the nearby Mandubii Region, they add Arvernus Warbands from Available via their Senones Ally. Rally usually adds one Warband per Ally, Citadel, and Leader, but the Arvernus—summoning Celts to a unified cause against the hated Romans—have an advantage in Rally and place an extra Warband. Ally+1 equals two Warbands into Mandubii, giving the Arvernus Control there.

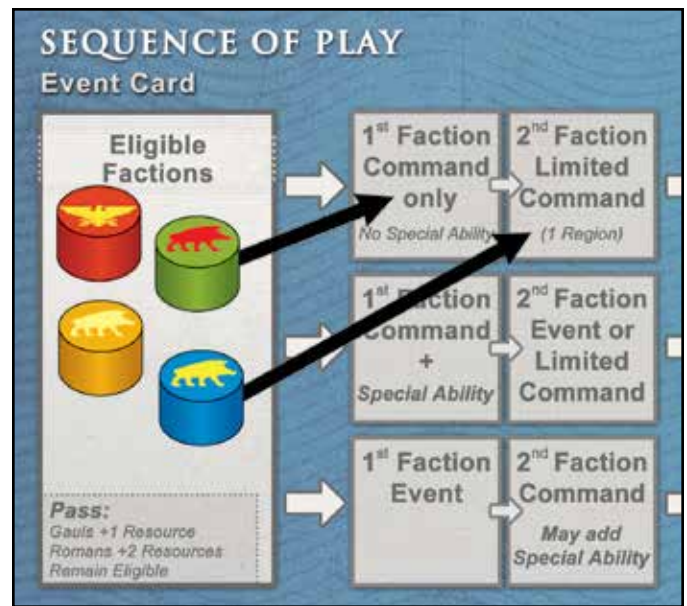
- In the Arverni home Region in the south, the Arverni fortify their City of Gergovia with a Citadel, which replaces the Ally disc there; it functions as if an Ally, but is more defensible. Vercingetorix is there, and has an added Rally advantage: Rally with him can add an Ally or Citadel *and* place Warbands, so the Rally adds three new Warbands as well.



Arverni Rally in Carnutes, Mandubii, and Arverni Regions, costing three Resources total.

Rally costs one Resource per Region (3.3.1), so the Arverni spend three Resources, and their green Resource cylinder on the edge track moves from 10 down to 7. Remove the white pawns.

As the Arverni executed a Command only (no Special Ability, and not an Event), we slide their green Eligibility cylinder from “Eligible Factions” to the “1st Faction Command only” box. The little arrow pointing from that box to “2nd Faction Limited Command” shows that the only action that the next Eligible Faction can execute is a Limited Command (2.3.4-.5). As we shall soon see, the Arverni might have added a Special Ability to their Command; but doing so would have enabled the next Faction to play the GOBANNITIO Event—possibly against the Arverni!



The Arverni execute a Command only, and the Aedui a Limited Command.

Next up on the GOBANNITIO card is blue, the Aedui. They execute a Limited Command, meaning a Command in only one Region and without the option for a Special Ability (2.3.5). They decide to March from their home Aedui Region, sending one Warband east to take Control of the Sequani Region and two Warbands south to stir up trouble among the Arverni. Note that March in *Falling Sky* (unlike modern-era COIN Series games) selects and pays for Regions by origin not destination (3.3.2). In this case, one Aedui Resource spent sent Warbands off in two directions.



Aedui March to spread out.

Two Factions have acted on this card, so we are done with GOBANNITIO. The green and blue cylinders slide rightward to “Ineligible Factions”, showing that the Arverni and Aedui will not be up for Commands on the next card. Play SUEBI MOBILIZE onto GOBANNITIO and flip the next card up, RIVER COMMERCE.



Played card



On deck

Card 2: SUEBI MOBILIZE. Look in the Eligible Factions box on the game board and see that only the Belgae (yellow) and Romans (red) remain to act on this card. So we skip past green and blue in the order along the top of SUEBI MOBILIZE and find that the Belgae are now 1st Eligible (2.3.2).

The Belgae decide to execute a Command plus a Special Ability to use their jump on the Romans to attack the isolated Legions still wintering in Belgica. Looking at the Belgic Tribes sheet of the Faction foldout, we see that each Command option on the left indicates Special Abilities in colored text that may add to it, and that each Special Ability option on the right similarly notes which Commands might accompany it (4.1, 4.1.1).

Commands and Special Abilities note restrictions on what locations can be selected. Belgic Special Abilities, for example, can occur only within one Region of their Leader Ambiorix, or in the same Region has his Successor (4.1.2). So any Belgic Special Ability at the moment would be restricted to the Nervii, Menapii, Atrebatas, Treveri, and/or Sugambri Regions—with or adjacent to Ambiorix.

The Belgae will Battle (Command) plus Rampage (Special Ability). Move the yellow Eligibility cylinder from Eligible Factions to first Faction Command + Special Ability.

When a Faction interrupts a Command to add a Special Ability, it may do so at any one moment during execution of the Command (4.1). In this case, the Belgae decide to Rampage immediately before Battle. As noted on the Belgic Tribes sheet, Rampage can occur in Regions within one of Ambiorix, and only if the Region has Hidden Belgae Warbands, which must Reveal themselves (flip, 1.4.3) to frighten off their enemies (4.5.2). Also, Rampage may not target enemies with a Fort, Citadel, or Leader in the Region nor the warlike Germans ever. Nor is Rampage allowed to accompany March, so any Rampage must occur without repositioning via a March Command. Looking at the board, that means Rampage could only occur against the Roman pieces in Menapii and Atrebatas Regions, where they have no Forts. The Belgae player marks these spaces with gray pawns, to distinguish the Special Ability Regions from the Command Regions to be marked with white pawns shortly (3.1.1).

For every Rampaging Belgic Warband that flips to Revealed, the targeted enemy Faction must Retreat or remove one mobile piece (4.2.5). Retreat from Rampage (it works the same as Retreat from Battle) is only to an adjacent Region that the Retreating Faction—or another Faction that agrees to the Retreat—Controls (3.2.4). (An exception is that Hidden Gallic Warbands Battled by Romans can Retreat and stay in the Battle Region, 3.2.4.) The Germans never agree to host a Retreat, and the Arverni (eager to see Legionaries die) in this case do not either. With no Retreat possible, the three

red pieces affected by the Rampage are removed: the Auxilia to the Roman Available Forces display, the Legion to the Fallen Legions box at the lower right of the game board (1.4.1).

Now to Battle—the most complex and least certain Command in *Falling Sky*. The Battle procedure is provided in three places in the game materials: in the Rulebook in sections 3.2.4 and 3.3.4, on the Faction foldouts, and in flowchart form on a separate play aid. Refer now to whichever suits you.

The heart of Battle is that the attacker (the Faction executing Battle) inflicts Losses upon defending forces, then the surviving defenders (typically) counterattack to inflict Losses on the attackers. Warbands and Auxilia cause ½ Loss each, while Leaders and Legions cause one Loss. The total Losses on each side can be halved or doubled for various reasons, for example a defender with a Fort suffers only half the Loss total, always rounded down (3.2.4, 3.3.4).

The Belgae spend three Resources (to 7) to declare Battles in Atrebatas, Treveri, and Nervii.



*Ambiorix's uprising: Rampage then Battle
(each Rampage marked by a gray X, Battles by white).*

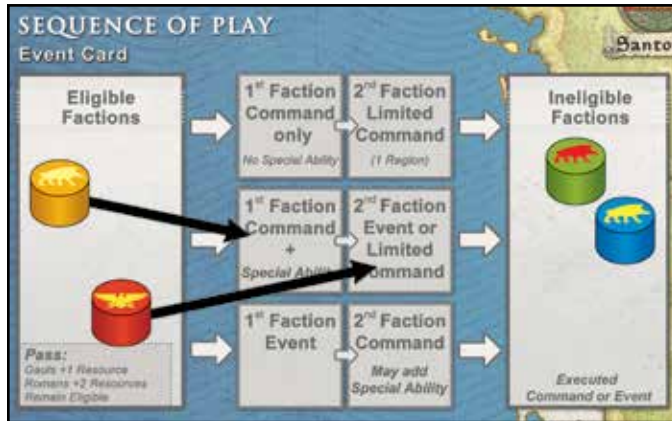
The Belgae may execute their Command in any order: they begin with Atrebatas, where three Warbands attack the unprotected Remi, a Roman Ally. The Romans have no mobile forces so cannot Retreat to reduce the Losses. The Warbands' 1½ Losses round down to one Loss, enough to remove the red Ally disc; no forces survive to counterattack.

Next, in the Treveri Region, four Warbands attack Romans defending with a Fort. The Fort will cut total Losses suffered by the Romans in half. The four Warbands at ½ Loss each add up to two Losses, halved to one. The Romans might have Retreated (if welcomed by their Aedui friends to the south), but decide to stand in their Fort. The Fort takes Losses last, so either the Auxilia or the Legion must absorb the Loss. If the Legion does so, it rolls a die and is only removed on a 1, 2, or 3. The Roman does not wish the gamble away the Legion, so removes the Auxilia. The surviving Legion now counterattacks, inflicting one Loss to force the Belgae to remove one Warband.

Finally, the Belgae attack the Fort near the Nervii. Ambiorix has a particular talent for attack: all Warbands attacking (not defending) with him inflict one Loss instead of ½! He and his four Warbands add up to five Losses, halved for the Fort to two. The Romans choose to remove their two Auxilia there and counterattack with the two Legions, removing two Belgic Warbands. (The nearby Germanic Warband stays out of it!)

At the end of Battles that featured no Retreat, all Hidden survivors are Revealed (1.4.3, 3.2.4), here all Belgic Warbands in Battle Regions.

Note that all this carnage has not changed any Control nor harmed the Roman score yet: the Remi are no longer mobilized in alliance with Rome, but they are Subdued. The Arverni “Off-Map Legions” marker (1.9) is moved from four to five for the newly Fallen Legion. Remove pawns.



Belgic Command + Special Ability grants Romans the Event or a Limited Command.

The Romans are up: As shown on the game board's Sequence display, the Belgae's use of a Special Ability opens the door to the Romans to execute the current Event. They also may choose just a Limited Command, which is what they decide. No time to lose: Caesar will rush north to rescue his imperiled Legions!

The Romans select Provincia for a March Limited Command. They spend two Resources per Region instead of just one, so their Resources drop from 20 to 18. The well-ordered Romans can March not only to adjacent Regions like the Gauls but into a second Region—and with Caesar into a third (3.2.2). (Vercingetorix similarly can lead his Warbands into a second Region, 3.3.2.)

Marching Romans can drop off pieces as they go. In this case, the Romans leave enough forces along the way to take Control of Sequani and Treveri Regions—useful for a number of reasons, particularly to control a Supply Line (3.2.1) back to friendly Cisalpina. (Supply Lines are chains of Regions reaching Cisalpina and free of hostile Control; they aid Roman Recruiting, Building, Trade with the Aedui, and Winter Quarters, 3.2.1, 4.2.1, 4.4.1, 6.3.3.)



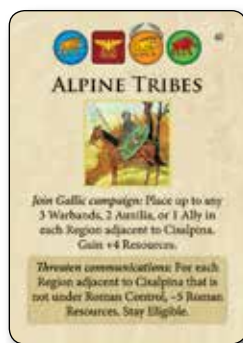
Caesar returns to Belgica.

Whenever a group of pieces Marches through a Region with Hidden forces (Warbands or, for Vercingetorix, Auxilia), those forces may “Harass” the moving group to inflict Losses upon them: one Loss per three Hidden pieces, rounded down. As for Losses from Battle, each Loss removes one piece or—on a die roll of 1-3—a Legion or Leader (3.2.2). In this case, there are not enough Hidden pieces to cause any Losses (the three Belgic Warbands in Treveri are Revealed from the earlier Battle).

Caesar with this single Limited Command puts Ambiorix with his momentarily far weaker forces in great danger and takes away three victory points of Belgic Control (the big numbers above the Control boxes in the Nervii and Treveri Regions, 1.3.1 & 7.2). Play the next card.



Played card



On deck

Card 3: RIVER COMMERCE. If you have not already adjusted the Eligibility cylinders after the Romans completed their March, do so now. You will see that the Aedui and the Arverni alone are again Eligible. The played Event card is a lucrative Aedui Capability, and the Aedui wish to have it. A Capability Event—denoted by the purple “CAPABILITY” field on the card—introduces a change to the rules that will last the rest of the game (5.3). Like most Events, this one also is “Dual Use”: the executing Faction may choose either of two competing effects of the Event (5.2). In this case, the unshaded version of the Event makes Aedui Trade more powerful, and the shaded version makes it less powerful.

The Aedui execute the Event, taking the card itself as a reminder and placing a light purple “Unshaded Capability” marker on it. Adjust their Eligibility cylinder. Note that playing the Event cost no Aedui Resources.

When the 1st Eligible Faction executes an Event, the second may execute a full Command plus Special Ability (2.3.4). The Arverni may choose something from each column of their Commands and Special Abilities sheet, and they will do so now (adjust Eligibility)...

The Arverni would like to spread influence into the west to Rally the Subdued Tribes there, put some pressure on the Aedui in the center, and unite Vercingetorix with the Arverni forces gathering in the north. So they will March from the Carnutes Region westward and the Arverni Region northward (–2 Arverni Resources, green cylinder to 5). One Warband each from Carnutes arrive in the Veneti and Pictones Regions—the Arverni Control they establish there will allow later Arverni Rally of Allies.

Vercingetorix’s disciplinary style of leadership enables Arverni with him to March two Regions (3.3.2). On the way, he will show off his creativity by interrupting the Arverni March Command with a Special Ability at just the right moment:

- First, a group of two Warbands from Arverni Region move into the Aedui home Region, taking Arverni Control.
- Next, Vercingetorix and another six Warbands move north into the Bituriges Region. Vercingetorix counts as a forces piece, so the seven Arverni are more than enough to take Control there as well from the Aedui’s three Warbands and one Ally.

Faction Control of Regions gets adjusted as it changes (1.6), so put green Arverni Control markers into the Control boxes of the Veneti, Pictones, Bituriges, and Aedui Regions. Also note that the departure of most Arverni force from the Arverni Region has left it evenly contested between green and blue: replace the Arverni Control there with a “No Control” marker. An empty Control box means the same thing—No Control—but the placement of a marker when forces occupy a Region can be a handy reminder of the important fact that none of them Control it.

Vercingetorix’s group could keep moving into a second Region. But the Arverni first interrupt their March Command at this moment (4.1) to add a Devastate Special Ability. Devastate starves local forces and leaves the Region less able to support actions. It may only occur within one Region of Vercingetorix (or in his Successor’s Region) and only at Arverni Control (4.3.2).

Look on the map below at the Regions where Vercingetorix ordered the Devastation, and you will see why he chose this moment to pause his March. Place “Devastated” markers in three Regions as shown. The Arverni have Devastated the Aedui heartland! That will prevent the Aedui from Rallying forces there for the rest of the year (3.3.1, 4.3.2), among other hindrances. (From his central position outside the great City of Avaricum, Vercingetorix might also have ordered the Devastation of Carnutes, Veneti, and Pictones Regions; however, the Arverni want to preserve those Regions for their own later Rally of Allies and Warbands.)



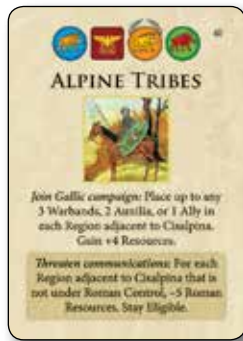
Vercingetorix Devastates the Aedui ...and then Marches on.

The Arverni Devastation also immediately removes one in three enemy (in this case Aedui) Warbands as well as one in four Arverni: remove one Aedui and one Arverni each from the Bituriges and Mandubii Regions. Devastation removes just enough of the enemy Aedui from the Bituriges Region to keep them from Harassing Vercingetorix’s column as it Marches out!

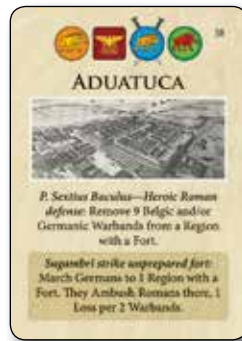
Vercingetorix does March out with his surviving group of five Warbands for his final destination of Carnutes, abandoning Avaricum to Aedui Control. Adjust the Control marker. (Among several effects, Devastated markers stop March by groups entering their

Region (3.2.2, 4.3.2); but Vercingetorix did not enter a Devastated Region, he Devastated it once already there.)

With that, the Arverni have completed their 2nd Eligible Command + Special Ability. Adjust Eligibility cylinders then play the next card.



Played card



On deck

Card 4: ALPINE TRIBES. With the Aedui Ineligible, the Romans are up first on ALPINE TRIBES. Note that the vagaries of the Event cards have in effect given the Romans a double-move against the Belgae: Caesar could now Battle (perhaps with an added Besiege Special Ability) and stand an excellent chance of destroying Ambiorix. The Belgae would have no Leader piece until the Spring, when they would receive a far less powerful Successor Leader (1.4, 1.4.3, 6.6). (An Event called FLIGHT OF AMBIORIX might come up that would bring Ambiorix back onto the map.)

For our illustrative purposes, however, let us presume that the Roman player is attracted to the Event: the Romans can never have enough Auxilia to augment their Legions, and this Roman player is building for a long war. The Romans execute the Event (adjust Eligibility), choosing the unshaded version—the shaded versions of Dual Use Events typically harm the Romans (5.2).

ALPINE TRIBES allows placement of a number of pieces in each Region adjacent to (touching) Cisalpina, at the lower right corner of the map: that means Provincia, Sequani Region, and Ubii Region (in Germania).

Events when executed get to break the usual rules of the game, in whatever way the Event text declares—almost. They don't get to break all possible rules: read down the bullets in 5.1.1, which list inviolable rules. For example, Events may violate stacking only in a handful of cases where the card text explicitly says so. So the Romans could not use ALPINE TRIBES to place a Roman Ally at the southern Suebi in the Ubii Region, because it at the moment is occupied by a Germanic Ally and because only Germanic Allies can stack there anyway (1.4.2).

Beyond that, Events are executed literally. For example, ALPINE TRIBES allows placement of “any” Warbands, Auxilia, or Allies in the places and numbers specified. So the Romans could use it to place Aedui Warbands, not just their own Auxilia, if they so chose.

The Romans opt to place a Roman Ally at Helvii in Provincia, two Auxilia in the Sequani Region, and another two Auxilia in the Ubii Region. Place those red pieces onto the map. The Event also adds +4 Roman Resources, to 22 (slide the red cylinder).



Alpine tribes join the Roman army.

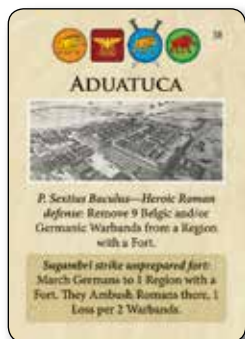
The Belgae are next, and one might expect Ambiorix to thank his gods he was not attacked and March away from Caesar. But, again for our purposes in this tutorial, let us presume that the Belgic player is attracted by the possibilities of the next Event, showing on top of the draw deck: ADUATUCA.

A final option that we have not yet discussed, in addition to Commands, Special Abilities, and Events, is to Pass (2.3.3). Passing can be a powerful play, because of its ability to exploit the foreknowledge of the coming Event, and because of its effects on initiative sequence. When a Faction Passes, it remains Eligible for the next card (and does not count as one of the two Factions acting on the currently played card). It also builds up an extra one Resource (or two for Romans). The Belgae Pass: slide the yellow Eligibility cylinder into the dotted “Pass” box and the yellow Resource cylinder from 7 to 8.

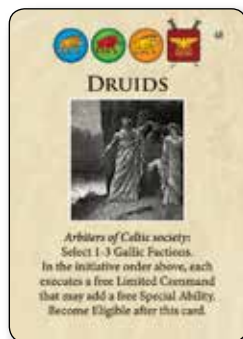


The Belgae Pass in anticipation of ADUATUCA.

Normally, Passing allows the next Eligible Faction to act on that card (2.3.3). We see from the Sequence display, however, that no Eligible Factions remain. So the card is done: adjust cylinders—the yellow goes back into Eligible, as do green and blue—and play the next card.



Played card



On deck

Card 5: ADUATUCA. The Belgae now execute the shaded ADUATUCA Event. (Please continue to adjust the Eligibility cylinders as we go.)

By Event text, the Belgae will be maneuvering Germanic pieces instead of their own. As we shall see in the upcoming Winter Round, Germans typically act on their own accord. But Events can allow player Factions temporarily to control them (5.1). The text says “March Germans to 1 Region with a Fort”. All the usual March rules for Germans would apply (3.3.2, 3.4.2), such as movement only to adjacent Regions; and the March would have to be into just one Region that contains a (Roman) Fort. Other than that, the Belgae player is free to govern that March, including which Germanic Warbands in which Regions would participate.

We see from the map that there are three Regions with Forts: Provincia with its permanent Fort (1.4.2), Treveri, and Nervii. No Germanic Warbands could reach Provincia by Marching, so that leaves the two northern Regions. The Belgic player decides to have the Germans go after the weaker garrison in Treveri. The player moves in seven Germanic Warbands: one from Nervii, four from Sugambri, and two from Ubii. (Move those Warbands.) The player opts to leave two Warbands in Ubii Region to maintain Germanic Control against the Roman Auxilia there (2 Warbands + one Ally to outnumber the two Auxilia).

The Event text then says “They Ambush Romans there, 1 Loss per 2 Warbands.” So the seven Warbands will Battle and Ambush the Romans’ two Legions, two Auxilia, and Fort in Treveri. Unlike other Factions, the Germans always Ambush when they Battle, and only Battle when they can Ambush (3.4.4). Ambush by Germans or by Gauls requires that they have more Hidden pieces than the enemy (3.4.4 & 4.3.3; only Warbands and Auxilia are ever Hidden, 1.4.3). The seven Hidden Germanic Warbands versus the two Hidden Auxilia fulfill this requirement. But even if they did not, the Ambush would proceed. Why? Because the Event text says “they Ambush”, so they would Ambush regardless (5.1.1).



Germanic Tribes surprise a Roman Fort, destroy a Legion, and cut Caesar's Supply Line!

Germanic Ambush (all Battles in which Germans attack) and Gallic Ambush (a Special Ability that can add to Gallic Battle Commands) work like regular Battle, except that:

- No Retreat is allowed.
- Each Loss removes a defending piece (no die rolls for tough targets such as Legions).
- The defender gets no counterattack.
- If Caesar is defending, he has a chance on a die roll of countering the second and third of these penalties (3.4.4, 4.3.3).

Typically, a defending Fort or Citadel halves the final total of Losses to the defender (rounded down, 3.4.4). The ADUATUCA Event text breaks that rule, however: the Ambush will cause “1 Loss per 2 Warbands”, period. With seven Ambushing Warbands, that means three Losses to the Romans. No Retreat allowed, so the Romans must absorb Losses with their mobile pieces before the Fort (3.4.4). Usually, Legions are only removed after rolling a 1-3, but this is an Ambush, so they are removed automatically when absorbing a Loss. The Romans thus remove the two Auxilia (to Available) and one Legion (to Fallen). Ouch. (On the edge track, slide the green Off-Map Legions marker up by one, to 6.)

Finally, with the seven Germanic pieces in Treveri outnumbering the two Romans plus four Belgae there, that Region is marked with Germanic Control: Caesar's Supply Line to Cisalpina (3.2.1) is cut! Not a bad day's work for the suddenly aggressive Suebi.

The Aedui are up. The Arverni have created problems for the Aedui with Devastation, but at least are getting a bit low on Resources. The Aedui could Raid to try to spike the Arverni campaign by taking away Resources. But Aedui Raiding could get only two Resources off the Arverni and gain only five Resources for the Aedui total (see if you can work out how so, per 3.3.3). Instead, the Aedui player decides to March for greener pastures and set up a Trade with the Romans to pump up some Resources that way.

Not that Resources are particularly low, but the Aedui's and Romans' generally most powerful Special Abilities—Suborn (4.4.2) and Build (4.2.1), respectively—are expensive. So best to keep the corn stocked

and have a buffer on hand to help feed the Roman campaign against the Belgae and, eventually, against the Arverni.

First the Aedui March so as to secure a trade route to the Mediterranean—a Supply Line. Move one blue Warband from Bituriges Region to Arverni Region and another from Mandubii to the Aedui Region, and then adjust Control markers at those destinations as shown in the illustration below. The Aedui have taken Control of the Arverni Home Region and are evenly contesting the Aedui Home Region.

They must pay Resources for the March, by origin Region (3.3.2). Typically the cost as we have seen is one Resource per Region for a Gallic Command. But Devastation in the Region doubles that cost (4.3.2). So the two Devastated Regions selected as March origins cost the Aedui a total of four Resources—slide the blue Resources cylinder down from 14 to 10 (the Devastation is making it hard for the Aedui to run a profit!).



Aedui March and Trade.

Now let's complete the Aedui Trade Special Ability. Trade represents Aedui profits from their commercial access to the Roman world. So only Regions in Supply Lines count. As we mentioned, a Supply Line in the game is used not only for Trade but also in the Roman Recruit and Build actions and during the Winter's Quarters Phase (3.2.1, 4.2.1, 6.3.3).

Supply Lines are described in rule 3.2.1 and work like this: any chain of adjacent Regions free of hostile Control that reaches Cisalpina in the southeast is a Supply Line. (For a Region to benefit from being in a Supply Line, that Region itself must be free of hostile Control, not just adjacent to other Regions that are—making Control very important for Roman Build and Winter Quarters especially.) The need to reach Cisalpina effectively means that a Supply Line must include one of the Regions next to it: Provincia, Sequani, or Ubii.

So what do we mean by “free of hostile Control”? A Supply Line can include Regions that the executing Faction itself Controls (1.6), meaning Aedui Control for Trade or Roman Control for the other actions mentioned. It also can include “No Control”—in that case no one Faction has enough forces there to block Supply. Finally, a Supply Line can include Regions Controlled by another Faction that agrees to the Supply Line. Once such agreement is granted, it

is binding for the rest of that action (1.5.2, meaning, in this case, for that Aedui March + Trade). Indeed, if the Aedui player declared a Trade but the Roman then declined agreement to the Supply Line, the Aedui could call off the Trade and do something else (4.4.1, so no “gotchas” of that sort here!).

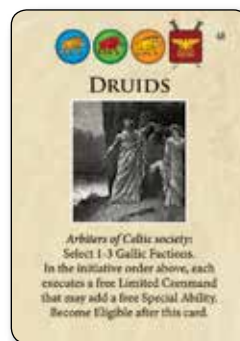
Now, why would the Romans or anyone else agree to such a thing? Well, beyond helping a friend, the Aedui are able to share their profits. Factions may transfer Resources to one another at any time that either the giving or receiving Faction is acting on a card and during certain phases of Winter (1.5.2).

Looking at the map, the Aedui will need Roman agreement for any Regions relevant to Trade to be in a Supply Line, because the Romans Control both Provincia and Sequani (and the Germans, Controlling Ubii, never agree, 3.2.1). In this case, the Romans agree for the modest sum of two Resources. Aedui Supply Lines then will include the Aedui, Arverni, Sequani, and Provincia Regions.

Now look at the Trade box on the blue panel of the foldout to figure out how much the Aedui earn. When the Romans agree (whether needed for a Supply Line or not), Trade yields +2 Aedui Resources per blue Ally and Citadel in Supply Lines, and +2 for Subdued Tribes and Roman Allied Tribes only if under Aedui Control. So the Aedui Ally at Avaricum and Citadel at Bibracte each add +2 Resources, as does each of the Subdued Tribes under Aedui Control in the Arverni Region. The Trade earns a total of +8 Aedui Resources, and the Aedui transfer two of that to the Romans. (Adjust blue Resources to 16 and red to 24).

What of the Aedui RIVER COMMERCE Capability card? In this case, it does not help: its impact is to yield +2 instead of +1 Resource per blue piece in Trade regardless of Roman agreement; but the Trade still needs a Supply Line, which in this case could only come via the Romans.

The Aedui action is over (adjust cylinders and play the next card). Notice that the Arverni did not get to act on this card, even though they did not on the last card either. How did that happen? The Belgic Pass on the previous card left the Belgae Eligible for this card, with both the Belgae and Aedui ahead of the Arverni. This is an example of how Passing can shut out another Faction from an upcoming card. (A consolation for the shut-out Faction is that a Pass tends to reduce the Passing Faction's total number of actions that year—and should not take the player long to execute while the other Factions are waiting!).



Played card



On deck

Card 6: DRUIDS. The Arverni got left out of the last card but are first up now. With fewer Resources than their enemies, they will play the Event to take advantage its “free” actions. Almost all Commands and Special Abilities that are granted by Event text (WINTER CAMPAIGN

is an exception) are free—they cost 0 Resources (3.1.2, 5.4). Here we see that the text will grant a free Limited Command plus a free Special Ability to each of one to three Gallic Factions.

Let's execute the Event text step by step. "Select 1-3 Gallic Factions." Unless otherwise specified, the executing Faction gets to make the choices. So the Arverni select themselves and their friends the Belgae, but not the Aedui.

"In the initiative order above, each executes..." The Arverni precede the Belgae on the card, so they will act first. The Event allows their Limited Command to add a Special Ability—breaking the usual rule that Limited Commands do not get to add a Special Ability—but not any Special Ability. It still must be one that can accompany the chosen Command (2.3.5, 4.1, 5.1.1). For example, the Arverni could execute Rally plus Entreat, but not Rally plus Ambush (since Ambush may only accompany and modify Battle, 4.3.3).

Free Rally with Entreat is indeed what the Arverni will do. The Event text "Limited Command" keeps the Rally to just one Region, and Rally is not allowed at Devastated markers unless Vercingetorix personally is there (3.3.1). Candidate Regions are Veneti, Carnutes, Pictones, or Arverni. The Arverni select the Veneti Region and take advantage of their Control there to place a green Ally at Namnetes (red Subdued victory marker down to 12).

Note that the "Dispersed – Gathering" marker set up at Veneti blocks placing an Ally at that Tribe, so the choice in that Region must be Namnetes (1.4.2). The Romans can place more Dispersed markers during the game using their Seize Command (3.2.3), in order to keep a Region pacified longer without having to maintain a garrison against enemy Control.

Now look at the Entreat box on the green foldout panel. In any Regions within one Region of Vercingetorix that have Hidden Arverni, the Arverni could replace certain enemy pieces with their own. In this situation, the only Region that qualifies is Mandubii: it is adjacent to Vercingetorix, has a Hidden green Warband, and has a target enemy piece. Entreat usually replaces enemy Warbands or Auxilia with Arverni Warbands. But if the Region is also Arverni Controlled—like this one—the targeted piece can be an Ally disc (not a Citadel). So the Arverni replace the blue disc at Lingones with their own green Ally disc.

Usually the Rally and Entreat each would have cost the Arverni one Resource per Region, but these were free and cost 0 (5.4).

Next the Belgae get their free Actions. They are not Eligible on this card, but that doesn't matter: per Event text, the Arverni selected them to take free actions now. Time to save Ambiorix from the Legions! The Belgae March from Nervii Region, moving Ambiorix and one Warband to Atrebatas (to maintain Ambiorix's contact with the main Germanic army in Treveri for a possible future Enlist, 4.5.1) and leaving a Warband behind to protect the Nervii and Eburones Tribes. The Warband that moved and the one that stayed in the origin Region flip to Hidden as part of the March (1.4.3, 3.3.2).

The Belgae "may" add a Special Ability—with March, that's only Enlist. The player declines, not wanting to build up the Germans too much.

The cost to the Belgae of the free March is 0 Resources. And free actions also do not affect Eligibility (5.4), so the yellow Belgic Eligibility cylinder stays wherever it is on the Sequence track, in this case at "Ineligible Factions".

Finally, the card text says "Become Eligible after this card", addressing the executing Faction. So the green cylinder will go to Eligible Factions box at the end of this card instead of Ineligible, even though the Arverni played an Event (breaking the usual rule, 2.3.1, 5.1.1). A handy way to mark this is to put the cylinder at the left edge of the "Event" box, ready to slide back into Eligible. So our Sequence track at this moment looks like this:



Arverni execute the DRUIDS Event and so will become Eligible again immediately after the Roman action on the card.

The Romans now benefit from a full Command and Special Ability (2.3.4). The player wants to Recruit more Auxilia so critical to the Roman campaign and use them to Scout the enemy as well as reposition, perhaps to reestablish Caesar's Supply Line. Let's see what Roman efficiency can achieve...

Have a look at the Recruit box on the Roman Republic panel of the Faction foldout. You'll see that Recruit costs two Resources per Region like other Roman Commands, but 0 Resources in Regions within Supply Lines (3.2.1). Ideally, the Roman player would like to Recruit as many Auxilia as possible *before* adding a Scout Special Ability, so that the new recruits could join in the Scouting. The player also would like Recruit *after* Scouting in order thereby to move Auxilia to reestablish a Supply Line and Recruit more cheaply.

So, similar to Vercingetorix's crafty March-Devastate-March action above, the Romans will interrupt their Recruit Command with a Scout Special Ability, then continue to Recruit in additional Regions. The Romans start with Recruit where Supply Lines so as to cost 0: in Provincia and the Sequani Region.

Provincia is the Roman Home Region and receives a bonus one Auxilia each Recruit there. The permanent Fort and the now Roman-Allied Helvii each add one, for a total of three Auxilia placed from Available into Provincia (1.4.1, 3.2.1).

Sequani has no Roman Leader, Fort, or Ally to place Auxilia. But Roman Control there allows placement of a Roman Ally. The player places a red disc at Sequani, to prevent any Gaul later placing a Citadel at the City of Vesontio.

Now the Romans pause Recruit to add Scout. Scout is different from most Special Abilities in that part of it does not require a nearby Leader. Scout may move each Auxilia piece desired to an adjacent Region (though not Britannia). The Romans move two of the just-Recruited Auxilia from Provincia north into Sequani to protect their new Ally there, two from Sequani across the river to take Roman Control of the Ubii, two more north into Treveri to cancel Germanic

Control there, and one from Nervii into Morini. A Supply Line (3.2.1) to Caesar is restored!

Next as part of the Scout—this time only within one Region of Caesar—the Romans may flip any Hidden Auxilia to Revealed in order to flip two Warbands in the same Region each to Revealed and mark them with a “Scouted” counter (or, if already Revealed, just mark them). The Romans do so with one Auxilia in Treveri against the Germans and one each in Nervii and Morini against the Belgae (see the illustration below and put Scouted markers on Revealed Warbands accordingly). The Romans would like to Reveal and mark the Hidden Warbands in Sequani and Ubii Regions, but these forces are too far away from Caesar.



Warbands with Scouted markers act the same as other Revealed Warbands—and so are less dangerous than if Hidden—but they will stay Revealed a bit longer: any action other than Spring (6.6) that would flip them Hidden instead simply removes the Scouted marker and leaves them Revealed (4.2.2).

The Scout Special Ability wrapped up, the Romans continue with Recruiting. Recruit possibilities remain in the Nervii and Ubii Regions, which are now in a Supply Line and so will cost 0. The Romans add two Auxilia to Nervii (for Leader + Fort) and a Roman Ally at Ubii (using Roman Control).



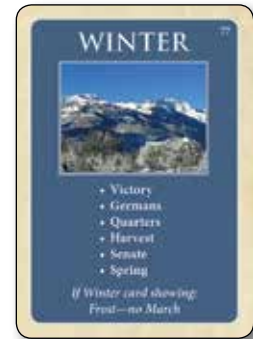
Romans Recruit then Scout then Recruit more.

The Romans have completed their actions: adjust cylinders on the Sequence track—Arverni to Eligible.

Card 7-9: Skip these. In a real session, players would act on each of these next cards in turn. But we have already seen a good selection of Commands, Special Abilities, Event execution, and Passing. So we will now fast-forward toward the Winter Round. Put the next three Event cards face up onto the played pile, then flip and add LEGIONES XIII ET XV onto that, and finally flip the next card up on the deck—WINTER. Since Eligibility would have changed over the course of the skipped cards, for purpose of our tutorial, also move the Roman cylinder on the Sequence track to the Eligible box, so that all four Factions are again Eligible.



Played card

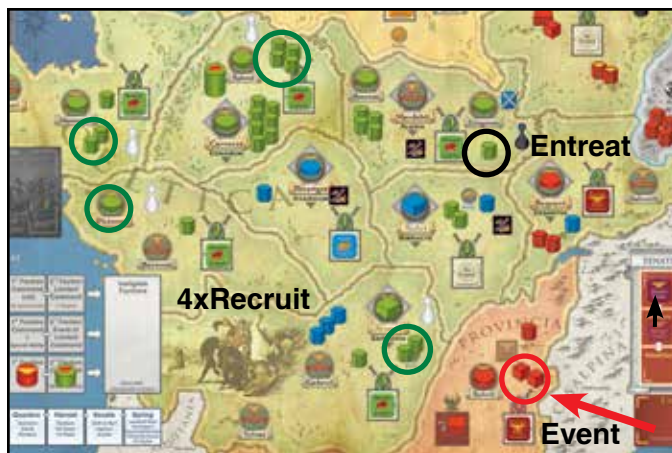


On deck

Card 10: LEGIONES XIII ET XV. Whenever a WINTER card is showing as the next card, a special rule applies to the currently played Event card—Frost. Place the “Frost” marker on the current card (as above). During Frost, Factions may not March (2.3.8, unless Event text specifically breaks that rule, 5.1.1). Note that an optional rule, “Sudden Frost”, may be agreed to at the outset of the game and works differently: instead of a prohibition on March, the currently played Event card and showing WINTER card are simply switched in position, the Winter Round (6.0) immediately carried out, and the switched Event card played normally thereafter (if the game did not just end).

Regardless, the Romans are up first on LEGIONES and will simply play the Event. The Event adds two Legions to Gaul, but at a potential political price: the Senate marker shifts “up”, meaning toward Uproar (against Caesar). If Caesar’s performance in Gaul is not good enough to restore his political position in Rome, that Uproar will affect his future military support from the Republic (6.5). The Roman player takes the two Legions from the Fallen Legions box and places them in Provincia. Usually, Legions are placed onto the map only from the Legions track, not Fallen, but the Event specifies Fallen as an option (1.4.1, 5.1.1). Slide the green Arverni victory marker (“Off-map Legions”) down from 6 to 4.

The Arverni get the last move before Winter—a full Command plus Special Ability—but may not March because of Frost (2.3.8). They will seek to match Caesar’s build up in Gaul by Rallying and Entreating with the last of their Resources (about to be replenished in Harvest, 6.4). They Rally everywhere they can, placing four Warbands at Carnutes, two Warbands at Veneti (via the Namnetes), an Ally at Pictones (adjust Roman victory down from 12 to 11), and two Warbands at Arverni (restoring Arverni Control there). Then they Entreat in Mandubii to replace the Aedui Warband there with an Arverni. Slide the green Resource cylinder from 5 to 0.



Caesar rebuilds two Legions (Event), while Vercingetorix builds his Great Revolt (Rally + Entreat).

Play the WINTER card onto LEGIONES XIII ET XV (and, if you have prepared the rest of the deck, flip the next Event card).

PART THREE –

Winter Round (Card 11)

The Winter Round provides an interlude between the usual campaigning via Commands, Special Abilities, and Events. It has its own sequence and so its own track on the board, beneath the Event Card Sequence of Play track that we have been using. Slide the “Winter” marker along this track as we go. Refer throughout this part of the Tutorial to a copy of the Sequence of Play sheet (it has the Germanic Tribes panel on its other side)—below the summary of the Event Card sequence is a summary of the entire Winter Round. Also refer as needed to Rules of Play section 6, starting on page 15.

Victory Phase. Put the Winter marker at “Victory?” and let’s begin the Winter Round. The first task upon Winter is to check whether any of the four main Factions in Gaul have established a strong enough position—exceeded their victory margin (7.2-7.3)—to win immediately and end the game. We have been keeping track of victory standings throughout, such as by victory markers along the edge track (1.9). But now is a good time to re-count and make sure we have the victory margins right:

- The Romans have seven Subdued Tribes + 1 Dispersed Tribe + 3 Allied Tribes = red victory marker at 11.
- The green Arverni victory marker shows the four Legions currently off-map (on the Legions track); the Arverni Forces display shows “7” as the highest uncovered number, for six green Ally discs + 1 Citadel on map.
- The Aedui Forces display shows two blue Allies + Citadels on map, compared to the “Other Most Allies” marker at 7 (for either the Belgae or Arverni total).
- The Belgae display shows seven Allies, added to Belgic Control of Morini with a Control Value (1.3.1) of “2” and of Atrebatas with “3”, setting the yellow victory marker at 12.

Subtracting each Faction’s victory threshold (repeated at lower left of each panel of the Faction foldout) from these values gives us their current victory margin (7.2-7.3). If the margin is above 0, that Faction is exceeding its victory threshold and the game ends (6.1, 7.1). The edge track features green, yellow, and red bands and the Arverni Forces display different colored holding circles as an aid.

For an example regarding the Aedui, turn briefly back to Part One of this Tutorial and look at the illustration of the starting Aedui Forces display: the Aedui victory marker is in the “7” box, reflecting the fact that the other Faction with the most Allies (plus Citadels)—the Belgae—have seven of them. Comparison of that marker’s position with the “3” showing for Aedui Allies on map tells us that the Aedui have not reached their victory condition but rather have a negative victory margin: $3 - 7 = -4$ (7.2).

The current margins are:

- Romans $11 - 15 = -4$.
- Arverni $4 \text{ Legions} - 6 = -2$; $7 - 8 = -1$; so two because the Arverni use the lower (worse) margin of their two measures of success.
- Aedui $2 - 7 = -5$.
- Belgae $12 - 15 = -3$.

No Faction has a positive margin, so the game will continue (6.1). We can see by the margins that the Arverni are doing slightly better than the rest: If the game were to end now, they would be the winner, the Belgae in second place, Romans third, Aedui last. Rule 7.1 provides an order for breaking ties when margins are equal.

Germans Phase. Slide the Winter marker a box over to “Germans”—now the Germanic Tribes will get their turn! Look over the Germanic Tribes panel on the other side of the Sequence of Play sheet. You will see two columns like on the Factions foldout, Commands on the left. But the righthand column is not a list of Special Abilities; rather, it is the sequence of actions that the Germanic Faction will now take (6.2).

Out of fairness to the Germans, who act only occasionally during the year, they now get a chance to do all their Commands in a row. At the top of the “Winter” column on the panel, look at the “Rally” box, and then at the corresponding Rally box to the left under “Commands”. The Germans will Rally wherever they can, with an advantage: they get to place Allies like the other Factions but then also get to place Warbands in the same Regions (3.4.1, 6.2.1). Like all Factions, they need Control to place Allies and only do so at Subdued Tribes: no room at the moment for more black discs at Germanic Control; so the Germans place Warbands only, adding two at the Sugambri and one in Ubii (the southern Suebi).

Note that Germanic Commands cost no Resources, as the Germans do not track Resources at all (1.8, 3.4).

Next the Germans may March (3.4.2, 6.2.2). The Germans in this phase March only out of Regions that they control with an excess of Warbands—meaning some could March out without giving up that Control. Here that applies only to the Sugambri Region, where the two fresh Warbands could depart and leave the two Ally pieces to continue to Control the Region.

Per the righthand “March” box’s third bullet, this group of two Warbands will March out into one destination Region. The first choice of destination is a Region where they could add Germanic Control (that is, that does not currently have German Control but would if they arrive there). If several such destinations are possible, or if none are, they first go to one among the possibilities that is currently under a player’s Control (as opposed to No Control, German Control, or Control of a Non-player). Finally, if multiple equal candidates remain, we would roll a die with an equal chance to randomly choose which will be the destination.

In this case, the two northern Germanic Warbands are just numerous enough to add Germanic Control to either Treveri (which would then

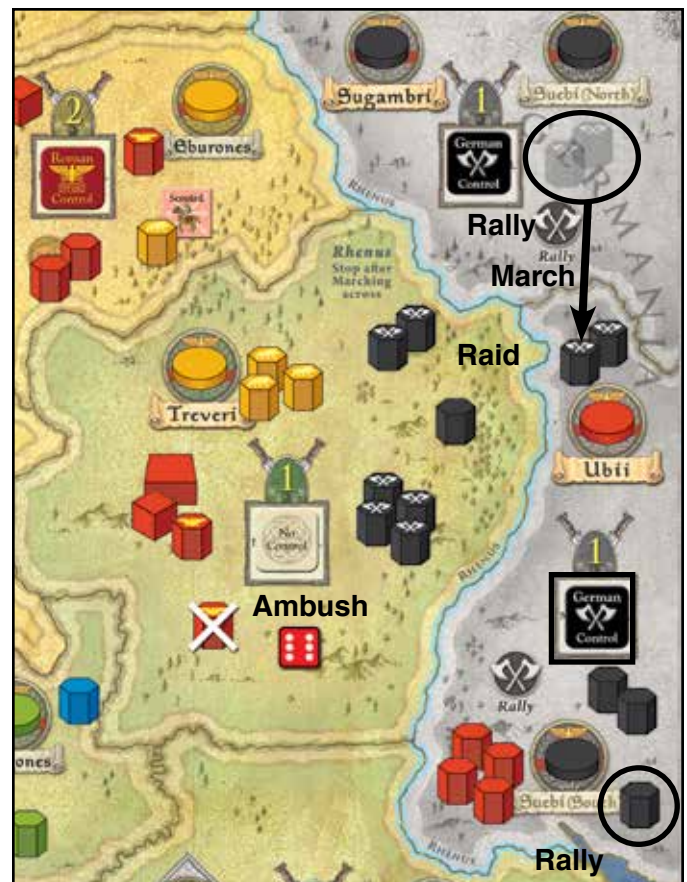
have nine black pieces to eight others) or Ubii (then six to five). Of those two Regions, only Ubii is currently under a player's Control (the Romans'), so the two Sugambri-Suebi bands March south to join the Suebi there, changing Control of the Ubii Region back to Germanic.

Finally, per the last bullet of the righthand March box, all German Warbands get to flip Hidden. (All March in the game flips pieces Hidden, if that piece began in a March origin; the Germans Phase simply assumes that all Germanic Warbands that did not depart a Region Marched within it.) Here is where the Roman Scouted markers come in: in Treveri, the three un-Scouted Warbands flip Hidden; the four Scouted Warbands instead remove the marker but stay Revealed for now (4.2.2).

Next the Germans Raid wherever they can reduce any Factions' Resources (3.4.3, 6.2.3). Raiding flips Hidden Warbands, typically to add Resources for the executing Faction (3.3.3), but in the Germans' case only to take them away from Factions that have more than 0. Here that is possible in the Treveri and Ubii Regions. In each Region, flip the maximum of two Germanic Warbands from Hidden to Revealed to reduce Resources by two each from the Belgae in Treveri (cylinder to 6) and the Romans in Ubii (to 22). The Romans in Treveri could not be Raided because their Fort protects them (3.3.3).

Finally, the Germans may Battle—but only where they qualify for Ambush (3.4.4, 6.2.4) with enough pieces to cause at least one Loss. That means they will only Battle where at this moment they have more Hidden pieces than an enemy. Only the Treveri Region qualifies: the single black Warband remaining Hidden after the March is enough to Ambush either the Belgae or the Romans, whose pieces are all Revealed. The Germans have enough Warbands to cause a Loss even against the Romans with their Fort, 3.3.4). In Ubii, the four Hidden Auxilia are enough to prevent Ambush because only three of the five Germanic Warbands there remain Hidden after the Raid.

So it will be a Battle with Ambush in the Treveri Region: who will the Germans attack? Checking the second bullet in the righthand "Battle + Ambush" box, we see that the Germans go after players before Non-players. Both targets in Treveri are players, so the Germans choose randomly. The players designate 1-3 as Belgae, 4-6 as Roman, and roll: the roll is a "6", so the Germans will again Battle the Romans there.



Germanic Tribes on the move: Rally, March, Raid, and Battle+Ambush.

Ambush prevents Retreat, and—without Caesar there—also blocks counterattack and the ability of Legions and Forts to absorb Losses with die rolls. But the Fort still offers the protection to cut total Losses suffered by the Roman defenders in half, rounded down (3.4.4). The seven attacking Warbands each inflict $\frac{1}{2}$ Loss, for a total $3\frac{1}{2}$ Losses, that subtotal halved by the Fort to $1\frac{3}{4}$, rounded down to a final total of one Loss. The Romans remove an Auxilia—almost enough damage for the Germans to regain Control of the Region and block Caesar's Supply Line, but not quite! (Note that the Battle would Reveal all participants, including that one Hidden German Warband, but in practice this typically is unnecessary because all will go Hidden in the Spring Phase coming shortly, 6.6). That's it from the Germans for now.

Quarters. On the Sequence of Play sheet, look at the next major bullet under WINTER Card—"Quarters", when each of the Factions has a possibility of relocating pieces for the winter. You'll see in the top line that Factions may transfer Resources to one another during this phase (and also during Harvest immediately following, 1.5.2). Usually, Factions may only transfer Resources during the donor or receiver's action on an Event card, but these two Winter phases are an exception, mainly because the Romans will have to feed their forces wintering abroad from stockpiled Resources and sometimes need local help!

First up however are the Germanic Tribes. They only relocate their Quarters (to go back home) if they find themselves in a Devastated Region outside Germania—not so here.

Next each of the Gallic Factions in turn may relocate their Warbands and Leader to adjacent Regions that are not Devastated and are under their own or an agreeing Faction's Control. Any such pieces that find themselves in Devastated Regions (4.3.2) without their Faction's Ally or Citadel risk removal (6.3.2).

The Belgae are first and decide to shift two Warbands south from Morini Region, to mass more forces with Ambiorix in Atrebatas. Next, the Aedui would like to reinforce their center. But the Devastation there—as well as the lack of friendly Control of the Aedui Home Region—prevents that. So the Aedui stay put. Finally the Arverni decide to stay put: they have two Warbands at risk in the Aedui Region, which is Devastated and has no Arverni Ally or Citadel, but want to try to continue to contest it. They roll a die for each Warband—unfortunately for Vercingetorix, rolls of “1” then “2” remove both!

Finally the Romans must see to their Quarters, a bit more complicated as they are wintering far from their homeland (6.3.3). First they may shift mobile forces to adjacent Regions in the same manner as the Gauls. Then they may relocate any Legions or Auxilia within Supply Lines (meaning friendly Control or No Control, leading back to Cisalpina, 3.2.1) to Provincia. Finally the Roman Leader regardless of Control or intervening Regions may be placed straight into Provincia (Caesar or his successor returning to “Nearer Gaul” over winter to perform his duties there as Governor).

Unlike the Gauls, however, the Romans must feed their forces from their war stocks. Each mobile piece outside Provincia costs one Resource to Quarter at a Roman Ally, two if no Roman Ally is in the Region, and double that if the Region is Devastated (6.3.3). Each Fort and Roman Ally hosts one piece at no cost. Any pieces not fed (paid for with Resources) starve on a 1-3: they are removed, Legions to Fallen!

The Romans begin by bringing the lone Auxilia that Scouted the Morini Region back into the Supply Line at Nervii. With the March of the Sugambri Germans south, the four Auxilia in Germania are now cut off from the Supply Line (by Germanic Control) and stuck there for the Winter. All other mobile Roman forces are now in a Supply Line and may return to Provincia where they can Quarter at no cost.

Fortunately, the Roman granaries are quite full at 22 Resources. The Roman player decides to maintain Roman Control of Nervii by leaving most Roman pieces there and bringing home to Provincia only two Auxilia and Caesar. The exposed garrison at Treveri also comes south, leaving only the Fort there and thereby conceding Germanic Control. The Auxilia at Sequani stay to maintain Roman Control there.

The Roman player could risk removals by die roll (as the Arverni did) but decide just to pay for their occupation of Gaul and Germania. The Ubii and Sequani Tribes—Roman Allies—each host one Auxilia and see to it that the other Auxilia cost only one Resource each, a total of –4 Resources for Romans in those two Regions. The Roman Fort at Nervii houses one Legion without cost; the remaining six pieces cost two Resources each, for –12 Resources for the Nervii Region. So the Romans spend 16 Resources total on Quarters, dropping their red cylinder on the edge track to 6.

Harvest. Now Factions garner Resources for the coming year's campaign (6.4).

The Romans receive corn in Gaul from the tribes they have conquered: they simply add Resources equal to their victory score (the red marker on the edge track, Subdued + Allied + Dispersed Tribes). Their score is 11, so slide the red cylinder up from 6 to 17.

The Gauls each receive twice their number of Allies + Citadels: The Arverni add 14 Resources from 0 to 14; the Aedui add four to 20; the Belgae add 14 from 6 also to 20.

Finally, the Aedui receive a bonus of +4 Resources for their residence along a main route of goods transport between Gaul and Rome (“River Tolls”, 6.4.3). The blue cylinder climbs to 24.

Senate. Next we must tend to a bit of politics in volatile Rome itself. The Senate may shift its alignment more in favor of or more against Caesar's venture in Gaul, depending here on how well it seems to be going. See the ranges in purple and red across the top of the edge track: a Roman victory marker between the diamonds (at 10, 11, or 12) shifts the Senate marker one box toward its middle position, “Intrigue”. A victory marker below 10 shifts the Senate one box toward Uproar (more adverse to Caesar); victory above 12 shifts the Senate toward Adulation (of Caesar). The Roman score is 11, middling, so slide the Roman Senate from Uproar down to Intrigue. This will affect Roman reinforcements in a moment.

We should mention a couple special cases: First, if the marker ever is to shift up from Uproar or down from Adulation (that is, off the chart), it instead flips to “Firm”. If the marker is on its Firm side and is to shift up or shift down (not off the chart), it instead stays in place and flips back to its normal “Roman Senate” side (6.5.1). The Senate marker behaves in this way both during the Senate Phase of Winter and when shifted by Events: “shift” from Firm, for example, really means flip (5.1.1).

Second, a Legion in the Fallen Legions box during the Senate Phase blocks any shift in Caesar's favor (down, toward Adulation). Our Romans had two Fallen Legions (an Event returned them to the map). Had any remained Fallen, the Senate would remain in Uproar instead of shifting down to Intrigue (6.5.1).

So what does the far off Senate matter in Gaul? Our next step is to provide reinforcements to Caesar. What he may receive depends on his standing in Rome, as represented by our Senate marker. If there are any Fallen Legions, half of them (rounded down) stay in the Fallen box; the rest return to the Legions track now. Then any Legion cubes along the same row as the Senate marker plus all cubes above that row get placed in Provincia. Legions always fill the lowest empty boxes on the Legions track. So we see that, at Intrigue, any Legions in excess of four on the track go to Caesar. At Adulation, all Legions on the track would join him in Gaul! Here, the four on the track stay put (6.5.2).

But the Romans also receive auxiliaries from their Mediterranean provinces, if the Roman Leader has come south to organize that reinforcement. Caesar is in Provincia, so per the Senate and Legions track the Romans place four fresh Auxilia with him from their Available Forces (6.5.3).

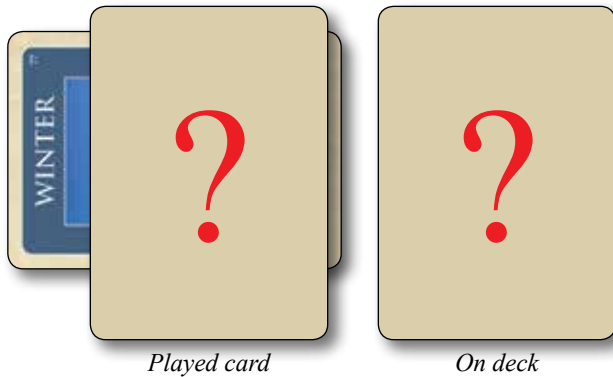
Spring. Our final steps in the Winter Round are to reset for the coming year (6.6). See the bottom of the Sequence sheet: Spring blooms and tribes and troops recover from war.

We remove all Devastated markers from the map (3 in our case) as well as any circular Dispersed markers that are already flipped to “Gathering” (in our case, the Dispersed-Gathering marker set up at the Veneti in the northwest), then flip any more-recent Dispersed

markers to their Gathering side (so aside from removal by Event it will always take more than a year for a Tribe to recover from the Dispersal caused by a Roman Seize Command, 3.2.3).

We also remove all Scouted markers and then flip all Warbands and Auxilia back to Hidden (the Scouted markers do not block Warbands going Hidden in the Spring, 6.6). All Factions begin the new year Eligible, so slide the cylinders that ended in the Ineligible box back over to Eligible Factions on the left.

Lastly we play the showing card and flip the next. A tip for the end of each Winter: before playing that Event card, turn the WINTER card by 90° as an easy way to show how many of the scenario's Winters have passed, as shown here.



Played card

On deck

Gaul in the Spring of 52 BC.



Roles and Strategy

This section summarizes the attributes of the various factions in Falling Sky and adds a few thoughts on strategy.

Roman Republic



Your Nation. Rome has suffered centuries of Gallic depredations. Your army came finally to bring order to the whole of Gaul. Caesar's annals of victory have inspired the Senate and People. Now subdue the rebellious tribes once and for all—or face persecution in Rome for your misadventure!



Relations. You cannot fight all the Gauls at once—their number is too great. The Arverni under Vercingetorix will always be your enemy, for his ambition cannot tolerate Rome among his people. The Belgae—far from civilization—are eager for war and will rise against you again and again. You need the Aedui, for Resources (the corn to feed your legions) and to help Subdue one enemy while you fight the other.

War. Your Legions are nigh unstoppable, but only if surrounded by light Auxilia to help absorb blows: auxiliaries are much easier replaced than legionaries! You can March fast and hit hard in Battle, especially with Caesar in command, but guard against Hidden Warbands' Ambush or Harassment of your columns. Recruiting inside Gaul is cheaper with local Allies if you can get them, otherwise with a friendly Supply Line southward to the empire. If corn is low, you can Seize Resources and at the same time Disperse tribes to keep them from war for over a year and profit from slaves—but beware of Harassment of your forage parties and vengefulness among nearby tribes!

Talents. Roman engineers are on call to Build Forts to protect the Legions and civic amenities to Subdue warlike tribes, but they will need local Allies or a Supply Line and Caesar nearby. Caesar can send fleet Auxilia Scouts to Reveal and track enemy Warbands; but Scouting will Reveal the Auxilia too, so safety against Ambush is not guaranteed. Do not be over-awed by the Celtic Citadels: all Legions know how to Besiege them.

Auguries. When the Belgae are arisen, March north and Disperse them—otherwise they may find a sudden victory. When Vercingetorix is strong, smash his allies where he is not. Treat with the Aedui, but subdue their allies when needed to remind them you are Caesar. In between, claim easy glory in Germania. Adulation of the Senate can help you increase your army, but its Uproar cannot take your army away from you—as long as you keep it intact!

Arverni Confederation



Your Nation. You undertake this war not in your own interests but for the liberty of all. Alone the Arverni can unite the Celts and throw out the enslaver Caesar.

Relations. To win, you must both Rally the Celts to unity in war and bloody the Legions. So you have little to treat with Caesar. And, unless they should turn on their master, the Aedui will be your first enemy. But look for a moment to turn them—when Caesar appears

more of a threat to their liberty than do you. The Belgic Tribes are easier allies: they draw Caesar off and give you time to grow your revolt; they can be killers of Legions, so offer them whatever able to keep their blood lust up!

War. With the strength of your cause, you can Rally Allied Tribes and Warbands and prepare your Citadels faster than anyone in all Gaul. Vercingetorix alone among chieftains can impose the discipline on Warbands to March them with the speed of Legions. Like all Gauls, your Hidden Warbands can Raid enemy forces or nearby inhabitants to add to your Resources for war. In Battle, your warriors will die faster than do the Legions—but they are replaceable. If attacked, they can Retreat or use a Citadel to lower their Losses; against the Romans, you and your Hidden Warbands can Retreat into nearby forests to reemerge again later.

Talents. With the Celts' love of independence behind Vercingetorix, he can Entreat enemy Warbands and Allied Tribes over to him—even those fighting as Roman Auxilia (though not tribes that are already in Caesar's pay). And he can use a new tactic of war: Devastate lands that the Arverni Control to starve enemies, block them from Rallying new forces, and slow the Romans' March. Finally, if he has advantage in Hidden forces, he can Ambush to smash Legions and prevent an enemy from Retreating away. So, while the Aeduan fights you, Entreat or Battle his agents that might Suborn Arverni Allies, and Devastate his Rallying grounds. To get at the Legions, first strip away their Auxilia cocoon with Entreaties and Devastation, then Ambush them in Battle.



Statue of Vercingetorix by Frédéric Bartholdi, on Place de Jaude, in Clermont-Ferrand, France.

Auguries. Vercingetorix—guard your person against the Roman Event of rapid March and Battle! Your strength is Gallic numbers, so Rally them all. Do not fear losses overly: there are always more warriors to Rally. Above all, always keep up the revolt among Allies—you must defeat the Legions both in the Senate and in Gaul. Should the Roman Senate conclude that Caesar is succeeding in Subduing Gaul, they may send him even more Legions! Should they conclude the opposite, the Uproar against Caesar will block him from replacing his Fallen. Under just the right political conditions, the Optimates party may draw him off entirely to fight a Roman civil war.

Aedui Confederation



Your Nation. The Romans call you preeminent in influence among Gauls. With Caesar's help, that is how you intend to keep it. You will win by surviving the revolt with more allied tribes than any other.

Relations. Militarily, you are the weakest—use it to your advantage. Caesar believes himself the great diplomat, balancing Gallic factions; you must out-negotiate him. The Romans need you and cannot afford to have you join the Great Revolt. Be a friend of Rome until the moment is right to grab your own dominance of Celtica. Unlike Caesar, you are on home ground. Offer the local help and Resources that he needs; in return, the Romans need only Subdue the warlike Tribes that threaten you most—why after all, Caesar and the Senate share that interest with the Aedui!

War. While weaker than the Arverni or Belgae, you too can Rally Allies and Warbands to your Confederation and ready your Citadels to resist attack, March to maneuver your armies and spread your Hidden agents, Raid to augment your Resources, and Battle when necessary. But your republic cannot manage as many numbers in the field, nor has it produced a great chieftain who excels at war. Watch for the opportunity for Diviciacus or Convictolitavis to buttress your Capabilities, but you have no Vercingetorix or Ambiorix to lead campaigns.

Talents. Fear not, there is strength too in what you do not have: no death blow can be dealt you by taking down a leader; nor do you have to worry lest your Special Abilities be limited by the reach of any leader's personal presence. You have the wealth and Celtic clout anywhere to Suborn a Tribe and multiple Warbands to join you or—if already allied with an enemy—to go home in peace instead. With access to the borders of the Roman world, you can Trade for ample Resources—particularly if Caesar agrees to it. Should you need to fight an army (and one day the Romans may come for you), you like the other Gauls and the Germans can Ambush it.

Auguries. To grow and to defend your interests, keep small numbers of your Warbands Hidden among your enemies: their ability to Suborn will be more powerful than any army that you can mass for Battle. When you can, Trade and grow rich—Control of the Sequani can help here and hold the Romans' Supply Line south from their campaigns in Belgica. Watch the Romans' stock of Resources compared to your own. Give them what they need to steer them; then do not neglect to do the same for the Arverni or Belgae if advantageous. But keep one eye on the other Gauls: the Belgae or Arverni each can quickly become an overwhelming host, and it cannot be for Romans alone to contain them. If the war goes well for you, Caesar may send Legions to subdue your Allies: take it in stride. You know Gaul and know that alliances shift easily—you are ever a willing friend to Rome.

Belgic Tribes



Your Nation. The Romans know that you are preeminent in courage among the Gauls. Caesar came to soften and subdue Belgica, but she always rises again. You will win by keeping the tribes across Belgica and beyond in revolt—in allegiance to you and under your warbands' control.

Relations. Exchange help with the Arverni often, but be careful not to weaken the Romans so much that Vercingetorix ends up king of all Gauls! There is no dishonor in warning the Roman and the Aedui off from punishing Belgica to deal with Vercingetorix instead—but to compel and draw them, Vercingetorix must show strength, so help him.

War. You can Rally an impressive host of Allies and Warbands but do not have the fortifications available to the Arverni and Aedui. So you must March to keep your army mobile against the Legions, even if only within Belgica itself. Outside your home regions, Rally will cost you more as the Belgic affinity is less. But do not fear to seek victory in Celtica, in Germania, or in Britannia. Raid when needed to augment your Resources; Battle when you can harm to your enemy—especially with Ambiorix, fearsome on the attack! But beware an enemy's riposte: you can replace Warbands easily enough, but your daring leader less so.

Talents. While you and the Germans may war upon one another, you also are bound by kinship. You can Enlist them to fight alongside your Warbands as one, or to guide their energies against the Romans and Aedui as is their tradition. Your own warriors are second only to the Germans in ferocity—at least in the minds of the enemy: they can Reveal themselves to Rampage and frighten the short-statured Latins and already Romanizing Celts into Retreat or submission (as long as not fortified or well-led). In Battle, Ambush tactics will enable you to come to full grips with any invader, overcome Legions, and surprise a Fort or Citadel before its gates close.

Auguries. Despair not if victory appears near then dashed. Your revolt will leap back to life like magic fire. Rally and rebuild, and move again with a new host. Destroy Legions, but should you and the Arverni succeed against Caesar, a time may come when you will need to move against Vercingetorix's Allies also. Always purge Aedui agents from Belgica. Make the most of your Germanic cousins, but know that they will compete with you for Control of your homeland and given the chance will Raid or Ambush you from within your midst: Enlist their chieftains to gather their strength but ever to March on enemies distant from you.

Germanic Tribes



Their Nation. Less organized or numerous after the recent defeat of Suebi king Ariovistus, the Germans no longer contend to rule the whole of Gaul. But their incursions continue. At times friendly to some, other times hostile to all, they are part of Gaul's shifting tribal landscape with which all factions must cope.

Relations. The Germanic Tribes are bound closest to the Belgae but inconstant even toward them. More likely to harry the Romans and then the Aedui, the Germans are thus of at least indirect aid to Vercingetorix. But all Factions in Gaul may find opportunity when emissaries and Events allow to influence the Germans and turn them upon others.

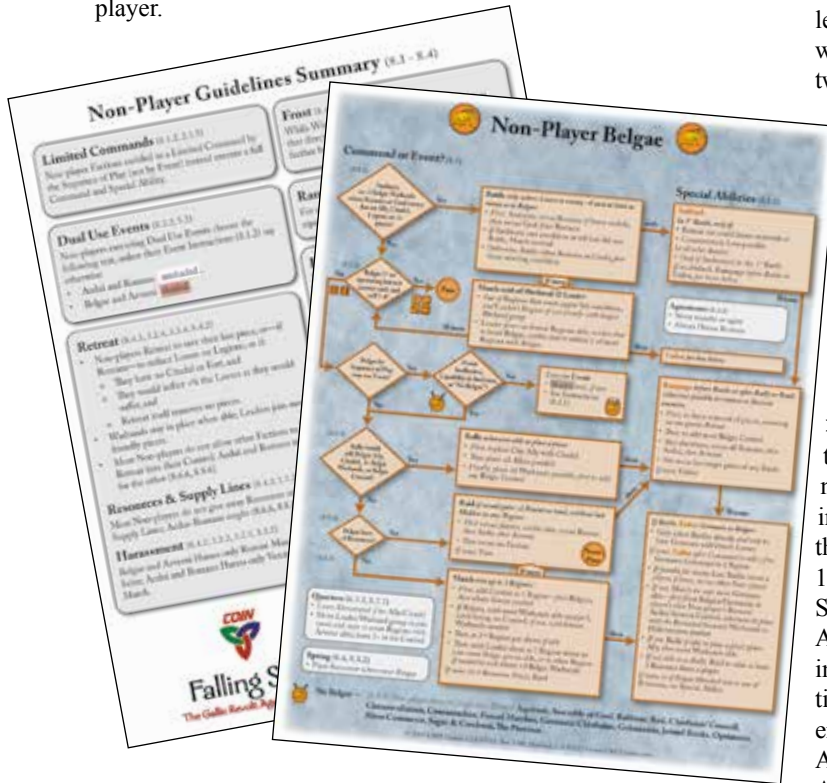
Talent for War. As ever fierce and warlike, Germans can Rally Tribes to at once put Warbands into the field and then March and Raid before enemies might react. But they will only attack in Battle when given the opportunity for their preferred method—Ambush.

Auguries. Belgae should beware a sudden Germanic turn against them, seizing Belgic Control or Raiding Belgic Resources. Romans and Aedui must contend with a Germanic threat across their Supply Lines. Romans will do well to Scout Germanic hosts before settling into Winter camp. But the weakened and disorganized Germanic Tribes are also a golden opportunity for Caesar to cross the Rhene and Subdue for easy glory. For that reason, it behooves not just the Belgae but all the Gauls to help keep at least some Germanic Tribes at war.

Non-Player Examples

Once you are familiar with the rest of the game, this section will get you started using “Non-player” rules to run Factions when you have only two or three players (1.5.1) or to play solitaire.

For the examples, set up the 53BC scenario but without preparing a deck. Have the Non-player flowchart and Non-Player Instructions foldouts handy and the Rules turned to section 8. We will play through several actions as if three players are taking the Roman, Arverni, and Aedui roles, respectively, and the Belgae are a Non-player.



Non-Player Guidelines Summary and Non Player Belgae flowchart.

Now look over the Non-Player Guidelines Summary panel on the Non-Player Instructions foldout, opposite the Battle Procedure flowchart. The boxes on the Guidelines panel summarize rules that all Non-players use when various situations come up. Whenever something there seems unclear, turn to the corresponding full rule—they are sections 8.1 through 8.4.4. (Rule 8.0 provides some general guidance about the Non-player rules, including recommendations of which Non-player Factions to use with how many players.)

The panels on the other side of the Guidelines show Non-Player Event Instructions for each of the four Non-players. We refer to these only when a Non-player is about to execute an Event and their Faction symbol on that card has Laurels, Swords, or a Carnyx (Celtic trumpet). These Instructions provide special considerations in implementing that Event, including the possibility that the Non-player will forgo the Event entirely and just use a Command instead. (The use of Event Instructions is covered in rules section 8.2.1.)

Finally, have a look at the Non-player foldout, the sheet with all the flowcharts. It presents a flowchart for operating each of the Factions' Non-players. Each flowchart summarizes a rules section dedicated to

that Non-player. In the examples below, we will be using the Belgae Non-player only, so you will only be referring to the Belgae's panel on this foldout and, when needed for clarification, its corresponding rules sections (8.5 through 8.5.6). Rules sections 8.6 through 8.8.8 concern the other three Non-player Factions, so we can ignore them here. Section 8.9 is about one-player (solitaire) victory; we have three players in our examples, so we can ignore 8.9 also.

Example 1: Belgic Battle

Let's presume at the start of the 53BC scenario that the Belgae are 1st Eligible. We begin on the Non-Player Belgae flowchart at the top left, under “Command or Event?” to find out what the Non-player will do. Each diamond is a condition—a test that decides between two routes along the flowchart. The first such condition diamond asks “Ambiorix or >3 Belgic Warbands where Roman or Gaul enemy has an Ally, Citadel, Legion, or >3 pieces?”. (Nearby we see that the associated rule is 8.5.1.) If no Regions meet this condition, then we will proceed down the “No” arrow to the next diamond. If any Region does meet it, we will proceed right along “Yes” to the “Battle” box, which provides restrictions and priorities on where the Belgae might Battle. Looking at Ambiorix's Region, Nervii, we see that it meets the condition—Ambiorix is located in the same Region as a Legion—so the Belgae Battle.

At the tops of the box we see “Battle only where Losses to enemy >0 and at least as many as to Belgae”. So that restriction will apply to all Regions selected for Battle via this box. Note that “Losses” do not necessarily mean how many pieces are removed (3.3.4): Losses inflicted on tough targets like Legions or Forts count as Losses for the above restriction regardless of whether a subsequent die roll of 1-3 removes a piece. The restriction would take into account any Special Ability that would be added—so if the Belgae will add Ambush to prevent enemy counterattack, the enemy would not be inflicting any Losses and the Battle would fall within the restriction. Also, “as least as many” means that with any chance that an enemy counterattack could inflict more Losses than will the Belgae Attack (such as if Caesar is rolling to counterattack against a Belgae Ambush, 4.5.3), the Belgae will not Battle there.



The first bullet in the Battle box—giving the first priority for selection of Battle Regions—says “First, Ambiorix versus Romans if fewer mobile, then versus Gaul if no Romans”. Let's look at that priority in its parts (see rule 8.5.1):

- “First, Ambiorix” means the first possible Battle Region will be wherever Ambiorix is.
- “Ambiorix versus Romans” means Ambiorix will choose Romans to defend if any are there.
- “Romans if fewer mobile” is shorthand for only Battling the Romans if they have fewer mobile pieces—Legions, Auxilia, and Leader—than the Belgae attacking them have—Warbands and Leader.

- “Then versus Gaul if no Romans” means that if Ambiorix is not attacking the Romans, he may attack another Gallic Faction there—Arverni or Aedui, not Germans—but only if no Roman pieces are in the Region at all.

So that is quite a list of conditions to satisfy before Ambiorix attacks. On top of that the overall restriction of guaranteed enemy Losses at least equal to those suffered applies to this Battle priority as to any other for the Non-player Belgae. The long list to qualify for Battle is sensible: the Belgae must take care committing their tough but mortal Leader to a fight!

In the situation at hand, we see in the Nervii Region that Ambiorix is facing Romans with fewer mobile pieces (2 Legions + 2 Auxilia versus four Warbands + Ambiorix). Would Ambiorix’s attack be guaranteed to cause more than 0 Losses and at least as many Losses as the Romans’ counterattack? Yes—but only because he will Ambush. Without an Ambush and going up against the Fort, the attack would inflict two Losses, while the counterattack could inflict three Losses if the Romans absorbed both their Losses with Legions and rolled lucky.

Looking ahead at the Ambush box (follow the “with” arrow rightward out of the Battle box) on the Non-Player Belgae flowchart, we see “Ambush in 1st Battle only if ...Counterattack Loss possible”—certainly the case in this Battle. And this Battle does qualify for Belgic Ambush, because Ambiorix is there and has more Hidden pieces than the enemy. The Belgae will add an Ambush to this Battle, and that Ambush will cancel the counterattack entirely (Caesar is not there), excluding the possibility of any Losses to the Belgae: all restrictions and priorities are met and Ambiorix commits to Battle with Ambush!

We execute the Battle with Ambush in Nervii now, all rules applying as if a Belgic player were doing so: move the yellow Eligibility cylinder on the Sequence track, expend one yellow Resource, and so on. The Roman player in this case decides to take the Losses with his two Auxilia in Nervii, so remove those. Flip Ambiorix’s Warbands to Revealed.

We have fulfilled the first bullet in the Battle box, so we continue to the second: “If Ambiorix met condition at left but did not Battle, March instead”. Ambiorix did meet the condition at left (the diamond about being in the same Region as a Legion, etc.), but he did Battle, so this bullet is not triggered. The effect of this second Battle priority bullet is mainly to get Ambiorix out of danger if he is facing too powerful an enemy in his Region—not the case here.

We continue to the third priority bullet in the Battle box: “Otherwise, Battle other Romans or Gauls, first those meeting condition”.

- “Otherwise” means proceed with this bullet if the previous one did not apply; it didn’t.
- “Battle other Romans or Gauls” means the Belgae will add Battle Regions (perhaps with more Ambush) where they can fight Romans, Arverni, or Aedui (not Germans).
- “First those meeting condition” means they first select Regions and targets in them that also would have triggered the diamond Battle condition (enough Belgae together with enough enemy pieces), then they move on to select other possible Battles.

This bullet is still under the overall box heading about Battling only where no more Losses will suffered than inflicted, so that still applies also.

Looking at the map, we see three other Regions where Belgae might Battle. Morini and Treveri Regions—with more than three Belgic Warbands each facing Legions—meet the diamond condition and so will be first. Following the “with” arrow from the Battle box, we again check for Ambush. (In any case, since the previous Battle already added Ambush, and only one type of added Special Ability is possible with each Command, we know that no Rampage or Enlist will occur here.) Per the Ambush box, the Non-player Belgae Ambush in all other Battle Regions possible, once they have done so in the first Battle resolved. The Morini and Treveri Battles each also qualify for Ambush: they have enough Hidden attackers, and Ambiorix is within one Region’s distance. Because Ambush will block any potential Losses to the Belgae from counterattack, we know that these Battles meet the restriction against suffering more Losses than the defender; and there are enough attacking Belgae to cause more than 0 Losses, even against the Fort in Treveri.

We now resolve the Morini and Treveri Battles. No further priority is specified, so we roll a die to set the order (just in case it might matter), giving an equal chance to each: 1-3 Morini, 4-6 Treveri. On a roll of “3”, we Battle and Ambush the Romans in Morini, then in Treveri. The Battles cost another two Belgic Resources, eliminate both Roman pieces in Morini and one Auxilia in Treveri, and flip all Belgic Warbands and surviving Auxilia involved to Revealed.

Finally we arrive at the last possible Belgic Battle Region, Atrebatas. We consider this Region last because it did not meet the priority of triggering the original Battle condition (Battle box, third bullet, “first those meeting condition”). The order of Battle Regions might matter, for example if the Belgae had just run out of Resources, or because earlier Battles changed Control and affected Retreat options.

So we check if the overall Battle restriction is met. The three Warbands in Atrebatas would do one Loss to the Roman forces there. Roman Retreat would reduce that Loss to 0, but Retreat would only be possible if the Arverni agreed to host it in Carnutes Region—the player declines—and in any case would be blocked by a Belgic Ambush, which will occur.

The Belgae Battle with Ambush in Atrebatas, spending one more Resource, removing the Auxilia there, and flipping their three Warbands to Revealed. There are no other Regions where the Belgae can Battle: their Command and Special Ability are over.



Belgica after Ambiorix's onslaught.

Example 2: March under Threat

Let's continue with the situation above following Example 1. Presume that the player Factions carried out actions elsewhere, and the Non-player Belgae are again 1st Eligible. We again start by checking the upper-left diamond condition on the Non-Player Belgae panel and find that two Regions meet it—Nervii where Ambiorix faces Legions and Treveri where more than three Belgic Warbands do. So we are back in the Battle box at the top center of the flowchart.

Per the first bullet, Ambiorix may Battle the Romans in Nervii: they have fewer mobile pieces (two Roman versus five Belgae). Will Ambiorix inflict more than 0 Losses and at least as many as suffered? His force will inflict a Loss, and (as before) Battle alone will grant him only two Losses. Even if the Legions absorb both Losses without removal to counterattack and inflict two Losses on the Belgae, that would still be even Losses, so Ambiorix would attack.

Let's change up the situation a bit and presume that two Belgic Warbands had been removed, leaving Ambiorix with only two. The above logic remains the same, except that straight Battle only causes one Loss on the Romans (Ambiorix on the attack doubles his Warbands' Losses to one each, plus one Loss for Ambiorix himself, for three Losses; halved by the Fort to 1½; rounded down to one Loss). The Legions' potential two Losses in counterattack mean that Battle alone is not enough to meet the restriction (at the top of the Non-player Belgae Battle box, 8.5.1).

But what about adding Ambush or another Special Ability? The "with" arrow from the Battle box points first to Ambush, but a Battle in Treveri would not qualify for Ambush because Ambiorix does not have more Hidden pieces than the defender (both have 0). So we go to the bottom of the Ambush box and see "If no Ambush..." and an "If none" arrow pointing down to Rampage.

Will the Belgae then Rampage to improve the prospects in the Battle? If they had any Hidden Warbands and the Romans had no Fort, they would (to eliminate just one of the Legions, see RAMPAGE under 8.5.1); but neither is true, so no Rampage is possible.

We follow the next "If none" arrow down to Enlist. In the top section of the Enlist box we see that Non-player Belgae will Enlist Germanic Warbands in Battle only so as to add enemy Losses or absorb friendly Losses. In this case, Enlisting the one German Warband in Nervii Region would add one Loss (it would count as a Belgic Warband, doubled on attack by Ambiorix)—just enough for Belgic and Roman Losses to equal. So Ambiorix again would Battle, this time with Enlist.

Let's change the situation further and presume that the lone Germanic Warband in Nervii also had been removed. Now there is no way for Ambiorix to fulfill the restriction on Battle of having to inflict at least as many Losses as potentially suffered, so Ambiorix does not Battle. We have been considering the first bullet in the Battle box, so we move down to the second bullet. That second priority specified that, "If Ambiorix met condition at left..." (he did) "but did not Battle..." (he did not), "March instead". So in this situation, the Belgae will not Battle at all, but instead will March—because Ambiorix's force is now too weak to deal with the Legions he faces and will instead move away.

Follow the "If none" arrow down from the Battle box to the first March box (still rule 8.5.1). We see at the top of that box that the Belgae will March "with all Warbands & Leader" out of certain Regions that meet the first bullet priority. That means "Regions that

meet upper-left condition" and the "Leader's Region if not already with largest Warband group". So the Belgae with all their Warbands and Leader will be Marching out of two origin Regions: Nervii and Treveri, both of which met the diamond condition at the flowchart's upper left. (Ambiorix's Region already meets the first part of the priority, so we can ignore the second part about "Leader's Region".)

The second bullet in the March box tells us in what order the origin Regions are resolved and where those Belgae will be going. The second bullet begins "Leader first". So Ambiorix and his Warbands will first March out of Nervii; then the Treveri Warbands will March.

Next the bullet says "to fewest Regions able". This means that the Marching Belgae will select destinations first to reach and meet up in the fewest Regions they can. From the selected March origins of Nervii and Treveri, that means joining up in the single destination or either Atrebatas or Sugambri.

The next bit of the second March bullet says "within that to most Belgae". That means that, once narrowing down candidate Regions to meet the first part of the priority—fewest possible destinations for the March Command as a whole, in this case just one destination—the candidate selected should have the most Belgic pieces already in it. That means that the March will be to Atrebatas not Sugambri. Ambiorix is drawing his army together!

The final bit of the second March bullet says "within that to within one of most Regions with Belgae". That means that, if there were still several equal priority candidates for destination Regions, then the Belgae would first select those Regions that currently are adjacent to the most other Regions with Belgic pieces already in them (the effect being to keep Belgic forces in proximity to one another and their Leader). We can ignore this bit here, because we have already determined that the sole destination will be the Atrebatas Region.

Belgae pay two Resources for March, Ambiorix and all the Belgic Warbands from Nervii and Treveri reach Atrebatas; the six Marching Warbands go Hidden, and the Belgae give up Control of Nervii and Treveri to the Romans.



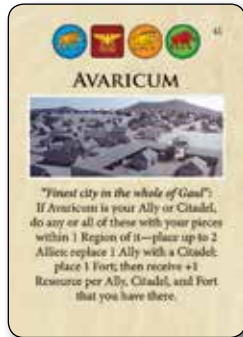
Ambiorix, weakened and under threat, gathers his army around the Atrebatas and Bellovaci.

The Belgae are entitled to add a Special Ability. The "then" arrow from the top March box points to "Enlist per box below". We check the lower Enlist box (in the bottom right corner of the flowchart). Skipping the "If Battle..." heading, since this Enlist accompanies March not Battle, we arrive at "If none..." (meaning if no Battle+Enlist occurred) "...Enlist after Command to add a free Germanic Command in one Region:". But Ambiorix has now

Marched out of contact with any possible Germanic Enlistment, so we can go straight to the bottom of the box, “If none ... no Special Ability”. So the Belgae have executed a Command only, and the 2nd Eligible Faction will have option only for a Limited Command or Pass, not the Event.

Example 3: Pass and Event

Let us continue with the above situation but again with changes for illustrative purposes: presume that an enemy Event has Subdued the Bellovaci Tribe (removed the Belgic Ally there) and that the Belgae via Battle have removed the Remi Roman Ally. Also, presume the Non-player Belgae are now Eligible with the following cards played and showing as next:



Played card



Next card

With Ambiorix and his Warbands disengaged from the Romans, the answer to the first diamond question is “No”, so we move down to the second decision diamond: “Belgae 1st on upcoming but not current card, and roll 1-4?” (8.5.2). If the Belgic symbol is first in the Faction order on the next card and the Belgae symbol is not first on the currently played card, the Non-player Belgae may Pass (often to use the next Event). On a die roll of 1-4 in this situation, they Pass; on a 5-6, they do not and we continue to the next diamond. For our example, the roll is a “1”: the Belgae Pass, receive +1 Resource, and will be 1st Eligible for CORREUS.

In a real game, other Factions might now act on Avaricum. But for our example, let's advance directly to CORREUS and arrive at the same diamond again (the Pass condition). Regardless of whether the Belgae are first on whatever the next card is, their symbol is first on the current card, so we move along the “No” arrow (without rolling) to arrive at “Belgae by Sequence of Play may use Event?”. Belgae are 1st Eligible, so the answer is “Yes”, bringing us rightward to “Event Ineffective, Capability in final year, or ‘No Belgae’?”.

The diamond is first asking us, is the Event “Ineffective” (8.1.1)? Ineffective Events are those that, in the current situation, would not change anything. As we shall see in detail, CORREUS will allow the Belgae to place pieces, so it changes something and is not Ineffective.

Next the diamond is asking, is this Event a Capability (5.3), and is this the final year of the game (that is, the next Winter card will be the last one)? CORREUS is not a Capability Event, and in any case we just started the game and are in our first not last year. So far, “No”.

Finally the diamond asks, is this Event “No Belgae” (8.1.1, 8.2.1)? “No Belgae” means an Event that the Non-player Belgae will always decline to execute in order to execute a Command (and Special Ability) instead. Such Events are noted on the card by Swords through the yellow-orange Belgae Faction symbol. They are listed both at the bottom of the Non-player Belgae flowchart and in the Non-Player

Belgae box of the Non-player Instructions foldout. CORREUS shows Swords for the Arverni but not for the Belgae, so the answer to the diamond question is “No”. We move on rightward to the “Execute Event” box.

The Belgae will execute the CORREUS Event. The box reminds us that the Belgae as a default use Shaded text if the Event is Dual Use (5.2). It also notes, “See Instructions”. Similar to the Swords for “No Belgae”, Laurels at a Faction's symbol on the card means that there is some special Non-player Instruction for that Faction executing that Event listed on the Non-player Instructions foldout. Turning to the Non-player Belgae box on that foldout and reading down the list of Event titles near the Laurels symbol, we find that CORREUS (along with several other Events) bears the following Instruction:

“Unless adding to total number of Belgic Allies plus Citadels, treat as ‘No Belgae’.”

Non-Player Arverni

Event Instructions (8.1.1, 8.2.1, 8.7.2) Gray swords at the card's Arverni symbol means that the Event is “No Arverni”, except that it is “Auto 1-6”, means that it has specific instructions listed below.

Ineffective – (8.1.1) If nothing would happen, continue on the flowchart with a Command & Special Ability.

Capabilities – (8.1.1) If the next Winter will be the last of the game, continue on the flowchart instead.

No Arverni – (8.1.1) Ballistae, Catapults, Chieftains' Council, Circumvallation, Concessiones, Corvus, Inebriationes, Joined Ranks, Migration. Continue on the flowchart instead.

Auto 1-6 – (8.2.1) Alaudae, Baloric Singers, Chadius Pulcher, Gallia Tigris, Germanic Horse, Legio X, Legiones XIII et XV, Last Eagle, Luctetia, Massed Gallic Archers, Pompey, Sacking, Sappers, The Province, Vercingetorix's Elm: Pay Event, as if a 1-4 had been rolled.

Auto – Unless shaded text would place Arverni Citadels, use unshaded text (including Arverni, 8.2.3).

Arbuthnot, Domitoria Loyalties, Marcus Antonius, Nannibani – Select Auxilia first to leave Legions without Auxilia in as many Regions as possible.

Arbuthnot – March and Battle to inflict maximum Losses on Legions; if none possible, treat as “No Arverni”.

Assembly of Gaul, Rami Influence – If Arverni do not qualify for the benefit, treat as “No Arverni”.

Civitas – Shift up (down) Upstart, or Flip to First if already in Upstart and not yet First.

Forced Marches, Optimates – If >9 Arverni Allies-Citadels, treat as “No Arverni”; move only per 8.7.6.

Impetuousity, War Fleet – Move as many Warbands and Leader (if applicable) in possible to take Arverni Control of a Region with player pieces – Romans, then Arbel, then Belgae – then Battle that player team.

Shifting Loyalties – Select an unshaded Capability affecting player Romans or Arbel, then Arverni.

Non-Player Belgae

Event Instructions (8.1.1, 8.2.1, 8.5.2) Gray swords around the card's Belgae symbol means that the Event is “No Belgae”, gray laurels that it has specific instructions listed below.

Ineffective – (8.1.1) If nothing would happen, continue on the flowchart with a Command & Special Ability.

Capabilities – (8.1.1) If the next Winter will be the last of the game, continue on the flowchart.

No Belgae – (8.1.1) Agrippa, Assembly of Gaul, Ballistae, Bolt, Chieftains' Council, Circumvallation, Concessiones, Forced Marches, Germanic Chieftains, Gohannitis, Joined Ranks, Optimates, River Commerce, Segni & Condruat, The Province. Continue on the flowchart instead.

Auto – Use unshaded text.

Alaudae, Civitas, Gallia Tigris, Last Eagle, Pompey, Sappers – If Arverni are meeting their victory condition (7.2), or if Roman Non-player, treat as “No Belgae” instead. If playing “Civitas”, shift up.

Alpine Tribes, Baloric Singers, Legio X, Titus Labianus – If Roman Non-player, treat as “No Belgae”.

Arbuthnot, Domitoria Loyalties, Marcus Antonius, Nannibani, Roman War – Select Belgae Region first.

Corvus, German Allegiances, Land of Mist and Mystery, Rami Influence – Unless adding to total number of Belgic Allies plus Citadels, treat as “No Belgae”.

Impetuousity, War Fleet – Move as many Warbands and Leader (if applicable) in possible to take Arverni Control of a Region with player pieces – Romans, then Arbel, then Belgae – then Battle that player team.

Legiones XIII et XV, Livianus – Battle where most Losses forced on Legions; if none, treat as “No Belgae”.

Massed Gallic Archers, Vercingetorix's Elm – If Arverni are a player and Romans are a Non-player, use unshaded text; otherwise, treat as “No Belgae” instead.

Migration, War Fleet – Losing on Belgic Control, move just enough Warbands to add Belgic Control when a Subdued Tribe; for Migration, place an Ally; for War Fleet, Rally.

Morones – Arbuthnot all Romans then Gauls where Losses possible, then March in place to go Hidden.

Shifting Loyalties – Select an unshaded Capability affecting player Romans or Arbel, then Belgae.

CORREUS on the Belgic Non-player Instructions.

So we look at the Shaded version of CORREUS and at the map and see that the Event will indeed add one Belgic Ally net. So, despite the Special Instruction that might have called for the Non-player Belgae to skip this Event and continue down the flowchart, they will go ahead (just barely) and execute CORREUS.

The first part of the Event text calls upon the executing Faction to remove two Allies from the Atrebatum Region and then the Belgae to place up to two Belgic Allies there. The Belgae must remove their remaining Ally at Atrebatum, but get to immediately place Allies at two of the Region's three Subdued Tribes. Equal-chance die rolls (per 8.3.4) put them at Bellovaci and Remi.

Note that, had the Remi still been a Roman Ally and there been a choice of removing Belgic or enemy Allies from the Region, one

of those general Non-player guidelines mentioned at the beginning of these examples and summarized on the Non-Player Guidelines panel of the Instructions foldout may have kicked in: Non-players (sensibly) remove enemy rather than their own pieces when given a choice (8.4.1).

The Event now has the Belgae free Rally. Another such general Non-player guideline governs free Commands by Event. The guideline is that such free Commands are determined by the Non-player flowchart (8.3.2), within any of the Event's stipulations, in this case, that the Rally be "in 1 Belgica Region". So "free Rally" takes us to the Rally box at the center of the Belgae flowchart, where we learn that the first priority is to place a Citadel—not possible. The next priority is to add an Ally—and that they can do, in the Atrebatas Region (only). The free Rally restores the Atrebatas as a Belgic Ally, and the Belgae have completed their execution of the CORREUS Event.

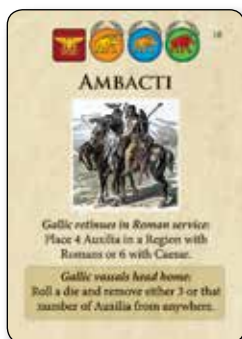


Correas raises the Bellocaci and Remi.

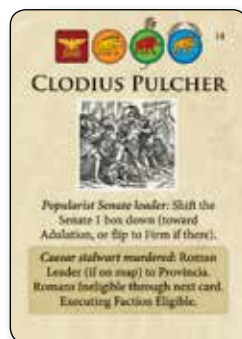
Example 4: March to Add Control

For our last Non-player example, presume in the above situation that the Belgae via Rally or Event have placed six more Warbands in Atrebatas Region and four more in Morini (leaving only two Belgic Warbands Available). The Belgic and Roman victory markers are both on "13".

Here are the cards:



Played card



Next card

The Romans are Eligible and first on AMBACTI. The Roman player decides that the extra Auxilia are not needed at the moment, but does not want the Belgae to use the Event to strip Auxilia from the map. The player wants to take advantage of Ambiorix's withdrawal to Subdue the Nervii, Eburones, and Treveri. The Romans use a Battle Command to do so, shifting Roman victory marker up to

"16" and the Belgic down to "10". By executing a Command only, the Romans have blocked the AMBACTI Event.



Belgica after Rally of almost all Belgic Warbands to Ambiorix and Roman suppression of the Nervii, Eburones, and Treveri.

The Belgae are 2nd Eligible. A player Faction in this situation would have only a Limited Command or Pass as options. But Non-players when taking a Limited Command by the Sequence of Play receive a full Command plus Special Ability option (8.1.2). So we will proceed along the Non-player Belgae flowchart as always...

We start with the upper left diamond: neither Ambiorix nor any groups of his Warbands are in the same Region as the enemy, so we move down to the second diamond. The Belgic symbol is not first on the next card, so we proceed down to "Belgae by Sequence of Play may use Event?". The 1st Eligible Faction executed Command only, so the Belgae may not use the Event: "No" points down to the diamond about Rally.

The Belgic Rally condition diamond regards what a Rally in the current situation would do: if Rally would place a Belgic Ally or Citadel or at least three Belgic Warbands, or would add Belgic Control, the Non-player Belgae will Rally (8.5.3). Considering that each Belgic Home Region barring Devastation can place a Warband regardless of Allies there, this condition will often be met. However, it will not be met if the Belgae are too low on Resources to place enough pieces, nor if not enough Belgic pieces are left available to place. The latter is the situation now: Rally would place the remaining two available Belgic Warbands only and would not change Control.

So on down the next "No" arrow we go, to the Raid condition. The Non-player Belgae prefer to Raid when they are poor, with fewer than four Resources (8.5.4). The Belgae currently have five Resources, so the final "No" brings us to the bottom March box: the Belgae will March per rule 8.5.5, this time not to escape a threat to Ambiorix but rather to spread Belgic Control and possibly mass an even larger army around their Leader.

The first line of the bottom March box says "March into up to 3 Regions". So a maximum of three destination Regions will be involved. The top priority is: "First, add Control to 1 Region—first Belgica, then where fewest needed". So the first destination to be chosen should be a Region not yet Controlled by the Belgae and that enough Belgic pieces could reach to take Control. If possible, that should be a Belgica Region. If there are several candidates within that (among several Belgica Regions or—if no Belgica Region is a candidate—among other Regions), the first destination chosen would be one that requires the fewest Belgic pieces to take Control. Beyond that the choice among equal candidates would be random (8.3.4).

Scanning the three Belgica Regions first, we see that two are already under Belgic Control and the third—Nervii—is not. The Belgae have more than enough pieces adjacent to March into the Nervii Region and take over Control from the Romans, so that Region qualifies as the first destination.

The box's second bullet priority says "If Belgica, with most Warbands able except one, while losing no Control; if not, with fewest Warbands needed". The first part of that applies because the Region just chosen is Belgica; the last part does not. The Belgae will first March with the most Warbands able from any adjacent origin Regions, except for at least one Belgic Warband to stay behind in each Region, and will always leave enough behind to maintain any Belgic Control already held (8.5.5).



Belgic tribesmen battle the Romans.

The possible origin Regions for Belgic Warbands are Morini and Atrebatas (mark each with a white pawn; the Belgae pay two Resources). No enemy pieces are in those Regions to contest Belgic Control, so only one Warband remains behind in each. Seven Warbands March from Morini and 14 from Atrebatas, all into Nervii where they take Belgic Control (Belgic victory marker to 12). All Belgic Warbands began in March origin Regions, so any Revealed flip Hidden.

The third March bullet says "Then, to second Region per above if able". "Per above" means fulfilling the same priorities again in a second destination. Almost all Belgic Warbands already have moved. The Belgae are able to add Control only in the still empty Regions of Britannia and Veneti: the single Warbands left behind could move there as they could take Control and would not (moving into Regions outside Belgica) be restricted by the second bullet's "Warbands able except 1" (we are now on the third bullet). Without any other priority to guide the choice, presume that an even-odds die roll between Britannia and Veneti chooses Veneti as the destination. The Morini Warband cannot reach Veneti, so only the Atrebatas Warband moves there, claiming Belgic Control (Belgic victory to 13).

The fourth March bullet says "Then, with Leader alone to 1 Region above to join most Belgic pieces able, or to other Region if needed to end where >3 Belgic Warbands". The first part of this priority kicks in: Ambiorix can move to one of the two destination Regions chosen above; joining the most Belgic pieces able would make that destination the Nervii Region. Ambiorix joins his main army gathered at the Nervii—rejoining his own tribe, the Eburones. The March cost for his origin Region is already paid, so Belgic Resources stay at 3.

The last part of the fourth bullet—Marching the Leader to a third Region—does not occur because either the first "or" second part of the bullet occurs, not both.

The final line of the March box says "If none (or 0 Resources, Frost), Raid. This means that, if for any reason no March was able to take place within the priorities of this box, the Belgae will Raid instead, per the box just above (following the upward pointing "If none" arrow). But the Belgae did March, so the Command is finished and we need only consider what if anything the Belgae will add as a Special Ability.

The "then" arrow from this March box points to the Enlist box—the only possible Special Ability to accompany Belgic March. This time Ambiorix is back in contact with Germans in Sugambri. The top line of the box, "If Battle", does not apply—there is no Battle—so "If none, Enlist after Command to add a free Germanic Command in 1 Region" does. Tracking down the bullets below, no Germanic Battle (first bullet) is possible, but Germanic March (second bullet) is. By the precedence in that bullet, the Germans will March at least four and the most German Warbands that are able to a player's Control. That move has to be by the four Germanic Warbands from Sugambri (within one Region of Ambiorix) into Treveri (Controlled by a player, the Romans). The Germans take Control of Treveri Region and cut off the Legions facing Ambiorix's frightening force to the north...



Ambiorix masses to reclaim his homeland while sending a small force westward and enlisting the Sugambri to challenge the Romans.

The Enlist is complete with that Germanic Limited Command, so we can ignore the remaining Enlist box bullets. The Non-player Belgae have made their move!

With that, we have toured much of the Non-player Belgae's behavior. There are several other Non-players to explore, however, and all the Non-players' reactions to the unlimited variety of situations differ. Naturally, there is far more there than we could hope to cover here in a few examples. If you are up for simulating a multiplayer campaign by substituting human opponents with flowcharts, just take each situation step by step—and remember that a misstep here or there will not destroy anything. As we say in wargaming, there are no cardboard widows! May the gods favor you.

Design Notes

Rendering Caesar's COIN

Volko: Before GMT had announced this game as an upcoming COIN Series volume, a couple images of our prototype posted on GMT's Instagram site spawned a Boardgamegeek thread contending that application of the COIN Series system to ancient Roman warfare was an unwise and awkward mismatch—a square peg in a round hole. I was a bit amazed that a few cropped snapshots could generate such an impassioned discussion. Andrew's reaction to the thread was simply “well, we are changing the COIN mechanics, of course”.

Thus, at first whiff, we faced the question of how the COIN Series would transition from modern to ancient. How indeed were we changing the mechanics? We had a lot to say to that, so to help us best address the question, Gene Billingsley called on his InsideGMT blog for readers' questions. The questions were excellent and ranged from the change in era and player roles, incentives, and capabilities to details of individual mechanics and aspects of war in ancient Gaul. We cannot do better here to explain our design than to revisit these readers' questions and our answers to them.

Why the huge change in time period?

Andrew: It's a combination of me being personally interested in the subject, and our thinking that it would be an intriguing change of topic, after four volumes that all take place within a few decades of each other, to go back a couple millennia. Gaul seemed like a good setting for the system, and a good system for the setting (as we will elaborate on below).

Volko: Also, by showing how the core system fits a topic so far back from modern insurgency, we wanted by example to open the door to other designers to look across the span of all ages of history for topics that they feel the COIN Series mechanics might give new expression. And that is happening!

The choice of Gaul, as opposed to any other ancient campaign, for me was simply an irresistible co-design opportunity that presented itself (as it has been with each of my other COIN Series co-designs). Andrew had just read a translation of Caesar's *Commentaries* and was redesigning to his liking the setup for the River Sabis battle from *Commands and Colors: Ancients*. We played the new setup and reworked it a few times, aiming for results as faithful to Caesar's description as we could get them. Andrew's attention to the project told me that he had a focused interest in the topic, and we had done a lot of design work together for ourselves at home before. So I knew we could pull off a fresh co-design about Gaul. With that, our conversations about the scope, roles, and victory objectives for a new COIN volume began...

How is Caesar's conquest of Gaul (in many ways a personal war, fought without proper authorization) a counterinsurgency?

Andrew: We picked this particular portion of the Gallic War as, at least in Caesar's mind, the conquering had been done, and the task was subduing uprisings. Caesar's earlier entry into Gaul, and the fighting to expand Roman control that followed, are not included in the game. The tribes' default status on the map is to be under Roman rule already, that is, “Subdued”. In the latter part of the war covered in the game (starting late 54 BC), there is a great deal of raiding, scorched earth tactics, and avoiding of open battle—although more big battles and sieges than the modern periods covered in previous

COIN games. Thus, while the game is quite different in its details from the other COIN volumes, the conflict that it depicts—both in its objectives and its tactics—constitutes the Roman-style counter-insurgency of the day.

Volko: Regarding Caesar's “personal war”, he was able to sustain and justify it—despite his political opponents' objections and fears—because his war was a success for Rome as a whole. His campaign was in line with Rome's larger impulse and potential, during the late Republic, to expand. Caesar the individual is very much in our game—indeed, he is arguably the single most important playing piece. However, in the rare case (at least, so far in playtest) that Caesar falls in battle, the Romans by 54 BC nevertheless remain in Gaul. We surmise in the game design that Rome would appoint a successor to Caesar as governor of Gaul. And that Roman, while less capable in suppressing any revolt against Rome, would almost certainly seek to do so on the Republic's behalf—and the game continues.

How did you two decide which Gallic and Germanic factions you would model?

Andrew: Before deciding the factions, I had to decide on what portion of the war to focus on, or whether to model the whole thing. Each year of the Gallic wars, there was a different set of adversaries for Caesar. I chose the part of the wars that I did—the latter years, as noted above—because that period was not a war of conquest but rather one of revolt and suppression, and so an ancient form of insurgency and counterinsurgency. Also, it fit the multi-faction model of COIN the best.

That said, it did not fit perfectly: there are not in reality just four factions, or even, as we ended up with, five factions. There were many tribes, forming and reforming into confederations to pursue similar goals. The factions in the game are therefore less like a single nation or group but rather a collection of tribes joining temporarily for a shared goal.

Of the non-Roman factions, I thought that the most essential one to include was the Arverni confederation, led at its apex by Vercingetorix, which is representative of the Gallic opposition to Caesar. Second came the Aedui confederation, which is representative of the Gallic tribes who were mostly in support of Caesar. Third, I added the ethnically different Belgic Gauls, led for some of this time by Ambiorix, who are also interested in keeping their independence from Rome but have slightly different goals and methods from Vercingetorix's Arverni. Finally, I thought that the Germans were important to include because of their continuing interventions into Gaul during this period; however, I didn't think that they were active or influential enough at this point to require or deserve control by a player, because Caesar had already weakened them to a large extent.

Volko: I want also to address the question: why a multi-faction, multi-player game for Caesar in Gaul? Beyond the fundamental that Caesar's Gallic campaigns are the classic Western example of divide and conquer, Caesar's account spends more time on inter-factional politics and diplomacy than on military maneuver. We should not try to understand the Gallic wars as principally military endeavor. Caesar promoted himself in the *Commentaries* at least as much as shrewd diplomat and controlling political leader as inspiring general and clever tactician. *Falling Sky* sessions are likely to see more decisive maneuver of forces than the COIN Series' modern settings; but, in 3- and 4-player games, the relations between the Romans and each of the Gauls and among the Gauls themselves will be the crux.

In other COIN volumes, all four factions feel very different, in both goals and capabilities. How are you distinguishing the three non-Roman factions here? Hopefully the barbarian factions do not feel interchangeable.

Volko: Interchangeable factions within a COIN volume would be a clear failure! For goals and capabilities, our three Gallic factions all are trying to increase their own power via allies among the tribes, and all raise warbands to do it. Like the insurgent factions in the modern volumes, all Gauls work with the same menu of basic commands. But the similarities pretty much stop there.

- The Arverni are the most implacably anti-Roman. They seek to raise the mass of Celtica in revolt, and specifically to kick the legions out of Gaul—by battle, by burning villages that might feed Roman soldiers, or even by demonstrating to Caesar’s political enemies in Rome by military success against him that the Gallic campaign is a regrettable misadventure. Arverni special abilities include entreaties to other Gauls to switch sides, and scorched-earth devastation to deny the enemy provender.
- The Belgae similarly are looking to free themselves of Roman occupation, but they are most concerned with military control of their own area of Gaul. With a reputation for ferocity, they can rampage to frighten enemies off or induce their surrender. With their special kinship to the Germanic tribes, they can enlist German warbands to fight temporarily alongside them.
- The Aedui also are trying to become top Gaul, but by riding the Roman coattails. They must leverage the Romans’ need for local friends and local supplies, the Aedui access to profits from trade with Rome, and their Celtic influence to suborn individual tribes and warbands over to their cause.

I am enjoying the subtle changes in game-play among COIN volumes. How will these factions relate to others in the Series?

Volko: The correlations, naturally, are rough. But COIN players may get a feel from a *Falling Sky* faction, here and there, similar to the feel that they will recall from an earlier volume.

The first comparison that comes to mind is that of the Romans to the counterinsurgents of the modern volumes (Government, Coalition, and so on). Caesar during the Gallic revolts is, in effect, defending Roman governance of Gaul. Tactically, the Romans have the highest mobility and the hardest hitting forces, like modern COIN forces. They also have the most articulated combined arms system—in this case, legions, auxilia, and forts rather than troops and police; they must exploit this system of arms fully to triumph. And, like modern counterinsurgents, they must sustain the highest operational costs of all combatants.

But the particulars of Caesar’s time are in so many other respects different: The Romans are not angling for popular support, but rather are subduing tribes. While they can use a Build special ability to assuage tribes by granting them Roman civil engineering works—something akin to modern civic action—most of the assuaging is by the sword: by battle and occasionally by dispersing whole tribes and selling them into slavery. And Roman resource constraints principally represent the need for local sources of corn in distant Gaul, rather than a defense budget as such. If Caesar is executing an expeditionary counterinsurgency like the US in Vietnam or the Coalition in Afghanistan, the resource flow is in the opposite direction, out not in. For that latter reason, the Romans are more reliant

than any of their modern COIN Series counterparts on locals—a Gallic player—to supply their war.

That Gallic player is the Aedui faction. The Aedui might feel akin to the local counterinsurgent partners—ARVN and Afghan Government—in the Series volumes about the Vietnam and Afghanistan conflicts, respectively, *Fire in the Lake* and *A Distant Plain*. The Aedui will most likely win by feeding and leveraging the combat power of the expeditionary Romans against mutual local enemies, while advancing Aedui dominion—under Caesar’s nose, they hope. Their game thus must be exquisitely diplomatic, and requires a particular play style. Like the ARVN or the Afghan Government, the Aedui must manage their militarily more potent partner—making themselves just useful enough that their partner does not turn on them, but not so useful that their partner fully achieves his own objectives too soon.

Unlike their modern counterparts, however, the Aedui do this by their own wealth and Celtic clout. Trade with the Romans, the Aedui confederation’s central position astride Roman supply lines, and its central importance in Celtic governance give them means and leverage to guide the Roman juggernaut against whichever Gallic rival is most pressing—or not, of course, depending on how the Aedui and Roman players are getting along!

The two more avowedly anti-Roman factions—the Arverni and the Belgae—are hard for me to compare to any of the others in the Series. They are both concerned with throwing off the Roman yoke by rallying tribes to revolt, and by fighting. But neither wants the other to be the strongest in Gaul. Perhaps the best analogy would be to the 26 July movement and Directorio Revolucionario insurgents of *Cuba Libre*. These insurgents are each fighting the authorities individually, sometimes cooperate, often will jockey against one another’s position, and occasionally may fight each other directly too. But the specific objectives and tools available to each differ markedly between ‘50s Cuba and 50s BC Gaul. In particular, the Belgae’s Special Ability to enlist help from the non-player Germanic faction is unique in the Series, since no other volume has any such entirely non-player faction occasionally controlled by others—an aspect of *Falling Sky* that provides great room for Belgic creativity!

Is there flexibility for two-player, two faction vs. two-faction play as in previous COIN games?

Andrew: We think there is! The game is designed for 1-to-4 players, just like the earlier volumes. The main way to play 2-v-2 would be the Romans and Aedui under one player, versus the Arverni and Belgae under the other. These are suitable allegiances because the Belgae and the Arverni both very naturally come into conflict with Rome, while the Aedui and Romans very often have a friendly relationship because they need each other.

When you play this way, two players instead of four, it does result in a very different game experience. In the four-player game, the Aedui and Roman factions can clash, at least from time to time, as can the Belgae and Arverni, if one of the factions is threatening victory, as they drift into each other’s lands for expansion, or, for example, clash over the unclaimed Britannia. In the 2-v-2, two-player game, the Romans can always rely on Aedui resources; the Belgae have an extra incentive to kill Roman legions, which helps the same player’s Arverni victory; and so on.

Volko: Also, we have a short scenario running 52-51BC that happens to be well suited to 3-player play, because the Belgae begin already

knocked back by the Romans' 53BC campaign against them and thus serve well as a second, backup faction for the Arverni player. So, even without using the more complicated Non-player rules, our sense is that the design offers strong options for both two and three players.

What were the challenges in adapting Series mechanics that originally dealt with 20th-Century conflicts to ancient warfare?

Andrew: One of the biggest challenges and therefore changes in designing this volume was the way battle and armed conflict worked. In the modern insurgency situations you never (or rarely) had two standing armies duking it out—it was guerrilla warfare almost all the way. In this ancient setting, you more often had big armies clashing and causing heavy casualties to both sides in a single day, alongside actions akin to guerrilla warfare. And there was more randomness and chance in that single day's clash than in the accumulation of many small guerrilla actions of modern insurgency. So battles had to work differently, and—via an entirely new Battle Command—were the most intricate actions by players in the game.

Volko: A second major adaption had to be command and control and how it affected field operations in the different eras. For example, with radio communications, modern cartography, and navigation, it is relatively easy for modern commanders to order dispersed units to meet up at a certain place at the certain time. So operations in the first four modern insurgency volumes tend to cost Resources per destination area, rather than per point of origin. Concentration of dispersed forces thus is easy to achieve. But the opposite is true in *Falling Sky*—the March Command used to maneuver forces costs Resources per origin region, so that concentration from dispersal is more expensive than the reverse. This perhaps subtle but consequential change, along with others such as the Battle Command, alters the calculus of keeping forces in massed armies rather than in dispersed guerrilla and counter-guerrilla units, though without forcing players to either concentrate or disperse.

Also, with radios, the geographic location of a commander in modern guerrilla or counter-guerrilla warfare is unlikely to be decisive. But where geographically the person of Caesar or Ambiorix or Vercingetorix was in Gaul, and what forces were immediately around them, mattered a great deal. So we have added named Leaders into the force mix, and have tied the COIN system's Special Activities (here called "Special Abilities" for a bit less of a modern-operations sound) to the proximity of these leader pieces. So the great captains of the day are integrated into the action menus and sequence of play that lie at the heart of the COIN system. We love the way they came out, and early player reaction to them has been enthusiastic. Harold Buchanan and Mike Bertucelli in Volume V *Liberty or Death*, set in the 18th-Century American Revolution, separately developed more articulated leader mechanics than present in the previous post-industrial COIN volumes, I suspect for the same reasons. For *Falling Sky*, my guess is that the vivid presence of Caesar, Ambiorix, and Vercingetorix will be a popular twist.

How are Roman politics handled, when Caesar's goal in Gaul was power in Rome? Can the Caesar player lose the game by losing the support of the Senate, and would that mean he has to cross the Rubicon?

Volko: As touched on above, the game treats Caesar's exploits in Gaul as helpful to his power in Rome because they were an expression of Rome's larger impulse to expand. So, the degree of Caesar's

success in subduing the Gallic and Germanic tribes will influence the degree of the Senate (and other Roman interests') approval of Caesar. Each Winter, the number of subdued, dispersed, and Roman-allied tribes in Gaul—the Roman player's victory score—can push Roman politics (the "Senate" track in the game) from the usual intrigue to either adulation of or uproar against Caesar. Various events (for example, CICERO) can have a similar effect.

Andrew: It is definitely possible for Caesar to lose the game by losing the support of the Senate, although indirectly. Instead of loss of Senate support causing an automatic defeat for the Roman player, it instead causes several nasty, negative effects, such as decreased auxiliary forces and more limited access to legions. A Senate in uproar against Caesar will not take legions away from him, but will limit his ability to replace any legions lost.

We have also included an OPTIMATES event card which, when played, can trigger the need for Caesar to cross the Rubicon and effectively end the Gallic War and the game and cause a final victory check. An effect this drastic will of course need a certain prerequisite to be met: that the Roman score exceeds a certain threshold. This represents significant opposition from Caesar's political enemies and a slightly earlier than historical Roman Civil War. In this scenario, Caesar's opponents have become alarmed enough by his military success to attempt to remove him as governor.

Does Vercingetorix have a "Gallic tribes support" track?

Andrew: Yes, tribes supporting Vercingetorix are shown in the form of the Arverni available forces display spaces for allied tribes that indicate how many are currently on the map. Disc pieces in this COIN volume are not "Bases" but rather the symbol of the allegiance of a tribe on the map to a given faction. This total is one of a set of two of the Arverni victory conditions, the other being the number of legions killed or kept out of Gaul.

How do you determine when the fifth Faction activates? With "only" 72 cards in the deck, you couldn't use the standard faction-symbol-on-card order, so you must've come up with something else...

Andrew: We have! The main way that the fifth Faction (the Germanic Tribes) acts is during the Winter Round (this volume's version of a Propaganda or Coup Round), in which they activate immediately after each victory check. They then perform actions according to a very simple, linear flow chart. The flowchart's sequence directs them to execute several Commands similar to a player.

However, this is not the only way. The other major way that they act is through one of the Belgic player's Special Abilities—"Enlist". Here, the Belgic player can temporarily take command of nearby Germanic forces as if they are Belgic. This can often be a double-edged sword, as this allegiance does not carry over to the Winter, and the Germanic warbands can wreak havoc in Belgic lands.

A final way that Germanic forces activate is through event cards. The effects of these events are varied: some allow other factions to take temporary control of Germanic forces similar to how the Belgae can. And others cause the Germans to perform an immediate Winter activation sequence, often with some twist to reflect a particular historical occurrence.

How did you select the factions' actions for their COIN Series treatment?

Volko: All the COIN Series factions' regular actions ("Operations" for the modern topics, "Commands" for the more archaic settings) must allow forces to build (here, "Recruit" for the Romans, "Rally" for the others), move ("March"), and fight ("Battle"). Then we added one other activity characteristic of the faction type, in this case for the Romans it originally was "Scout"—to reveal hidden enemy warbands—later switched with "Seize" to forage for resources. For the Gauls and Germans it was "Raid"—a different style of stealing resources. Next we added three new Special Abilities for each player faction. (As in some of the other volumes, multiple factions—all Gauls and Germans—share "Ambush", although this "Ambush" is entirely different than that in the modern volumes.)

Andrew: There are three sets of Roman special activities that we are trying to capture, that I think are both important for the Roman faction to be viable and were essential to Caesar's strategy in Gaul.

The first of these is titled "Build", encapsulating two distinct actions. The first is Roman building of forts, which was very important for Caesar to maintain control over Gaul. And the second is the Roman method of "civic action" or "pacification"—subduing hostile tribes and gaining allies by both building infrastructure and supplying Roman goods, especially wine.

The second is titled "Seize". (As you will see from the published game, we eventually switched Seize to be a more basic Roman action—a Command—in place of "Scout" as a second Roman Special Ability.) Seize represents the Romans' practice of gathering supplies, mainly food, either by foraging or by taking it from local tribes, often by force. A more extreme version of this practice was the actual enslavement, killing off, or otherwise driving away a tribe, both for a greater influx of resources and to ensure that that tribe would not rise against Caesar again anytime soon. In game, this latter method is represented by placing a "Dispersed" marker that renders a tribe a non-factor for a couple years.

The final Roman Special Ability is "Beseige". It represents the Romans' impressive ability to counter fortifications. It modifies Roman attack within Battle to ensure that usually tough enemy citadels are instead removed automatically.

Given that communications were slow, the Romans gave a single man control of their forces, and tribal goals were local, how does the design deny players unrealistic coordination and strategic oversight?

Volko: The previous COIN volumes set in modern times did not use Leader pieces, mainly because 20th- and 21st-Century communications mean that the geographic location of a theater commander is less than critical to the operations of forces in the theater. In ancient Gaul, the physical location of a Caesar, Vercingetorix, and Ambiorix meant a great deal for both force and diplomacy. In *Falling Sky*, each of these leaders is represented by key piece with unique talents. For most Special Abilities, the Faction must have its leader no more than one region distant from the target area. If that named leader falls, his successor allows only for Special Abilities within his own region—a sharp drop in the potency of that Faction.

Naturally, many event cards concern other leaders. TITUS LABIENUS represents Caesar's able lieutenant in the Gallic campaigns: it either extends Roman Special Abilities to one additional Region not in proximity to Caesar, or limits Roman Special Abilities to just one

Region (meaning that Caesar's opponents' have undermined his trust in Labienus). CONVICTOLITAVIS represents either worsening or resolution of the internal Aedui split between that leader and rival Cotus—either expanding or limiting the number Regions in which the Aedui may undertake their hardest hitting tactics.

A smaller change from previous volumes is that it is cheaper and easier to disperse a force than to concentrate it—representing the difficulty in the absence of radio communications of ordering dispersed forces to meet up, relative to sending detachments from a main army off in several directions.

With regard to the local goals of the Gallic tribes, the game portrays that by eschewing the usual regional count of populations and their sympathies as a measure of faction success. Instead, players as the major factions are contending for the loyalties of individual tribes—showed by the presence or absence of tribal Ally discs—and these local allegiances thus will change constantly during the game.

How are the pitched battles of the time modeled compared to other COIN games, given that armed conflict was a different beast in ancient times compared to, say, modern Afghanistan?

Volko: As you note, pitched battles were a different and more critical aspect of ancient warfare than of modern counterinsurgencies dominated by guerrilla actions. This is true even of ancient counterinsurgencies such as Caesar's suppression of the Gallic revolts in the late 50s BC, which saw major field and siege battles at Aduatua, Avaricum, Gergovia, Lutetia, Alesia, and elsewhere. While each modern-age tactical engagement with guerrillas might have great variance and uncertainty, the accumulation of many small encounters within a region-wide counter-guerrilla sweep or assault is more regular and predictable. So we can represent the outcomes of "Sweep" and "Assault" in the modern COIN games with straightforward results. Less so the chaos of massive ancient battles!

Therefore, as mentioned above, the "Battle" Command in *Falling Sky* is the most different of any action in the volumes on modern topics. Battle represents the opportunity and effort—small-scale maneuvers within a region—to bring one's massed forces in contact with those of an enemy. The vagaries and dilemmas produced by the card deck, the core COIN Sequence of Play, and of course the players themselves ensure that whether or not battles will occur, where, when, and to whose advantage will be hard to foresee.

Within that, Battle mechanics allow further chaos in enabling a defender either to stand his ground, defend local allied tribes and fortifications, and counterattack—or to reduce his losses by disengaging. Particularly tough forces—legions and other crack troops, leaders, Roman forts, and Gallic citadels—roll a die when taking a loss and may either be removed or survive. Gauls and Germans, if they have more hidden warbands than does the enemy, can ambush to prevent enemy counterattack or retreat and to increase losses on those otherwise tough enemies. And finally, when Caesar or Ambiorix initiate battle, they worsen the enemy's losses dramatically.

Battle remains simple enough to be listed within a box on the usual COIN Series faction foldout sheets. But it is intricate enough that we have supplemented the usual sheets, rules, and examples of play with a visual, flow-chart-style play aid that some play-testers called for in order to make this battle routine easier to learn. As with most COIN Series actions, we have found that—once learned—Battle rarely requires reference to any of the charts.

How do you handle sieges?

Andrew: Sieges work almost identical to regular field battles, with one important difference. That difference is that the force in either the citadel (if Gallic) or fort (if Roman) has their total losses halved. Forces retreating from contact similarly suffer only half losses; however, the defender standing with a citadel or fort still gets to counterattack with his survivors, while retreating armies do not. In addition to this, the citadel or fort piece itself is tough to destroy, as it requires a 1-3 on a die roll to remove instead of being removed automatically upon suffering a battle loss, as most pieces are. Further, citadels and forts tend to be immune to the events and special abilities that can remove unfortified enemy allies or mobile forces. The Romans, however, can use a “Besiege” special ability to avoid the otherwise required removal roll on Gallic citadels and ensure that it is removed at the beginning of their attack.

We’ve chosen to represent sieges in this way both for simplicity at our strategic campaign scale, and to make it possible for them to last beyond a single card action.

Volko: In addition to the base mechanics that Andrew described, we have—naturally—included several event cards that cover a variety of particular aspects or incidents of siege-craft in the period: OPPIDA, SACKING, SAPPERS, and so on. During development, we re-did one of them from scratch—CIRCUMVALLATION—representing Caesar’s famous system of double walls encircling Vercingetorix in the besieged city of Alesia. We think we came up with something quite fun, evocative, and different for this event!

How do you handle supply and transportation restrictions?

Volko: A key challenge for the Roman army operating in Gaul and Britannia was to obtain enough food (“corn” in Caesar’s Commentaries, as translated by Oxford), sometimes via foraging, sometimes via friendly tribes. Similarly, a key challenge for the Gauls even in their own country was to provision large armies to enable them to stay massed over a campaign. Therefore, the “resources” of this COIN volume represent principally corn, and only secondarily silver, Roman luxury goods, and so on.

This sets up a key aspect of diplomacy among the factions, as Caesar and the generally pro-Roman Aedui share a symbiotic relationship revolving around their resource needs. The Romans’ actions are more expensive than the Gallic (2 Resources each, compared to one each), representing not only the above need to operate in foreign country, but also the general expense of their more articulated military machine. The Romans’ essential “Build” special ability—to create their forts and placate tribes with public works and wine—is similarly expensive at two Resources per piece affected. Winter quarters for Roman troops in Gaul cost yet more Resources. All these expenses multiply when operating in regions that Vercingetorix’s forces have scorched with the Arverni “Devastate” ability. Often, the Roman will have to turn to his Aeduan friends for corn to sustain their operations against the Aedui’s Gallic or Germanic enemies.

The Aedui, meanwhile, are militarily weak and so must make the most of their Roman connections. Their “Trade” ability can draw ample income—more-so if the Romans agree to the commerce. The Aedui thereby can work with the Romans to amass the resources to feed the Roman machine, and then hope to influence its operations to the Aedui’s benefit—as long as the Aedui and Romans have not turned upon one another, of course!

Supply and transportation aspects intersect in the game’s “Supply Line” mechanic—the first such in the COIN Series. For efficient Roman recruiting, building, or winter quartering in the south, and for Aedui trade, the Romans or Aedui must prevent hostile control of the pathways from the scene of action south to the vast resources of Rome’s Mediterranean empire. This requirement adds to the significance of the regions near the Alps—often the locale of Aedui concentrations, giving the Aedui yet another lever on Caesar. The Arverni and Germanic tribes, for their part, are wont to interrupt these Roman supply lines with their own depredations.

Resources as field provisions come into play in other ways as well. Raid commands steal resources from field forces. Numerous events influence the disposition of resources (that is, supplies) among the factions, including a BAGGAGE TRAINS capability that can relieve a faction of spending resources for marching, or make forces even more vulnerable to raids, RIVER COMMERCE that eases or complicates trade, “Drought” that cuts down everyone’s resources, and so on.

Lastly, transportation differences among the factions come into play in a simple difference for the March command: The Romans can move two or three regions at a go, Vercingetorix personally two regions, all other forces only one Region. The difference reflects the Roman army’s greater efficiency in moving and supplying large bodies of troops, and Vercingetorix’s emulation of Roman discipline.

Are there crack or elite troops that can only come from certain areas?

Andrew: Well, there is the obvious example of the Roman legions, who are much more effective than both Roman Auxilia and the Gallic warbands, and especially when under Caesar’s command. However, there are more specific or smaller-scale examples, which we have represented mostly through event cards. These are often Capabilities—events that change a faction’s characteristics for the remainder of a game. A few of these event cards are, for example, VERCINGETORIX’S ELITE and LEGIO X. Many of them relate to certain areas beyond the map—NUMIDIANS or BALEARIC SLINGERS.

The event that perhaps most closely fits the question is one of the dual uses of AQUITANI, which represents forces arriving from Aquitania to aid the Faction playing the card (usually Vercingetorix’s Arverni). These forces can only be placed in the Regions in the southwest corner of the map. Of these forces, the most notable part represented are the powerful cavalry from the Nitiobriges tribe.

What are some of the more interesting events that you’ve chosen?

Volko: In addition to several discussed above, here are a few of my favorites...

Diviciacus was an influential, pro-Roman leader of the Aedui. (His anti-Roman brother Dumnorix was killed just before the period of our game, but his legacy is felt in another event card, DUMNORIX LOYALISTS.) The unshaded version of DIVICIACUS—“*Caesar’s Druid*”—is a lasting capability for Aedui warbands and Roman Auxilia when together to treat either as the other for command actions. In other words, the two armies gain the organization to move and fight as one, to a degree. The shaded version—“*Pro-Roman sidelined*”—bans Aedui resource transfers to one another. It represents Diviciacus falling from influence within the Aedui tribe and an internal faction less likely to share grain with Caesar. This can have a major impact on both players, as the Romans often must rely on local resources from friendly Gauls—typically the Aedui—while

the Aedui rely on their influence over the Roman army to achieve their aims against Gallic competitors.

Another favorite capability event of mine is *VERCINGETORIX'S ELITE*. It represents an either successful or unsuccessful effort by the great rebel leader to instill discipline among his warriors, such as Vercingetorix himself observed of Roman soldiers during probable earlier contact with them. The shaded version allows two warbands with the leader to battle as if legions. The unshaded hinders raising new Arverni warbands due to the unpopularity of Vercingetorix's harsh punishments—noted in Caesar's *Commentaries*. The concept for this event (and several others), by the way, came from our able advisor, Marc Gouyon-Rety, who grew up in the region of France in which many of these campaigns occurred and provided his expertise to our project as a self-described “argumentative Gaul”.

Finally I'll mention *WAR FLEET*—an event representing the major coastal naval maneuvers or expeditions that occurred before and after the period the Great Revolt. Whichever faction executes it gets to relocate its mobile forces along the Gallic coast including to or from Britannia, then act in one region where its forces may have just landed. The event typically results in an interesting shake up of board position. Andrew's Roman legions once used it to escape my tightening noose of Arverni devastation around his position on the northwest tip of Gaul (curses!).

Andrew: Among my favorites are *WINTER CAMPAIGN*, *COLONY*, and *OPTIMATES*. The first of these, *WINTER CAMPAIGN*, is a dual-sided capability that any of the four factions can receive. The shaded capability—playable by any of the Gallic factions—I find particularly interesting. It allows the owner to conduct any two command or special abilities in the middle of the winter (“Propaganda” or “Coup” phase in the earlier volumes). This capability, unique in the Series, can create some very powerful “one-tuos” during a time when other factions are unable to response. Perhaps the most famous example of such an action in the Gallic Wars was Ambiorix's uprising in the winter of 54-53BC, which led to the destruction of 15 Roman cohorts and an emergency response from Caesar. Because of this, the Belgae have the first initiative on this event card.

The next card, *COLONY*, is a one-time event that leads to a permanent alteration of the game board. Whoever plays this event gets to place a colony marker in a space of their choosing, which in essence functions as a new tribe space added to the board (increasing the total from 30 to 31). This new tribe starts as an ally of whoever plays the card, but it can be subdued, change allegiance, or even be dispersed by the Romans, like any other tribe. It also counts towards the Belgic control victory condition when the Belgae control its region. It is inspired by the Gallic tribes' tendency to move over large distances and establish new home territories or branches. One particular instance of this happening was a chieftain of the Belgic Atrebatas tribe leading a large portion of it to settle in Britannia.

The third card is *OPTIMATES* (Caesar's political opponents in Rome), mentioned earlier. This event is unique in that it can alter victory conditions, in a way, and can cause an early game end, automatic victory or not. It triggers a final victory check if the Romans are doing well enough, but also results, in that case, in the withdrawal of the legions from Gaul. This can be beneficial to the Romans, as it can end the game early when they have a very good score. However, it's most often beneficial to the Arverni, as they have one half of their victory conditions (having a certain number of legions out of Gaul) automatically fulfilled if this early game end is trig-

gered. This event represents Caesar's political conflict coming to a climax, initiating an earlier than historical Roman Civil War (and end to the Gallic War), as Caesar takes his forces from Gaul and departs for Italy. However, this would only occur if Caesar is doing well enough in Gaul to force his political opponents to press for his recall as governor.

What makes the design specifically (not the theme or setting) feel unique in the series?

Volko: The design differences relate very much to the theme and setting, so it is hard to separate them. But a few of the larger design choices did have to do with where we are in the COIN Series at least as much as with our views on the nature of the Gallic revolts. In particular, we might have made this volume another full map extravaganza like *Fire in the Lake*. But, not only did that seem unnecessary to capture the Caesar and Vercingetorix's maneuvers in Gaul, going bigger with each new volume would result in bloated productions that might be fine to behold but certainly not to play.

As I explore in an article for *C3i* Nr29, we sought with *Falling Sky* to get back to a *Cuba Libre*-like compactness in both size and rules burden. For example, *Falling Sky*'s tribal allies alone replace the modern-era volumes' rules for base stacking and accounting of population support and opposition. We tried to learn from our experience with earlier designs to make this volume as clean, clear, and easy it can be.

Now that you have covered 2,000+ years, what counterinsurgencies from other periods leap out as candidate COIN topics?

Volko: One charm of adding to the COIN Series a volume that gazes all the way back to ancient times is that it swings open the door—we hope—to the greatest possible range of future topics. *Liberty or Death* covering the American Revolution was well underway when we began *Falling Sky* and is printing as we write. It depicts a case of “counterinsurrection” in the 18th Century. The Series will continue to take on 20th- and 21st-Century insurgencies: *Colonial Twilight*, a volume by *A Distant Plain* co-designer Brian Train set in 1950s Algeria, is already on offer via P500 preorder. But we also hope that other designers will see possibilities in the core system to model internal or other multi-party conflicts from all eras, especially those less examined in our hobby. Wait until you see Marc Gouyon-Rety's *Pendragon—The Fall of Roman Britain*, without which the Series would miss an entire millennium!

A key to success for the COIN Series beyond this volume will be to ensure that each game is a new experience and worth exploring even for players who have plumbed all earlier volumes. Our plan to ensure that is two-fold: an ever wider array of topics and thus unique stories that play differently; and different designers, co-designers, and developers joining the team as we go. Both are true for the projects mentioned above.

Thank you for your support of the COIN Series. Andrew and I quite excited about this design, and we hope you will enjoy the game!

Vienna, Virginia, 2014-2015

Event Text and Notes

This section reproduces the full text of each Event card and notes its Faction Order (2.3.2; Ae=Aedui, Ar=Arverni, Be=Belgae, Ro=Romans) and Non-Player Instruction symbols (8.2.1; C=Carnyx, L=Laurels, S=Swords). The listings add tips on how to implement the Event, plus historical background notes. Background includes contributions from Marc Gouyon-Rety. References to Caesar's Commentaries on the Gallic War are in the format [book.chapter]. Translations are by Carolyn Hammond, Oxford University Press, 1996.

1. CICERO Ro^L Ar^L Ae^S Be^L

Defender of the Republic returns to politics: Shift the Senate 1 box in either direction (or flip to Firm if already at top or bottom).

Tips. The Senate would shift regardless of any Fallen Legions. If the Senate is already Firm, the Event would flip the marker in place, back to its normal side (6.5.1).

Background. Orator and self-appointed arbiter of Roman rule of law Marcus Cicero sometimes defended and sometimes assailed Caesar's position in the Senate. His brother Quintus was a legate in Caesar's army between 54 and 52BC, and that must have influenced his positions regarding Caesar and the war in Gaul. Exiled in 58 BC, restored in 57, sometimes useful to Caesar and Pompey together, sometimes harmful to each, Cicero personified the complexity of Roman politics even more than he appeared a litmus test of Caesar's strength in Rome.

2. LEGIONES XIII ET XV Ro^L Ar^C Ae^L Be^L

Personal army: Romans may shift Senate 1 box up (toward Uproar) to place 2 Legions total from Legions track and/or Fallen into Provincia.

Green legionaries: Free Battle against Romans in a Region. The first Loss removes a Legion automatically, if any there.

Tips. Unshaded Legions here can come from Fallen not just the track (1.4.1). Shift to place the Legions must move the marker one box up or instead flip it (5.1.1, 6.5.1), so could not occur if already at Firm Uproar.

Background. The more recently raised legions, because of the soldiers' lack of experience, suffered the most casualties in Gaul. [6.39-6.40, for example] The Fourteenth Legion had been raised by Caesar in Cisalpina in 57 BC, was destroyed by Ambiorix over the winter of 54-53 BC, then rebuilt once more in Cisalpina later that year, along with the Fifteenth as an added replacement. Regardless, Caesar's ability and propensity as governor to raise what in effect became personal legions were among the concerns driving growing opposition to him in the Senate.

3. POMPEY Ro^L Ar^L Ae^S Be^L

Consul supports Gaul campaign: If Adulation, place 1 Legion in Provincia. If not, shift the Senate 1 box down (toward Adulation).

Rival requests legions for the East: If the Legions track has 4 or fewer Legions, Romans remove 2 Legions to the Legions track.

Tips. For both unshaded and shaded, Legions track does not include Fallen Legions (1.4.1). Unshaded Senate shift ignores Fallen Legions (5.1.1, 6.5.1) and, if from Adulation, would set the Senate to Firm Adulation (6.5.1).

Background. Gnaeus Pompeius Magnus allied with Caesar during the latter's emergence and was very much the senior partner when they formed first triumvirate with wealthy Roman Marcus Crassus. Pompey took growing umbrage at Caesar's rise in prominence and eventually became his enemy and rallied senators against him. By 51BC, the rivalry was open. "Pompey's friends" promulgated a decree forcing Caesar to send two legions to Italy, where Pompey would command them, ostensibly for a proposed Eastern campaign. [8.52-8.54]

4. CIRCUMVALLATION Ro^L Ar^S Be^S Ae^L

Counter-fort: Romans may free March to an adjacent Citadel and put Circumvallation marker on Citadel Faction's pieces there. Marked group may not move from Region; if it attacks alone, Romans defend as if Fort. Remove marker if group attacks Romans in Battle or is eliminated, or if no Romans there.

Tips. Keep the pieces affected by the marker grouped underneath it (or around the Citadel piece with the marker on that), separate from any other group of pieces that might enter or be placed in the Region. Roman origin Regions count as selected for March (flip Auxilia Hidden).

Background. "Vercingetorix saw his men from the citadel of Alesia..." [7.84] Here the Great Revolt for Gallic liberty from Rome ended. Surely, for Vercingetorix to remain in the citadel while Caesar completed his encirclement, he must have believed that all Gaul arisen against Rome would provide enough of a relief force to defeat the Romans where he had fixed them (as did the commanders of the relieving force). [7.76] It seems unlikely that Vercingetorix watching the construction from the oppidum failed to anticipate the Roman precaution of an outward facing contravallation against such a Gallic junction of forces. [7.74] More likely, awaiting within Alesia the approaching, overwhelmingly strong relief army was a good bet for the Arvernian and in the event a near-run thing that might well have ended in disaster for Caesar.

5. GALLIA TOGATA Ro^L Ar^C Be^L Ae^L

Strategic rear: Place Gallia Togata marker and 3 Auxilia in Cisalpina. It is a Supply Line Region where only Romans may stack, March out costs 0, and each Recruit places 2 Auxilia.

Cisalpinus require garrison: Unless Senate in Adulation, Romans remove 1 Legion to track and 2 Auxilia to Available.

Tips. The unshaded Event is one of the few that alter stacking (1.4.2, 5.1.1). Cisalpina is adjacent to the Ubii and Sequani Regions and to Provincia. Supply Lines are described in rule 3.2.1. Mark Control (either Roman or No Control) and, in Quarters Phases, move into or out of Cisalpina and pay Quarters costs there as for other Regions. Shaded Legion removal is to track not Fallen (1.4.1).

Background. Caesar was able to grow his forces or replace losses in the Gallic wars with emergency levies in the province of Cisalpine Gaul (northern Italy), where he was governor. [2.2, 6.1] The province did require legionary garrisons, however, against ongoing incursions by Illyrian brigands or other barbarians and—perhaps—unrest due to Roman war-weariness or in reaction to the building anarchy in Rome. Caesar sent Legio XV there in 51 BC, at least ostensibly for that reason. [8.24, 8.54]

6. MARCUS ANTONIUS Ro Ar^L Be^L Ae^L

Cavalry commander: Romans may free Scout, then may free Battle in 1 Region, Auxilia causing twice usual Losses.

To Rome as Quaestor: Move up to 4 on-map Auxilia to Provincia. Romans Ineligible through next card. Executing Faction Eligible.

Tips. Unshaded free Scout could move any Auxilia but could Reveal enemy Warbands and mark them as Scouted only within one Region of Caesar or with the Roman Successor (4.2.2, 5.1.1, 5.4). A Gallic Faction executing the Shaded Event, not the Romans, would get to choose which Auxilia move.

Background. Related to Caesar, a mentee of political ally Clodius Pulcher, and with successful military experience in the East, Marc Antony came to Caesar's command in Gaul during the latter Gallic wars. Dashing and aggressive, he was popular with the troops. Caesar saw to Antony's political advancement as, in effect, Caesar's heir and sent him to Rome to become Quaestor, an important public official. Antony was back in time for the 52BC Great Revolt; at Alesia, he held an important sector of the circumvallation and earned his first mention in Caesar's memoir. [7.81] By 51, he held an independent command in Belgica, sparring with his cavalry against none other than Caesar's old Belgic protégé, Commius. [8.47-8.48]

7. ALAUDAE Ro Ae^L Ar^C Be^L

Legion formed in Gaul: Romans place 1 Legion and 1 Auxilia in a Roman Controlled Region.

Locally raised Legion unreliable: If the Legions track has 7 or fewer Legions, remove 1 Legion to the track and 1 Auxilia to Available.

Tips. Unshaded Legion could not be placed from Fallen (1.4.1). Shaded Legions track does not include Fallen Legions (1.4.1).

Background. Caesar in 52 BC founded Legio V in Transalpine Gaul. The legion bore the name "Alaudae", "larks" in the Gallic tongue, probably for the frequent Gallic helmet crest of bird wings. It was Rome's first legion to be recruited among the Gauls in and beyond the Province and drew its pay from Caesar himself.

8. BAGGAGE TRAINS Ro Ae^L Ar Be

Well-stocked: Take this card and place it at your Forces display. Your March costs 0 Resources.

CAPABILITY

Slow wagons: Take this card. Your Raids may use 3 Warbands per Region and steal Resources despite Citadels or Forts.

Tip. Shaded Raids may flip up to three Warbands from Hidden to Revealed instead of just two, taking one Resource each (3.3.3).

Background. "A number of the Belgae and other Gauls who had surrendered were following in Caesar's train and journeying along with our army. ... During that time some of these men were observing our army's usual order of march. They then went by night to the Nervii and explained to them how a large amount of baggage was placed between the individual legions. Once the first legion had entered the camp, and while the other legions were still far behind, they said, it would be no trouble to attack the first legion while it was still encumbered with heavy packs; and once it was routed and all the baggage plundered, the other legions would not dare resist." [2.17]

The discussion from 57 BC shows how important and vulnerable to raid and attack baggage trains were. And this was true not only for the Romans, but for Gallic armies as well. The more horses and

wagons an army mustered to move its supplies, the less it had to rely on local resources, and so the more readily it could march.

9. MONS CEVENNA Ro Ae Ar Be

Army crosses mountain thought impassable: Free March from a Region into an adjacent Region, both within 1 Region of Provincia. Then execute a free Command and any free Special Ability (in any order) in (or from) the destination Region.

Tips. "Within 1 Region of Provincia" means in Provincia, Sequani, or Arverni Regions. March origin Region counts as selected for March (flip Hidden there). The free Command could include March out of the destination Region.

Background. Caesar opened his 52BC campaign against Vercingetorix with a surprise mountain crossing out of Provincia: "The Cevennes mountains, which separate the Arverni from the Helvii, made the march difficult because of the very deep snow there in winter. Even so, with great exertion the soldiers cleared away the snow to a depth of six feet, and opened up a way. Then Caesar made his way through into the territory of the Arverni. They were caught off guard and unawares—for they thought that the Cevennes protected them like a wall, and at that time of year the paths had never been passable before..." [7.8]

10. BALLISTAE Ro Ae^L Be^S Ar^S

Siege machines: Besiege cancels Citadel's halving of Losses. Battle rolls remove Forts on 1-2 not 1-3.

CAPABILITY

Siege stratagems: Place near a Gallic Faction. That Faction after Ambush may remove defending Fort or Citadel.

Tips. Unshaded Capability both makes Roman Besiege more potent and Roman Forts more defensible. Shaded Capability in effect adds a modified Besiege Special Ability to the receiving Gallic Faction's Ambushes.

Background. The Roman engineers' heavy weapons were useful not only in overcoming defending fortifications such as the typical Celtic oppidum but also in defending the Romans' own ramparts against attack. Caesar noted, for example, that "our artillery-machines had proved extremely useful in withstanding" Vercingetorix's numerous missile troops at the exposed camp outside Gergovia. [7.41]

The Celts had no such engines, so Roman forts as well as their own hillforts were effective defense against barbarian assault. Gorgobina, capital of the client Boii tribe, held out against Vercingetorix's host until Caesar's maneuvers elsewhere forced the Arvernian to lift his siege. [7.9-7.12] The Gauls were adept at mining, however, and also at using rams against gates, under cover of a testudo-like formation. Gallic commanders also relied on other ingenuity such as surprise, deception, threats, or parley (to overcome such fortifications, as Ambiorix did in luring the the Fourteenth Legion out of its 54-53BC winter camp and to its destruction. [5.26-5.37]

11. NUMIDIANS Ro^L Ae^L Be^L Ar^L

Potent flankers: Romans place 3 Auxilia in a Region within 1 of their Leader and free Battle there, with Auxilia causing double Losses (before rounding).

Africans called away: Remove any 4 Auxilia.

Tips. For unshaded Losses, count up total Losses from all Auxilia including any halving such as from an enemy Citadel, then round

that total. This would include the extra initial Losses caused by unshaded BALEARIC SLINGERS.

Background. Among Roman auxiliaries from outside Gaul, the Numidians were prominent not only for their famed light cavalry but also for archers, often serving alongside Balearic slingers. [2.7]

12. TITUS LABIENUS Ro Ae^L Be^L Ar

Able lieutenant: Roman Special Abilities may select Regions regardless of where the Roman leader is located.

CAPABILITY

Opponents suborn Caesar's 2nd: Build and Scout Reveal are maximum 1 Region.

Tips. Shaded Build or Scout Reveal and marking of enemy Warbands as Scouted would still require the Roman leader in the space or Caesar adjacent; Scout could still move Auxilia from any Regions across the map except Britannia (4.2.2).

Background. Titus Labienus seems in Caesar's memoir to be the subordinate who could do no wrong. He had held independent command against the Treveri in 54-53BC. [5.57-5.58, 6.7-6.8] By the 52BC Great Revolt, Caesar entrusted him with four legions—over a third of the army in Gaul—in the north of Celtica while Caesar continued his confrontation with Vercingetorix in the south. [7.57] During the 51BC campaign, "Caesar was receiving frequent reports that his personal enemies were trying to win Labienus over ... but Caesar did not believe any of the rumours." [8.52] Labienus appears to have been a steadfast legitimist Republican, raising the question of how early his discomfort with Caesar's ambitions may have emerged. Upon the Civil War, Labienus left his rebel of a boss to join the legitimate army of the Republic, until his death at Munda in 45 BC. His son Quintus went so far as join the Parthians to fight the second triumvirate.

13. BALEARIC SLINGERS Ro Be^L Ar^C Ae^L

Sharp skirmishers: Romans choose 1 Region per enemy Battle Command. Auxilia there first inflict ½ Loss each on attacker. Then resolve Battle.

CAPABILITY

Reliance on foreign contingents: Recruit only where Supply Line, paying 2 Resources per Region.

Tips. For the unshaded Capability, any Ambush is a Battle Command (3.3.4, 5.4). Romans could have Auxilia cause Losses to an attacker Battling another Faction in the Region. If Romans have unshaded BALEARIC SLINGERS and unshaded GERMANIC HORSE, Auxilia inflict one Loss each not ½ before enemy Battle.

Background. In addition to Cisalpine auxiliaries, the heavy-infantry-dominated Roman army brought with it into Gaul specialist troops from across the empire: north African light foot and horse, Spanish cavalry, Cretan archers, and the famed slingers of the Mediterranean islands of Majorca and Minorca. [2.7, 5.26] Locally raised auxilia comprised chiefly Gallic and Germanic cavalry. The army's most important missile troops seem to have been these contingents from abroad.

14. CLODIUS PULCHER Ro Be Ar^C Ae^L

Popularist Senate leader: Shift the Senate 1 box down (toward Adulation, or flip to Firm if there).

Caesar stalwart murdered: Roman Leader (if on map) to Provincia. Romans Ineligible through next card. Executing Faction Eligible.

Tip. Place the cylinder of the Faction executing the shaded Event at the left edge of the appropriate "Event" box on the Sequence track as a reminder that it will stay Eligible.

Background. Patrician by birth, adopted plebeian by Pompey and Caesar in order to be eligible for the tribunate, Popularis politician Publius Clodius Pulcher had helped see to Caesar's political interests in the Senate and Rome while Caesar campaigned on the other side of the Alps. In 58 BC, Clodius engineered exile of the nettlesome Cicero. Clodius's infamous methods for controlling Roman politics featured outright thuggery, however. When a rival's retainers murdered Clodius on the Appian Way in January 52, the resulting unrest kept Caesar in Cisalpina longer than usual and added to Gallic conspirators' optimism in plotting their Great Revolt. [7.1]

15. LEGIO X Ro Be^L Ar^C Ae^L

Reliable elite: In Battles that have Roman Leader and Legion, final Losses against Romans -1 and final Losses that Romans inflict +2.

CAPABILITY

Playing favorites: Caesar attacking in Battle doubles Loss inflicted by 1 Legion only (not by all Legions).

Tip. For unshaded Capability, first fully calculate the Loss total, then subtract or add.

Background. Caesar clearly admired his own leadership ability. In his 58BC council with the centurions at Vesontio upon the approach of Ariovistus's fearsome Germanic host, he is showing readers how he leveraged the soldiers' view of self, of reputation, and especially of duty to fellows. Unit identity, the presence of an elite, and competition amplify the effect, Caesar knew.

Caesar told the centurions that he would go on the attack with only the Tenth Legion, "for he had no doubts about its loyalty. Indeed, it would in future serve as his bodyguard. (Caesar had treated this legion with special favour, and had the fullest confidence in its courage.)" [1.39-1.41]

The speech worked. And so the role of Legio X Equestris, the first personally recruited by Caesar, remained through the time of the Gallic revolts—including dampening the defeat at Gergovia [7.47, 7.51]—to crucial roles in the climactic battles against Pompey in 48 BC at Pharsalus and against Labienus at Munda in 45.

16. AMBACTI Ro Be^L Ae^L Ar^L

Gallic retainues in Roman service: Place 4 Auxilia in a Region with Romans or 6 with Caesar.

Gallic vassals head home: Roll a die and remove either 3 or that number of Auxilia from anywhere.

Tip. Unshaded "Romans" means any Roman Forces piece.

Background. As elsewhere in Roman dominions, the army relied on local recruits to fill out the ranks of light and especially cavalry forces to form a cocoon around the heavy-infantry legions. In the factional hurly-burly of Caesar's Gaul, such recruits were come by easily enough, but were by the same token of sometimes unsteady loyalty. "Ambacti" is a term of Celtic origin referring to the retainers of Gallic nobles which they commanded to assert and defend their power within the tribe. [6.15n] Caesar's Gallic auxiliaries were predominantly such retainues of "allied" nobles. Ambacti were both essential to providing the Romans with cavalry to counter the Gauls' advantage in that domain (until Caesar recruited Germanic cavalry

when most of the Gallic tribes were in revolt) and key as political guarantees of the faith of their tribe.

17. GERMANIC CHIEFTAINS **Ro^L Be^S Ae^S Ar**

Fate of Ariovistus remembered: Romans March up to 3 German groups, then Ambush with Germans in any 1 Region.

Fate of Ariovistus forgotten: Conduct an immediate Germans Phase as if Winter.

Tips. Unshaded action with German pieces would be guided by the Romans, not by the Germans Phase sequence (6.2); shaded would follow the full 6.2 procedure.

Background. Said the Ubii in 55 BC: “The fame and reputation of Caesar’s army ... was so renowned, because of the expulsion of Ariovistus and the war so recently waged against even the most distant German nations, that the reputation and friendship of the Roman people could protect them. They pledged themselves...” [4.16] The Suebi and Sugambri, apparently, saw it otherwise.

18. RHENUS BRIDGE **Ro Be Ae Ar**

Punitive expedition: Romans may remove all Germans from 1 Germania Region under or adjacent to Roman Control.

Bogged down: If a Legion is within 1 Region of Germania, Romans -6 Resources and Ineligible through next card.

Tips. Unshaded “all Germans” means all Germanic pieces: Allies and Warbands. Shaded “within 1 Region” means either in or adjacent to a Germania Region.

Background. Caesar periodically found it militarily—or politically—advantageous to cross the Rhine and subdue any German tribes that might be threatening. The Roman engineers’ ability to organize soldiers’ construction of a bridge over the broad river in just a few days made these sudden forays possible. One such occasion was during the campaign against Ambiorix, in order to ensure that the Ubii and Suebi would not reinforce Ambiorix nor give him refuge. Caesar took care, however, not to bog down in campaign across the Rhine: the Suebi could simply retreat into the vast forests, and the state of Germanic agriculture was so deficient that Caesar’s army might starve without a prompt return to Gaul. [6.9-6.10, 6.29]

19. LUCTERIUS **Ar^C Ro^L Ae^L Be**

Thrust at Narbo checked: Either remove up to 6 Arverni Warbands within 1 Region of Provincia, or place up to 5 Auxilia in Provincia.

Daring Cadurcan: If Arverni Successor on map or Available, Arverni place him anywhere, symbol up, as if Vercingetorix.

Tips. Unshaded Event if removing Warbands would remove up to six total from among Provincia, Sequani, Aedui, and Arverni Regions. Shaded Event is the only way that the Arverni can recover their named Leader piece after removal—representing Lucterius taking charge of the Great Revolt.

Background. Lucterius, a chieftain of the Arverni-allied Cadurci and “a man of great daring”, in early 52 BC mustered a large Celtic force and marched it into southern Provincia. This threat forced Caesar to divert to Narbo before marching on the Arverni. Roman assembly with the Helvii of fresh reinforcements from Italia, however, forced Lucterius back. [7.5, 7.7-7.8]

20. OPTIMATES **Ar^L Ro^S Ae^S Be^S**

Civil war looms: Keep this card by the Winter track. Upon the game’s 2nd and each later Victory Phase, if Roman victory exceeds 12, first remove all Legions to the Legions track, then end the game and determine victory.

Tips. “Roman victory exceeds 12” means that the red Subdued+Dispersed+Allies marker is at 13 or above (1.9, 7.2). The upshot of this Event is under certain circumstances to end the game early and remove from the Arverni the burden of one of their victory conditions. As long as Caesar is doing well enough in Gaul (to remain a political threat in Rome) but the Gallic revolts continue, he will have to withdraw his legions to fight a Roman civil war without Vercingetorix having to throw them out. The Arverni will still have to achieve their other measure of success, maintaining nine or more Allies and Citadels. Flip the Winter track marker as an added reminder of the effect on later Victory Phase checks.

Background. The traditionalist Optimates party opposed the Populares in the Senate, the party to which Caesar adhered. They maneuvered against Caesar’s political interests throughout his warring in Gaul. By 51 BC—as Caesar sought to mop up resistance following Vercingetorix’s Great Revolt—their identification of Caesar as the main threat to the Senate’s power intensified their machinations and ever less guardedly advanced Pompey as counterweight.

Historian Arthur Kahn notes that “the intensifying opposition at Rome heightened pressure on Caesar for a swift resolution in Gaul.” (The Education of Julius Caesar, 1986, p.298) The pregnant question is, what if developments against Caesar in Rome had moved faster, or the subjugation of Gaul slower?

21. THE PROVINCE **Ar^C Ro^L Ae^L Be^S**

Funnel from the Empire: If only Roman pieces in Provincia, either place 5 Auxilia there, or add +10 Roman Resources.

Cavalry probes: If Arverni Control Provincia, shift Senate 2 boxes up (toward Uproar). If not, Arverni place 4 Warbands there and free Raid or Battle there as if no Fort.

Tips. Shaded Warbands must be Arverni (5.1). As if no Fort means that defending Romans would not halve Losses for the presence of a Fort alone, nor could the Fort absorb any Losses upon Retreat (3.3.4).

Background. Caesar from the beginning cited the potential of hostile threat to the Romans’ transalpine province as justification for his intervention in Gaul. [1.10-1.11] Now Gallic incursions into the Province were real not just presumed threats that had to be thwarted. [7.7]

While the Province proved loyal to Rome during the war, its subjugation after several major revolts was still recent enough that there were legitimate Roman fears—or hopes for the Gauls—that the Southern Gauls might take the opportunity to revolt again, which would have had a catastrophic impact both on the Roman war effort and Caesar’s reputation.

As it transpired, the Gallic incursions were thwarted. By late 51 BC, Caesar “lingered in the Province for a few days ... for he had an excellent opportunity of learning what had been each person’s attitude to the Gallic revolt, a revolt which he had withstood because of the loyal assistance given by the Province.” [8.46]

22. HOSTAGES Ar Ro Be^L Ae

Incentive: Among Regions that you Control, remove or replace a total of up to 4 Warbands or Auxilia with your own.

Casus belli: Place a Gallic Ally and any 1 Warband at each of 1 or 2 Subdued Tribes where Roman pieces.

Tips. Shaded Allies need not be those of the executing Faction.

Background. The Romans and the Gauls both demanded hostages (often, leading citizens' children) as guarantees of good behavior—not only from subdued enemies but also among allies about to go to war together. Caesar on campaign appears to have done so as a matter of routine and guarded and moved his Gallic hostages as he did his baggage, grain, and war chest. [7.55] Vercingetorix did the same at his assembly unifying the Gauls—including the Aedui—into the Great Revolt. [7.64] Over time and in the context of general uprising of one culture against another, however, such practice can only have bred resentment at continued domination. Indeed, on both sides, the line between a hostage and an allied contingent was sometimes rather vague!

23. SACKING Ar^C Ro Be Ae^S

Revenge: Romans may place Razed marker on a City at Roman Control (replace anything) for +8 Resources. It permanently Disperses the City.

Costly, drawn-out siege: If a Legion where your Citadel, remove the Legion and Romans Ineligible through next card.

Tips. Unshaded marker is the equivalent of a Dispersed marker for all purposes except it is not removed in Spring (1.4.2, 3.2.3, 6.6, 7.2). A few Events can remove it, however. Shaded Legion removal is to Fallen (1.4.1). Mark shaded Ineligibility by placing the Roman cylinder under the executing Faction's cylinder.

Background. Caesar emphasizes the fierce vengeance of his troops after they finally prevailed in the hard-fought siege of Avaricum: “They were so severely provoked by the massacre at Cenabum and the effort that they had put into the siege that they spared neither the elderly, nor the women, nor even the little children. In the end, of a total number of about 40,000, barely 800 reached Vercingetorix safely...” [7.28]

24. SAPPERS Ar^C Ro^L Be^L Ae^L

Key workers diverted to fortification: A Gallic Faction with a Citadel loses 10 Resources.

Iron miners cause siege disaster: In a Region with an Arverni Citadel, remove a total of 2 Legions and/or Auxilia.

Tips. Any Faction can execute either version of the Event, but the shaded target Region must have an Arverni Citadel. Legion removal would be to Fallen (1.4.1).

Background. Avaricum, 52 BC: “The Gauls used every kind of ingenuity to counter the extraordinary bravery of our soldiers. They are an extremely resourceful people ... They ... started tunneling beneath our earthwork to undermine it: this was all the more skillfully done because they have many iron-mines, and so are practised experts in every kind of tunneling. ... They sabotaged the progress of the mines which we had driven by the use of timbers tempered and sharpened at the end, boiling pitch, and heavy rocks. In this way they prevented us from coming close to the walls of the town. ... Shortly before the third watch smoke was observed coming from the earthwork, for the enemy had tunneled underneath it and set fire to it from below.

At that moment a shout went up all along the wall, and the enemy made a sortie from the two gates beside our towers. ...” [7.22, 7.24]

25. AQUITANI Ar Ae^L Ro^L Be^S

Invasion of Celtica: Free Battle in either Pictones or Arverni Region, inflicting 3 extra Losses, 1 Ally (not Citadel) first.

Nitiobrigan horse: Your Rally in Pictones and Arverni Regions places 2 extra Warbands each.

CAPABILITY

Tips. Unshaded Battle would be possible even without friendly Forces in the Region, because Event text decrees Battle there (5.1.1) and the three Losses would add to 0 Losses. Shaded Rally would place two extra Warbands in each of the Regions even if 0 would normally be placed, but Rally would have to be possible, so not in Devastated unless Arverni with Vercingetorix (3.3.1).

Background. After a major campaign in Aquitania under Publius Crassus in 56 BC, the period only rarely saw fighting in the third part of Gaul. However, the Aquitani did send contingents into Celtica. For example, while making up his losses at Avaricum, Vercingetorix received from a prince of the Nitiobriges—whom the Senate earlier had declared a friend—“a large cavalry force of his own, plus some mercenary horsemen hired in Aquitania”. [7.31]

26. GOBANNITIO Ar Ae Ro Be^S

Vercingetorix's wary uncle: Remove anything at Gergovia. Place a Roman Ally or Aedui Ally or Citadel there (despite Arverni-only stacking).

Nephew in charge: Arverni may remove and place Allies as desired in Arverni Region, then free Rally within 1 Region of Vercingetorix.

Tips. The unshaded Event is one of a handful that alter stacking (1.4.2, 5.1.1); the shaded Event does not, so Arverni would not be able to place Allies at Disposed, for example. “Within 1 Region of” means in any Regions with or adjacent to Vercingetorix.

Background. The Arverni leadership saw a contest between supporters of traditional kingship—most recently Vercingetorix's own father, Celtillus, who was executed for “trying to gain a kingdom” [7.4]—and supporters of an oligarchic regime (propped by Rome since the defeat of the last great Arverni king, Bituit).

Vercingetorix's own ambitions revived those of his father, in challenge to other Arverni notables. Vercingetorix's first impediment to raising the Great Revolt was his own kin: “His uncle Gobannitio, and the other leading men who opposed taking such a risk, tried to restrain him and banished him from the town of Gergovia. Still he persisted, and held a levy of down-and-outs and desperadoes in the open countryside instead. After he had mustered this gang, every Arvernian whom Vercingetorix approached was won over... He urged them to take up arms in order to win liberty for all. Once he had assembled a large force, he exiled the opponents who so recently had themselves expelled him.” [7.4]

Caesar's language here and elsewhere reflects the popular and democratic dimension to the royalist factions, versus the elitist oligarchies typically favored by Rome. Hence the Caesar's mention of “rabble-rousing” and other demeaning pejoratives regarding his opponents among the tribes.

27. MASSED GALIC ARCHERS Ar^C Ae Ro Be^L

Reliance on light arms: Arverni Battle each Region inflicts 1 fewer Defender Loss (before any halving).

CAPABILITY

“An enormous number”: At start of Battles with 6 or more Arverni Warbands, the other side first must absorb 1 extra Loss.

Tips. Unshaded applies only to Arverni attack during Arverni Battle Command, not Arverni defense during others’ Battle Commands. Shaded applies to all Battles involving that number of Arverni attacking or defending.

Background. “Vercingetorix ... gave orders for all archers (for Gaul has an enormous number of these) to be mustered and sent to him. By these means he quickly made up the numbers lost at Avaricum.” [7.31] At Gergovia, the incessant hail of these archers’ missiles onto the Roman ramparts wore down the legionaries and set the stage for the Caesar’s repulse in the main battle. [7.36, 7.41]

28. OPPIDA Ar Ae Be Ro^S

Hillforts: Place any Available Gallic Allied Tribes desired at any Subdued Cities not under Roman Control. Then replace any Gallic Allies at any Cities desired with Available Citadels of the same Faction.

Tips. The Event can place any Citadels available and desired at Subdued (not Dispersed or Razed) Cities, and can replace Gallic Allied Tribes already there with Citadels of the same Faction. The Faction executing the Event could first remove its own pieces from elsewhere to Available to enable such placement (1.4.1).

Background. The Celt’s cities and major towns (oppida) featured prepared fortifications that could deny entry to hostile agents and resist an assault. Many oppida centered around a stronghold atop a plateau. Even fortified oppida required preparations and sufficient garrison to resist attack, however. The Romans in 52 BC stormed Cenabum (Orléans), the Carnutes’ fortified trading stronghold at the mouth of a tributary of the Loire, by coup de main before the intended defenses were in place. The rapid success forced Vercingetorix to lift his own siege of pro-Aedui Gorgobina and march to his northern allies’ relief. [7.11]

29. SUEBI MOBILIZE Ar Ae^S Be Ro^S

Germanic pressure: Remove any Dispersed from both Suebi. Place a (black) Germanic Ally at each (that has none). Then conduct an immediate Germans Phase as if Winter, but skip Rally.

Tips. The Event provides a rare opportunity for early removal of Dispersed markers. After placing Allies (if both not already in place), implement the sequence in 6.2 but without Germanic Rally (6.2.1).

Background. The Suebi were a fierce and numerous people, “by far the greatest and most aggressive of all the German peoples”. [4.1] Settled broadly in both the north and south of Germania, the Suebi had put pressure on the Treveri near Belgica from the northeast and, under Ariovistus, the heart of Celtica from the southeast. [1.37] Even after Caesar’s defeat of that Suebi king, they occasionally massed for apparently renewed thrusts westward. Upon Caesar’s 53BC arrival among the Treveri, “the Ubii informed Caesar that the Suebi were mustering all their forces at a single location, and declaring to the peoples under their rule that they must send infantry and cavalry reinforcements. [6.10] While far from the host that Ariovistus had assembled back in 58, such mobilization was sufficient to call for counteraction.

30. VERCINGETORIX’S ELITE Ar^C Ae Be^L Ro

Harsh punishments unpopular: Arverni Rally places Warbands up to Allies+Citadels (not Leader+1).

CAPABILITY

Roman-style discipline: In any Battles with their Leader, Arverni pick 2 Arverni Warbands—they take & inflict Losses as if Legions.

Tip. If the shaded two picked Warbands are defending, are chosen to absorb Losses, and both roll a 1-3, the Counterattack would not inflict Losses as if with any Legions. If removed, the picked Warbands go to Arverni Available Forces as normal (1.4.1, not Fallen Legions).

Background. One military advantage that Romans possessed over barbarians was that the latter tended to fight as individuals—for reputation or booty—while the Roman army fought as a team. Vercingetorix appears to have realized this and attempted to force a new discipline upon his Celtic army. “In his command he combined extreme conscientiousness with extreme severity. He used harsh punishments to bring waverers into line. For the more serious offenses, death was inflicted by burning and all kinds of torture, while for lesser faults the offender’s ears were cut off or one of his eyes gouged out. He was then sent home as an example to others, to strike fear into them by the severity of the punishment. By such penalties as these Vercingetorix quickly gathered an army.” [7.4-7.5]

31. COTUATUS & CONCONNETODUMNUS Ar Be Ro Ae^L

Chieftains’ atrocity angers Rome: Place 1 Legion in Provincia.

Slaughter of traders cows allies: Remove 3 Allies—1 Roman, 1 Aedui, and 1 Roman or Aedui (not Citadels).

Tip. Unshaded Legion must be placed from the Legions track, not Fallen (1.4.1).

Background. The Carnutes-led conspiracy that soon flowered into Vercingetorix’s revolt began in that tribe’s stronghold of Cenabum: “two reckless characters”, as Caesar describes them, led the Gauls in slaughtering and plundering Roman citizens who had settled there to do business. Word of the act of terror spread quickly. [7.3]

32. FORCED MARCHES Ar^L Be^S Ro^L Ae^S

Double time: Relocate any of your Warbands or Legions and Auxilia and/or Leader from any Regions other than Britannia to any Regions except Britannia. Pieces moved go Hidden.

Tip. Relocating pieces could include any mobile forces of the executing Faction only. The Regions do not need to be adjacent. Scouted Warbands would remove their marker rather than flipping Hidden (4.2.2).

Background. Maneuvering armies naturally sought advantage by moving more quickly than their adversary might expect. The Roman legions famously excelled at this, and Caesar tells of a number of occasions when his rapid marches shook his enemies and put them at disadvantage. Vercingetorix too moved his army ably: after the fall of Avaricum, he and Caesar entered a race southward as each wished to reach the Arverni capital Gergovia first. Vercingetorix used a river between the two armies’ routes of march to his advantage and—despite clever subterfuge by Caesar—escaped the latter’s attempt to bring him to battle and reached and positioned his forces upon Gergovia’s hills first. [7.34-7.36] But what of the Romans’ other enemies in the revolts? Relief forces converged on Alesia from distances across Gaul, but they arrived if anything later than anticipated. [7.77] Did no Gallic army ever surprise Caesar by appearing where not expected, or does he just not tell us about it?

33. LOST EAGLE ArCBe^LRoAe

Recovered: Romans place 1 Fallen Legion into a Region that has a non-Aedui Warband and a Legion already.

Stolen totem: Remove 1 Fallen Legion permanently from play. This upcoming Senate Phase, no shift down (mark).

Tips. The Legion must come from the Fallen Legions box, not the Legions track or the map. Shaded places Lost Eagle marker in either Fallen Legions box or Senate Phase box as a reminder that no Senate shift toward Adulation or flip to Firm Adulation (6.5) is possible this coming Winter (only). After this Senate Phase, remove the marker.

Background. Caesar relates the actions of a brave aquilifer as Ambiorix's Belgae ambush the Fourteenth Legion and pursue its remnants back to its fort: "Among them was a standard-bearer called Lucius Petrosidius: hard-pressed by a great host of the enemy, he drew (proiecit: "rejected", other translators render the word in this passage as "threw") his eagle within the rampart and was cut down as he fought bravely before the camp." [5.37] Some interpretations have it that Roman survivors escaped with the eagle, others that that the Belgae carried the silver eagle off from the overrun camp never to be recovered—a disgrace that made Caesar's re-raising of Legio XIII an audacious move and doomed it forever as ill-starred (see Stephen Dando-Collins, *Nero's Killing Machine: The True Story of Rome's Remarkable 14th Legion*, 2005).

34. ACCO Ar^LBe^LAeRo

Flogging stirs response: A Gaul or Roman free Rallies or Recruits in any 3 Regions, as if with Control.

Chief organizes revolt: In Carnutes and Mandubii Regions, replace all Allies with Arverni Allies and Citadels with Arverni Citadels.

Tip. The unshaded Rally may include Devastated Regions and may place Allies even without Control.

Background. While Caesar was dealing with the 53BC emergency in Belgica, the nearby Senones instigated a defection of tribes from him. He later had the "ringleader" Acco arrested and, as he put it, "punished in accordance with ancestral custom", by which he meant flogged to death. The act bred such resentment that it helped spark the revolt that Vercingetorix would lead the next year. [6.4, 6.44, 7.1]

35. GALLIC SHOUTS ArBeAe^LRo^S

Messages reveal plans: Romans may look at the next 2 facedown cards and either execute a free Limited Command or be Eligible.

Rapid relay of messages: A Gallic Faction executes 1 Command and 1 Limited Command, in either order, free, no Battles.

Tips. If another Faction executes the unshaded Event and no other Faction executes Command and Special Ability, Romans could then do so, even if they had been Ineligible (2.3.4). Unshaded Event grants a free Command in several Regions, plus any other Limited Command in one Region (3.1, 3.1.2, 2.3.5).

Background. In discussing the onset of the Great Revolt, Caesar notes a form of Celtic telegraph that could transmit a distance of 160 miles in one day: "News ... spread rapidly to all Gallic states, for wherever an event of particular note or significance takes place the Gauls shout it abroad in the countryside and the villages; others then take up the cry and pass it on to their neighbors. So it happen on this occasion, for what had taken place at dawn in Cenabum was made known before the end of the first watch in Arvernian territory..." [7.3]

36. MORASSES ArBe^LAe^LRo

Hideout found: Free Battle against a Gallic Faction in 1 Region. No Retreat, Counterattack, or Citadel effect on Losses. Attackers Hidden.

Warrior armies hide in terrain: A Gallic Faction free Battles with Ambush anywhere, then free Marches.

Tip. Shaded free Battles can add Ambush regardless of Hidden pieces or location of Leaders (4.3.3, 5.1.1)

Background. A much larger presence than today of wetlands was general to temperate Europe before centuries of draining and reclamation virtually erased them. Ancient Gaul featured both plentiful forest and frequent marsh and bog in which warriors might hide and suddenly reemerge, and where the Roman army dependent on formed maniples dared not enter. The Menapii, for example, had no fortifications but instead relied on the protection of their lands, fleeing into their woods and marshes with their possessions when enemies approached. [6.5, 6.34] In the 52BC campaign around Avaricum, Vercingetorix chose a place for his camp protected by marshes and woods and sortied from there to harass Caesar's foraging expeditions and dared the Romans to attack across the marshy approaches. Caesar led his army there but—to the fury of his eager troops—had to back away for fear of defeat. [7.16-19]

37. BOII AeRoArBe^S

Word of Aedui client's resistance: Aedui or Romans place 2 Allies and 2 Warbands or Auxilia at or adjacent to Aedui Control.

Client left to self-defense: At or adjacent to Arverni Control, replace 1 or 2 Aedui Allies (not Citadels) with Arverni Allies.

Tips. Unshaded pieces placed must belong to the placing Faction (5.1). Place Allies at Subdued Tribes only (1.4.2). The total number of pieces placed and/or replaced could be spread among several Regions.

Background. The Boii were remnants of a once-powerful Celtic people who had joined the ill-fated 58BC attempt at relocation by the Helvetii. Caesar resettled them on Aedui territory and under their protection, at the Aedui's border with rival tribes such as the Bituriges and Arverni. At a moment of some Roman suspicion of Aedui loyalty, Vercingetorix besieged the Boii stronghold of Gorgobina while Caesar was campaigning to the north. Caesar "feared that once a people subject to the Aedui had been defeated the whole of Gaul would desert him, in view of the fact that he had no protection to offer his friends." Caesar's messengers bid the Boii to resist, and so they did until Vercingetorix had to lift his siege. [7.9-10]

38. DIVICIACUS AeRoArBe

Caesar's druid: If Aedui and Romans agree, their Command or defense in Battle may treat Aedui Warbands or Auxilia where together as the other.

CAPABILITY

Pro-Roman sidelined: Romans and Aedui may not transfer Resources to one another.

Tips. Once the two Factions agree, that agreement holds during that action (1.5.2) and allows use of the other's pieces in all applicable Regions desired.

Background. Druid priest and Aedui noble, Diviciacus was an official friend of Rome even before Caesar's arrival. He had pled emotionally to Caesar for clemency on behalf of his conspiratorial

brother (and deadly rival) Dumnorix, probably out of concern for the impact that Dumnorix's avowed opposition might have on Aedui fortunes. Diviciacus was consistently in Caesar's camp throughout the revolts and, one suspects, a personal friend. [1.19-1.20] He became a key interlocutor between Caesar and Roman-friendly Aedui. In the end, other Aedui leaders—perhaps fearing that the Great Revolt might succeed and leave the Aedui marginalized in a post-Roman withdrawal Gaul—overruled Diviciacus's personal loyalty, and the Aedui fought with Vercingetorix against Rome.

39. RIVER COMMERCE **Ae** **Ro**^S **Ar** **Be**^S

Goods arteries: Aedui Allies and Citadels in Supply Lines always yield +2 Resources each in Trade.

CAPABILITY

War interferes: Trade is maximum 1 Region.

Tip. Unshaded Capability means that Aedui Trade will always add two Aedui Resources per blue Ally and Citadel—whether or not Romans agreed—as long as they have a Supply Line to Cisalpina (3.2.1, 4.4.1). Subdued and Roman-Allied Tribes under Aedui Control would still yield the varying amounts depending on Roman agreement. The overall effect is to make the Aedui less dependent on Roman consent for their earnings.

Background. Rivers were the economic arteries of Gaul. And the Aedui in their metal-working capital Bibracte resided fortuitously at the juncture of two great river basins: that of the Rhodanus (Rhône)—the trunk from the Roman world—and of the Sequana (Seine)—running north to the sea and thence to the tin of Britannia.

40. ALPINE TRIBES **Ae** **Ro** **Be**^L **Ar**

Join Gallic campaign: Place up to any 3 Warbands, 2 Auxilia, or 1 Ally in each Region adjacent to Cisalpina. Gain +4 Resources.

Threaten communications: For each Region adjacent to Cisalpina that is not under Roman Control, 5 Roman Resources. Stay Eligible.

Tips. Unshaded placement could include any Faction's Warbands or Allies. The choice of piece type could be different for each Region. The Regions adjacent to Cisalpina are Ubii, Sequani, and Provincia. Place the cylinder of the Faction executing the shaded Event at the left edge of the appropriate "Event" box on the Sequence track as a reminder that it will stay Eligible.

Background. Barbarians from the Alps might be recruited for or against the Gallic revolt. Early in the war, serious fighting was required to subdue tribes above Lake Lemannus (Geneva)—the Veragri, Nantuates, and Seduni—in order to secure Roman supply routes across the Alpine passes. [3.1-3.6] As late as the summer of 52 BC, barbarians emerged from Illyria to raid Roman Cisalpina from the east, and the same might have occurred from the north. [8.24] Alpine tribes remained troublesome to Rome well into the Imperial period.

41. AVARICUM **Ae** **Ro** **Be** **Ar**

"Finest city in the whole of Gaul": If Avaricum is your Ally or Citadel, do any or all of these with your pieces within 1 Region of it—place up to 2 Allies; replace 1 Ally with a Citadel; place 1 Fort; then receive +1 Resource per Ally, Citadel, and Fort that you have there.

Tip. The opportunities would apply among all Regions adjacent to Avaricum (Bituriges Region) as well as that Region itself.

Background. The Bituriges ("Kings of the World" in Celtic) had been the dominant nation among the Gauls in the past, and so their capital Avaricum (Bourges) may have had extra symbolic value. Caesar's impression of Avaricum upon his arrival there was as "a very large and well-fortified town ...and in a particularly fertile area of the territory." [7.13] The Bituriges themselves appealed to Vercingetorix not to include the city in his program of devastation because it was "nearly the finest city in the whole of Gaul", and Vercingetorix accepted the argument. [7.15] Avaricum's central locale in Celtica, moreover, almost certainly gave commercial as well as symbolic merit to the strenuous efforts that both sides in the Great Revolt made to possess it.

42. ROMAN WINE **Ae**^L **Ro** **Be**^L **Ar**

Luxury good: Remove either up to any 4 Allied Tribes (not Citadels) under Roman Control or up to 2 adjacent to Roman Control.

Romanizing tribes lose taste for war: Remove 1-3 Roman or Aedui Allies (not Citadels) total from Roman-Aedui Supply Lines.

Tips. Unshaded Allies adjacent to Roman Control are those in Regions adjacent to a Roman Control Region. Shaded Roman-Aedui Supply Lines are any Regions that would at that moment be in Supply Lines (3.2.1) if Romans and Aedui both agreed.

Background. Caesar comments frequently on the idea that trade in the civilized products of Rome made tribes less warlike. [1.1, 6.24] On the Nervii: "they permitted no merchants within their border; they did not allow the import of wine and other luxury goods, because they believed such things enfeebled their spirit and weakened their courage." [2.15] On the Suebi: "most aggressive of all the German peoples ... They forbid the import of wine altogether, believing that it makes men weak and womanish in their capacity for exertion". [4.1-4.2] Whether to weaken warriors' fighting spirit or simply to bribe them, the Romans could introduce wine and other Roman goods, along with public works, as a softer side of their pacification of restive tribes.

43. CONVICTOLITAVIS **Ae** **Ar** **Ro**^S **Be**

Dispute over leadership resolved: Suborn is maximum 2 Regions.

CAPABILITY

Contest with Cotus escalates: Resource costs of Aedui Commands are doubled.

Tips. Unshaded Suborn works the same within each of the two Regions—each requires an Underground Aedui Warband, 1 Ally could be affected in each, all costs paid in each, and so on (4.4.2).

Background. Gallic tribes were frequently split within, and the Aedui—with their magisterial rather than royal form of government—were no exception. (Regarding the case of the Arverni and the struggle between royal and oligarchic forms of government in many Gallic tribes, see the background for Event 26, GOBANNITIO.) After subduing Avaricum, Caesar learned that rivalry between parties of Aeduans Convictolitavis and Cotus was nearing civil war. He paused campaigning to journey personally to help resolve the Aedui dispute, deciding in favor of the former, so that "once all such matters were set aside, they could devote themselves to the campaign..." [7.32-34] The ousted Cotus later that year commanded a cavalry contingent under Vercingetorix and was captured in the defeat that preceded the Gallic retirement to Alesia. [7.67]

44. DUMNORIX LOYALISTS Ae^L Ar^L Ro Be

Betrayed by Caesar's informants: Replace any 4 Warbands with Auxilia or Aedui Warbands. They free Scout (as if Auxilia).

"Dumnorix's madness" lingers: Replace any 3 Auxilia or Aedui Warbands total with any Warbands. They all free Raid.

Tips. Unshaded free Scout could move only the four pieces just placed; those four could Reveal enemy Warbands (not Auxilia) and mark them as Scouted only within one Region of Caesar or with the Roman Successor (even if they are Aedui Warbands, 4.2.2, 5.1.1, 5.4).

Background. Dumnorix the Aeduan—brother of Caesar loyalist Diviciacus but unlike him "eager for revolution" (as Caesar put it)—sought upon the Caesar's 54BC follow-up Britannia expedition to sow distrust of Rome and rob Caesar of the ostensibly allied Aeduan cavalry. Dumnorix years before had been discovered a lead conspirator in the Helvetian invasion, but Caesar had spared him for Diviciacus's sake. [1.18-1.20] This time, Caesar postponed sailing in order to hunt Dumnorix down, have him killed, and thereby prevent for good the spread across Gaul of what he termed "Dumnorix's madness". [5.6-5.7] Regardless of this alacrity and thoroughness, it would be far from the last of Caesar's troubles with shift Aeduians.

45. LITAVICUS Ae Ar Ro Be^L

Arverni plot thwarted: In each of 2 Regions, replace up to 2 Arverni Warbands with Aedui Warbands. 4 Arverni Resources to Aedui.

Maneuver behind Caesar: Free Battle against Romans in 1 Region, using Aedui pieces as your own, Ambushing if able.

Tip. Shaded Battle could use Ambush only if the resulting number of Hidden attackers exceeded Hidden Auxilia defending (4.3.3).

Background. As the Arverni-Roman war escalated, the Aedui found themselves in an uncomfortable squeeze. Their internal disputes now played out as treacheries for or against the two sides in the Great Revolt. As Caesar moved on Gergovia, an aristocratic young Aeduan Litavicus led a precursor to the larger Aeduan defection to Vercingetorix. Litavicus convinced an Aeduan army coming to reinforce Caesar that the Romans had betrayed and killed certain Aeduan nobles, and then attempted to lead the Aeduan column in ambush of the Romans from behind. Another Aeduan friendly to Rome reported the plot to Caesar, who was able just in time to prove to the Aeduan warbands the falsehood of Litavicus's claims. [7.37-43, 7.54-55]

46. CELTIC RITES Ae^L Ar Be Ro^L

"Much given to religion": Select 1 or more Gallic Factions. Each loses 3 Resources and is Ineligible through next card.

"The immortal gods propitiated": A Gallic Faction executes a free Command (in multiple Regions). Stay Eligible.

Tip. Place the cylinder of the Faction executing the shaded Event at the left edge of the appropriate "Event" box on the Sequence track as a reminder that it will stay Eligible.

Background. Caesar devotes some chapters to describing the religion of the Celts, including human sacrifice to give confidence in war: "The whole of the Gallic nation is much given to religious practices. ...For they believe that unless one human life is offered for another the power and presence of the immortal gods cannot be propitiated." [6.16]

47. CHIEFTAINS' COUNCIL Ae^S Ar^S Be^S Ro^S

Leaders convene: Select a Region with at least 2 non-German Factions' pieces. Two or more player Factions there in above order look at next 2 facedown cards, then may either execute a free Limited Command (anywhere) or become Eligible.

Tip. If the Faction executing the Event selected itself as one of the player Factions and chose to become Eligible, place its cylinder at the left edge of the appropriate "Event" box on the Sequence track as a reminder.

Background. The leading Gallic chieftains and the Roman occupier alike would periodically call gatherings for diplomacy, to advance war strategy, and to test one another's loyalty. Failure to show up for a council would suggest that adversarial plans were afoot. [5.54-56, 6.3, 6.44, 7.63-64]

48. DRUIDS Ae Ar Be Ro^S

Arbiters of Celtic society: Select 1-3 Gallic Factions. In the initiative order above, each executes a free Limited Command that may add a free Special Ability. Become Eligible after this card.

Tips. The free Special Abilities would each have to be those allowed to accompany that Faction's Command. Place the cylinder of the Faction executing the Event at the left edge of the appropriate "Event" box on the Sequence track as a reminder that it will stay Eligible.

Background. Caesar appeared impressed with the level of Gallic social organization under the druids: "They decide almost all disputes, both public and private ...If there is a dispute over an inheritance or over territory, they decide the issue and settle the rewards and penalties. ...A chief druid rules over all the rest and has supreme authority among them." [6.13] This organization of justice gave the druids at least the potential to unify the otherwise quarrelsome Gallic chieftains.

49. DROUGHT Ae^L Be Ro^L Ar

Food shortage: Each Faction drops to half its current Resources (rounded down). Place 1 Devastated marker. Each Faction then removes 1 of its pieces from each Devastated Region (Legions to Fallen; German Warbands before German Allied Tribes).

Tips. The executing Faction must place a Devastated marker into any one Region that does not already have one. Each Faction gets to choose which of its own forces piece (1.4) in the Region to remove. If the Romans remove a Legion, it goes into the Fallen Legions box (1.4.1). The Germans avoid removing their Ally discs if at all possible. After the Event, the Devastated marker will have the usual effects until Spring (4.3.2).

Background. Throughout the Gallic wars, the key logistical limit was grain to feed the armies. Even the Romans' organizational process could not bring all that was needed from home: the harvest of local crops was essential. In 54 BC, drought struck Gaul and grain became sparse. The military imperative of food shortage is clear, as it forced on the Romans a hazardous dispersal of legions across Belgica to alleviate it—a vulnerability that Ambiorix exploited in his winter uprising. [5.24]

50. SHIFTING LOYALTIES Ae^L Be^L Ro^L Ar^L

“In Gaul there are factions...”: Choose 1 Capability of any Faction. Remove it from play.

Tip. The Event can be used to permanently remove a disadvantageous Capability from the executing or another, friendly Faction, or an advantageous Capability from a foe.

Background. “He knew how unreliable were his Gallic allies...” [4.13] Though Caesar wrote this regarding events in a specific context of 55 BC, it was a motif of all the Gallic wars—and from all sides’ perspectives.

Caesar described all Gallic tribes as riven by factions within: “In Gaul there are factions, not only in every state and every village and district but practically in each individual household as well... The same structure holds throughout Gaul as a whole...” [6.11] Tribal allegiances could shift frequently as competing chieftains within a tribe or confederation waxed and waned in their influence. The conflict between pro-Roman Aeduan Diviciacus and his anti-Roman brother Dumnorix was only one prominent example of such rivalries found throughout Caesar’s account. Caesar might not have pointed fingers at Gallic factionalism, however, in light of the rampant and even violent tearing apart of the Roman polity back home during the ongoing death throes of his own Republic.

51. SURUS Ae Be Ro^S Ar

Aeduan rebel defeated: Replace any 4 Warbands in a Region within 1 of Treveri with Aedui Warbands. Then the Aedui execute a free Command.

Anti-Roman Aeduan: In a Region within 1 of Treveri, replace up to 4 Aedui Warbands with German. March, Raid, or Battle with them.

Tips. The candidate Regions are Treveri, Atrebatas, Nervii, both Germania Regions, Sequani, and Mandubii. Shaded action with German pieces would be guided by the executing Faction, not by the Germans Phase sequence (6.2).

Background. Aedui influence reached far and wide, and certain Aedui also enlisted Germans in the Gallic revolt. During the Roman mopping up campaign of 51 BC, Labienus captured several leaders of Treveri and Germans fighting him: “Among them was an Aeduan called Surus, a man of distinction in both courage and lineage, who alone of the Aedui had still remained ready to fight.” [8.45]

52. ASSEMBLY OF GAUL Ae^L Be^S Ar^L Ro^L

“The middle of Gaul”: If Carnutes are Roman Ally, Subdued, or Dispersed, drop 1 or more Gallic Factions’ Resources each -8.

“A sacred spot”: Faction Controlling Carnutes Region executes a Command that may add 2 Special Abilities, free.

Tips. The shaded actions are all free but have to follow the usual rules for space selection and so forth; the free Command could select several spaces; the two free Special Abilities would each have to be those allowed to accompany that Command.

Background. Caesar notes of the druids: “At a certain time of year they sit in judgement in a sacred spot in the territory of the Carnutes, in an area right in the middle of Gaul. Everyone who has a dispute comes to this place from every region, and submits to their decisions and judgements.” [6.13] Caesar seems to have mimicked this practice, summoning Rome’s allied and subdued tribes “Gallic assemblies” in the center of the country. [6.3, 6.44]

53. CONSUETUDINE Ae^S Be^S Ar Ro^S

“Whole life in hunting and military activity”: All Germanic Warbands to Hidden. Then conduct an immediate Germans Phase as if Winter, but skip March, and all Germans Ambush.

Tip. Implement the sequence in 6.2 but without Germanic March (6.2.2) and Battling with Ambush regardless of the numbers of Hidden enemies (3.4.4).

Background. Perhaps with some exaggeration, Caesar described the Germans as more warlike than the Gauls: Germani multum ab hac consuetudine differunt... “The customs of the Germans are very different from those of the Gauls... They spend their whole life in hunting and military activity... They do not practice agriculture... The highest praise among the German states goes to those who ravage their borders... so that no one dares to dwell nearby.” [6.21-6.23, see also 4.1]

54. JOINED RANKS Ae^S Be^S Ar^S Ro^S

Relief force: Executing Faction may free March a group of up to 8 pieces to a Region that already has at least 2 other Gallic and/or Roman Factions. The executing Faction, then a 2nd player Faction, may each free Battle there against a 3rd Faction. In the first Battle, no Retreat allowed.

Tips. March can be by one group (so one origin Region) only, could include a Leader among the eight pieces, and for Romans or Vercingetorix could cover a distance of more than one adjacent Region (3.2.2, 3.3.2). March origin Region counts as selected for March (flip Hidden there). The second Faction already in the destination Region may be a Non-player (8.0) but if so would not Battle. The Battles would each be at the option of the attacking player Faction and would add neither Besiege nor Ambush (4.2.3, 4.3.3). The second Battle would have to be against the same defender as the first. Retreat would be allowed only from the second Battle.

Background. Nineteenth-to-early 20th Century German historian Hans Delbrück argued that Roman military advantage rested not so much in tactical prowess as the logistical ability and social conditions to keep forces massed into armies longer than could barbarian opponents. (*Warfare in Antiquity*, Chapter VI) Even Roman armies in Gaul sometimes had to be divided for a variety of reasons, making them vulnerable (as for the legions in their 54-53BC winter camps or between Gergovia and the Aedui revolt in 52). Occasionally, a timely juncture of assembled allies—for or against the Romans—might grant victory.

This was the concept of Commius and his Celtic co-commanders as they marched to Vercingetorix—a final, decisive juncture against Caesar: “They all set out for Alesia eager and full of confidence. Not a single one of them believed it would be possible to withstand even the sight of such a mighty host, especially as the battle would be fought on two fronts—for at the moment when this vast army of horse and foot came into view from outside, there was to be a sortie from the town. [7.76] It nearly worked.

55. COMMIIUS Be Ro Ar^S Ae^L

Atrebatian friend: Belgica Regions for Roman Recruit count as Roman Controlled and +1 Roman Ally.

CAPABILITY

Conspirator: Belgic Rally costs 0 and treats any Region with Belgic pieces as Belgic Controlled.

Tip. Unshaded Recruit allows Romans in each Belgica Region to place a Roman Ally at a Subdued Tribe without the need for Roman Control or even any Roman pieces at all, or to place one more Auxilia in that Region than they normally would, include one Auxilia if they normally could place none (3.2.1). Shaded Rally allows Belgae to place Allies on Subdued Tribes where they have any pieces without the Belgic Control usually required (3.3.1).

Background. Commius of the Atrebates may have been the greatest survivalist of the Gallic wars. While so many Gallic chieftains met doom, Commius over the years knew when to be a friend, when to be useful, when to turn, and when to get out. Caesar early in the wars appointed Commius king of his people and relied on him as an agent. Commius eventually joined Vercingetorix's Great Revolt and commanded substantial forces against Caesar at Alesia. After a final revolt with the Bellovaci chief Correus failed and degenerated into raiding, Commius dodged Roman assassination attempts and made his escape to Britannia, probably to rule over a Belgic kingdom there. [4.21, 7.76-7.79, 8.6-8.7, 8.23, 8.47-8.48]

56. FLIGHT OF AMBIORIX Be Ro Ar Ac^L

Chased off: If Ambiorix is in a Roman Controlled Region, or if Belgic victory is less than 10, remove Ambiorix.

Returned: If Ambiorix is not on the map, place the Belgic Leader within 1 Region of Germania, symbol up (as Ambiorix).

Tips. Unshaded "Belgic victory" means Belgic Control value plus Belgic Allies and Citadels (7.2), as shown by the Belgic Control-Allies marker (1.9). Shaded places Ambiorix in a Germania Region or in Morini, Nervii, Treveri, or Sequani Region.

Background. After a series of field victories against the Belgae, the Romans strove to hunt Ambiorix down. In his final campaign in Gaul, "Caesar himself set out to ravage and sack the territory of Ambiorix. He had given up hope of bringing Ambiorix, who was a frightened fugitive, under his control, and he considered it the next best thing for his prestige to despoil his land of its citizens, buildings, and cattle so completely that Ambiorix would come to be hated by any of his people who might chance to have survived, and would be unable to return to his state because of these devastating disasters." [8.24] Ambiorix probably had long since sought refuge with allies in Germania.

57. LAND OF MIST AND MYSTERY Be^L Ro Ar Ac

Beckons: A non-German Faction may free March into Britannia, add any free Special Ability there, then—if in Britannia—add +4 Resources.

Revolts: Remove an Ally or Dispersed from Britannia, and place any 1 Gallic Ally and up to 4 Warbands there.

Tips. Unshaded Special Ability need not be one that usually accompanies March (4.1) but could not be Besiege or Ambush, which merely modify Battle Commands (4.2.3, 4.3.3, 5.4). Forces must be able to reach Britannia by normal March rules; origin Regions count as selected for March (flip Hidden there). Shaded Event can remove a Dispersed marker or any Faction's Ally, and can place any Gallic Ally and Warbands (not just the executing Faction's).

Background. Historian Arther Ferrill in "Rome's British Mistake" (*MHQ* Vol 7, No 1, 1994) calls Caesar's first foray into Britannia "one of the most romantic military forays in history"; he argues that Rome's interest in Britain was more emotional than material—and folly over the long run. (One suspects also that not all Caesar's

thrusts into Germania were as much military necessary as politically showy.) As for the Gauls, Caesar ascribed some authority to the place in the belief that the institution of Druidic justice "was discovered in Britain and transferred to Gaul... Those who want to understand these matters in more detail usually travel to Britain to learn about them". [6.13]

But Britannia at the time of the Gallic revolt was important to trade both to Gaul and Rome, particularly for raw materials such as tin. Many Celtic tribes held territories on both sides of the Channel, which at the time was more link than divide. The Belgae looked to Britannia as harbor for fugitive chieftains. Certainly, the Britons of the day showed determination in defending what was theirs. Nevertheless, either Rome or the Gauls might profitably have sustained new footholds on the island during Caesar's time.

58. ADUATUCA Be Ro Ac^S Ar

P. Sextius Baculus—Heroic Roman defense: Remove 9 Belgic and/or Germanic Warbands from a Region with a Fort.

Sugambri strike unprepared fort: March Germans to 1 Region with a Fort. They Ambush Romans there, 1 Loss per 2 Warbands.

Tips. Shaded March would have to be from adjacent Regions (3.4.2); Ambush regardless of numbers of Hidden pieces (3.4.4, 5.1.1). Inflict one Loss per two Warbands despite the presence of a defending Fort—the Fort in effect does not in this case halve the Losses suffered by the defending Romans.

Background. "This was the name of a stronghold, practically in the centre of the territory of the Eburones. ... Caesar approved its site for a number of reasons, and in particular because the defence-works constructed in the previous year were still whole. ..." [6.32] At a moment when the heavy baggage of several legions was gathered there, the Sugambri crossed the Rhenus and surprised the Roman fort. Only an impromptu stand at the gate by senior centurion Publius Sextius Baculus enabled the garrison to hold. [6.35-42]

59. GERMANIC HORSE Be Ro Ac^L Ar^C

Hard-hitting auxiliaries: Romans may inflict 1 Loss per Auxilia (not ½) in 1 Region per Battle Command.

CAPABILITY

Shock cavalry: If Gallic, take this card. Each Battle Command, you double enemy's Losses in 1 Region unless Defender with Fort/Citadel.

Tips. Unshaded Auxilia inflict one Loss before other modifications such as halving for Retreat or Citadel (3.2.4) and do so in one Region during both Roman and non-Roman Battle Commands (that is, on both attack and defense/counterattack). If Romans have both unshaded GERMANIC HORSE and BALEARIC SLINGERS, Auxilia also inflict one Loss each not ½ before enemy Battle. Shaded doubling of Losses is of the total before rounding down (3.3.4) and both when the holder of the Capability is attacking and when defending, but not if attacking against a defender with a Fort or Citadel, or if defending with a Citadel.

Background. The threat in Belgica from the tough and numerous Germanic cavalry was a repeated Roman concern. [6.35, 8.7, for example] During the Great Revolt, Caesar too relied on Germanic cavalry, mainly because he had to find an alternative when most of the Gauls rose against him, depriving him of cavalry while giving Vercingetorix, Commius, and Vercassivellaunus a massive cavalry superiority.

Caesar appears to have had strong respect for the capacities of the horsemen themselves if not their mounts: “Caesar . . . sent across the Rhine into Germany, to the peoples which he had subdued in previous years, and demanded from them cavalry . . . When they arrived the horses they were using were hardly suitable, so Caesar took the horses of the military tribunes and the rest of the Roman knights and veterans, and distributed them among the Germans.” [7.65]

Even if Germanic cavalry could for the most part not offset the Gallic superiority in that branch, the Germans proved vital to victory over Vercingetorix’s mounted Gauls from Gergovia onward, and were still in action with Caesar the following year against the Belgian Correus. [7.67, 7.70, 7.80, 8.13]

60. INDUTIOMARUS Be Ro Ar S

Loses power to Cingetorix: Remove 6 Belgic Warbands and/or Allies (not Citadels) from the Treveri Region or 1 Region adjacent to it.

Belgic-inspired revolt: Remove any Ally or marker from Treveri and Ubii. Place Belgic Ally, 2 Belgic and 1 German Warband at each.

Tips. Shaded Treveri and Ubii mean at those Tribe circles specifically and can remove Dispersed markers.

Background. Indutiomarus and Cingetorix were rival chieftains within the Treveri—a cavalry powerhouse and linchpin tribe at the juncture of Belgica, Germania, and Celtica. Beginning in 54 BC, Indutiomarus sought to pull the Treveri into resistance against Caesar, while his son-in-law Cingetorix sought the opposite, drawing the Roman’s intervention in their tribal politics. [5.3-5.4] Indutiomarus that winter played a role in instigating Ambiorix’s revolt and leading Treveri forces against the Romans therein, in which role he was killed. [5.26, 5.53, 5.56-58] Indutiomarus’s kinsmen initially held sway and maintained the alliance with Amborix, until a riposte by Labienus persuaded the Treveri finally to hand rule to Cingetorix. [6.2, 6.8]

61. CATUVOLCUS Be Ar S Ro Ar L

Eburones chief poisons himself: Remove 1 or more Allied Tribes of the same Faction in the Nervii Region and 5 Warbands there.

Ambiorix co-King: Place Belgic Allies at Nervii and Eburones, replacing any Allies or Dispersed there. Add +6 Belgic Resources.

Tips. The unshaded Warbands can be of the same or any other Faction(s) as the Allied Tribes (Allies). The shaded Allies are a rare opportunity to remove Dispersed markers immediately.

Background. Catuvolcus was an elderly king who ruled the Eburones jointly with Ambiorix and helped instigate the Belgae’s anti-Roman revolt. As Ambiorix made his escape from Roman reprisal, Catuvolcus “could not endure the effort of either war or exile, and denounced Ambiorix with curses for initiating the plot. Then he killed himself by eating from the yew, a tree which is very widespread in Gaul and Germany.” [5.24, 5.26, 6.31]

62. WAR FLEET Be L Ar L Ro L Ar L

Coastal maneuver: Move any of your Warbands, Auxilia, Legions, or Leaders among the Arverni Region, Pictones Region, and Regions within 1 of Britannia. Then execute a free Command in (or from) 1 of those Regions.

Tips. The candidate Regions include all that touch the ocean west and north. The Command could be a March out of the Region chosen.

Background. Although the Gallic revolts of 54-51 BC saw no major naval activity, they might have, as the campaigns of immediately previous years had. Rome launched a fleet in 56 to engage and defeat the war fleet of the maritime Veneti tribe of Aremorica (or Armorica, from the Celtic for “land by the sea”: Brittany)—possessed of “a large navy, which they use for voyaging to Britain”. [3.8, 3.9] Caesar built upon that Roman naval force to assemble fleets of transports and war galleys for his own ventures into Britannia in 55 and 54. [4.21, 4.23, 5.1, 5.5, 5.8]

63. WINTER CAMPAIGN Be Ar Ro Ar L

Corn storage: Romans pay costs of Quarters only in Devastated Regions.

CAPABILITY

Cold war: Place this card near a Gallic Faction. After each Harvest, it may do any 2 Commands and/or Special Abilities (paying costs).

Tips. Shaded Special Abilities can be any that apply, without regard to accompanying Commands, and can be chosen even if the other action is a March into or out of Britannia. Besiege or Ambush (4.2.3, 4.3.3), however, would only apply as one of the two actions in modifying a Battle Command as the other action.

Background. Throughout the Gallic wars, the supply of grain was a paramount concern, never more so than when legions wintered in Gaul. In the second half of 54BC, as Caesar sailed for Britannia, he left Labienus with no fewer than three Legions and 2,000 cavalry on the mainland to, among other things, “see to the corn supply”. [5.8, 5.24, 5.26]

In general, winter in northern climes such as Gaul was a time for ancient armies to hunker in their camps and tribals homes. That practical habit by the same token created opportunities—if the hardships could be mastered—to get a jump on an opponent. Ambiorix and Caesar each surprised their enemies by launching a new year’s campaign early. [5.26-5.27, 7.8]

64. CORREUS Be L Ar S Ar L Be Ro

Deal: Replace up to 8 Belgic Allies plus Warbands in Atrebatas Region with yours (Auxilia for Warbands).

Bellovaci rebel: Remove 2 Allies from the Atrebatas Region. Belgae place up to 2 Allies there, then free Rally in 1 Belgica Region.

Tips. Unshaded replacement is of up to eight pieces total, Allies plus Warbands. Shaded in effect replaces other Allies with Belgic Allies in the Atrebatas Region, or leaves Belgic Allies there in place, then allows Belgic Rally there or in either the Morini or Nervii Region.

Background. Long beyond Ambiorix’s revolt, Belgic alliances continued to rise up against the hated Romans. After Caesar at Alesia had crushed the Great Revolt, the Bellovaci chief Correus joined with Commius the Atrebatian in hope of enlisting numerous Germans nearby and again challenging Caesar in battle. Caesar marched to them with several legions and established impressive fortifications to their front. A series of harassments, skirmishes, and attempted ambushes ended with a clash and Correus’s death. Freed of the “rabble-rousing instigator” Correus, the Bellovaci now led the Belgic tribes in finally making peace. [8.6-8.23]

65. GERMAN ALLEGIANCES Be^L Ar Ae^L Ro^L

Intervention: March Germans from up to 2 Regions, then Ambush with all Germans able.

Fealty: Where you have Control, remove or replace 5 Germanic Warbands and 1 German Ally with your own (Auxilia for Warbands).

Tips. Unshaded action with German pieces would be guided by the executing Faction, not by the Germans Phase sequence (6.2); Ambush would have to have sufficient Hidden Warbands as usual (3.4.4).

Background. Not only the Belgae but also the Arverni and Aedui at times enjoyed military ties with various Germanic tribes. Arverni enlistment of Germanic mercenaries against the Aedui was one of the latter's original charges drawing Caesar into Gaul. [1.31] Later, anti-Roman Aedui fought alongside Germans on the near side of the Rhenus. [8.45] As for German allegiances with the Romans, Suebi king Ariovistus had been an official Friend of the Roman Senate before clashing with Caesar in 58 BC. [1.35] Thereafter, the Ubii stood out as the lone Germanic tribe pursuing alliance with the Romans, motivated by the need for a protector against the more powerful Suebi. In 55 BC, they even offered to provide the boats to ferry a Roman army across the Rhenus. This allegiance endured through the Belgic revolt of 53, with Ubian scouts tracking the Suebi's movements and reporting to the Romans. [4.8, 4.11, 4.16, 4.19, 6.9-6.10, 6.29] By 52, Caesar was able to call upon Germanic cavalry to serve within his army in the fight against Vercingetorix. [7.65]

66. MIGRATION Be^L Ar^S Ae^L Ro^L

Drang nach Westen: Execute a Germanic Rally then March in/from up to 2 Regions each.

New pastures: A Gallic Faction moves its Warbands and Leader as desired to a Region where No Control and places an Ally there.

Tips. Unshaded action with German pieces would be guided by the executing Faction, not by the Germans Phase sequence (6.2). Shaded move could be from several Regions and need not be to an adjacent Region. Ally placement would have to be at Subdued (1.4.2).

Background. The general population, resource, or military pressure on tribes to move seemed to be east to west in this era, as in later centuries. During the Caesar's time, the Helvetii sought to settle near the Santones in western Gaul [1.10], and at least the Boii resettled near the Aedui. [1.28] The Germanic Tencteri and Usipetes in the winter of 56-55 BC "crossed the Rhine with a large host of men... Their reason for making the crossing was this: for a number years the Suebi had been attacking them and making war upon them, and preventing them from farming their land... They ...spent three years wandering in many parts of Germany before coming to the Rhine." [4.1, 4.4] Such migrations could well have come about during the later Gallic revolts also, as they did subsequently as well.

67. ARDUENNA Be Ae Ro Ar^L

Gaul's great forest: Romans or a Gallic Faction may free March into either or both the Nervii or Treveri Regions, then execute a free Command except March in one or both, then flip all friendly pieces there to Hidden.

Tips. Free March could be from any number of origin Regions from which the Faction could normally March to those destinations (3.2.2, 3.3.2). Origin Regions count as selected for March (flip Hidden there). Scouted Warbands that Marched into Nervii or Treveri would remove their marker on the March then flip Hidden after the

Command; Scouted Warbands that did not March at the end would remove the marker and stay Revealed (4.2.2, 5.1.1).

Background. As in later ages, maneuvers in the vast Ardennes forest presented particular military difficulties and opportunities. Per Caesar, "This forest is the largest in Gaul and stretches from the banks of the Rhine and the land of the Treveri to the Nervii: it is more than 460 miles across." [6.29] The anti-Roman Treveran Indutiomarus hid young recruits for his warbands there. [5.3] Ambiorix similarly used it to evade Roman pursuit. [6.29-33]

68. REMI INFLUENCE Be^L Ae^L Ro Ar^L

Protection: If Remi are a Roman Ally or Subdued, replace 1 or 2 Allies (not Citadels) within 1 Region of Remi with Roman Allies.

Mediation: A Gallic Faction with Remi as Ally may remove anything at Alesia or Cenabum and place a Citadel there with 4 Warbands.

Tips. Dispersed Remi would not qualify for unshaded; Allies replaced could belong to any Faction. Shaded allows removal of Citadel, Ally, or Dispersed or Razed marker from that City; the Citadel and four Warbands placed into that Region would have to belong to the placing Faction (5.1).

Background. Upon Caesar's 57BC Belgian campaign, the Remi were the first Belgic tribe to seek Rome's favor. Interwoven by marriage with the rest of the Belgic tribes, they supported the Romans not only with supplies but also with intelligence on Belgic forces. They were also "the Belgic people closest to Gaul (i.e., Celtica)". Caesar for his Roman audience may have exaggerated the Remi's pre-war influence. But they clearly were up and coming in the new Gallic order under Rome. With Caesar's suppression of the formerly dominant Sequani, "the Aedui were considered by far the most important leaders, while the Remi came second in prestige." The Remi took dependents to their south under their patronage, for whom they mediated with Caesar; the Carnutes were one such client. [2.3-2.6, 6.4, 6.12]

69. SEGNI & CONDRUSI Be^S Ae^S Ro^S Ar

West bank Germans: Place 4 Germanic Warbands each in the Nervii and Treveri Regions. Then conduct an immediate Germans Phase as if Winter, but skip Rally.

Tip. All Germans March, Raid, and Battle per 6.2.

Background. Like the Gauls, Germans who found themselves living within the new reach of the Roman army faced a choice of declaring themselves either with or against more aggressive brethren who might at any time be challenging the Romans. The Belgae and Germans were a mixed people, with some Germanic tribes living within Gaul. Upon Ambiorix's flight in 53 BC, "the Segni and Condrusi, who are counted among the German people and who live between the Eburones and Treveri, sent envoys to Caesar to beg him not to consider them among the number of his enemies, or to judge all the Germans this side of the Rhine to be united in a common purpose. They had never considered war, they had never sent reinforcements to Ambiorix. ..." Caesar does not say whether he believed these claims, but that he agreed to spare these tribes if they would hand over any Eburones fugitives that they had harbored. [6.32]

70. CAMULOGENUS Be Ac^L Ar Ro

Labienus sent: Romans may free March up to 4 Legions & any Auxilia to Atrebatas, Carnutes, or Mandubii Region and free Battle there.

Parisii arise: Place 0-6 Warbands among Atrebatas, Carnutes, and Mandubii Regions; select 1 for a free Command + Special Ability.

Tips. Unshaded free Roman March could include movement into second and with Caesar third Regions (3.2.2) but only one destination, which must be among those listed, and therefore no drop off. Only the listed, moving forces are involved, so no flipping of pieces that do not move. Shaded Warbands must belong to the placing Faction (5.1); the Special Ability must be allowed to accompany the chosen Command (4.1.1).

Background. In the midst of the Great Revolt, as Caesar was dealing with Aedui treacheries and Vercingetorix's victory at Gergovia, he dispatched Labienus with four legions northward to suppress a collection of anti-Roman allies led in the field by the militarily knowledgeable Aulercan Camulogenus. As the Roman force arrived on the scene—along the Sequana (Seine) near modern-day Paris—the Bellovaci also rallied to the enemy. Labienus, facing a 2-pronged threat, maneuvered deftly along the river to bring the Celtic warbands to battle and destruction. [7.57-7.62]

71. COLONY Be Ac Ar Ro

Settlers arrive: In a Region that you Control or has no Control, place +1 marker, Colony marker, and your Ally on it. Add +1 to that Control Value. The Colony is a Tribe.

Tip. This is one of the few Events that alter stacking (1.4.2, 5.1.1).

Background. Gallic tribes, like the Germans, periodically relocated, occasionally entire. Caesar described the coastal regions of Britannia as belonging to “people who once crossed from Belgium in search of booty and war: ... After waging war they remained in Britain and began to farm the land.” [5.12] Reflections of surviving ties between Belgica and the settlements across the Channel included retention of Belgic tribal names in Britannia and the influence there accorded the appointed Atrebatian king Commius. [4.21] Caesar asserted ahead of his own expedition Britannia that Gallic enemies of Rome had received reinforcements from there. [4.20] Commius as well as the Bellovaci chieftains who had warred on Rome are thought to have relocated to Britannia after their expulsion from continental Gaul, raising the possibility that larger Belgic settlement there similarly continued after Caesar's departure. The Latins for their part in recent generations had established colonies in transalpine Gaul, at Narbo and Aquae Sextiae, and would do so again in the near future under both Caesar and Augustus.

72. IMPETUOSITY Be^L Ac^S Ar^L Ro^L

Rising to the bait: Free March into 1 Region from any adjacent. Either Arverni or Belgae in that Region free Battle against you.

Charging in: Free March 1 group of your Hidden Warbands (no Leader). That group then may free Battle (alone).

Tips. Unshaded March would have to include a move from at least one Region (possibly several) to an adjacent Region; origin Region counts as selected for March (flip Hidden there). Unshaded or shaded free Battle would not include Ambush. Shaded free Battle could be with Warbands that Marched within that Region or from one adjacent Region; it would attack only with the group of Warbands that just Marched.

Background. While the supposed warlike nature of Rome's enemies could be fearsome, it also could be exploited. Vercingetorix struggled throughout the Great Revolt against interference in his careful strategy by an over-eagerness of his warriors to strike the enemy directly and immediately. As he explained to his chieftains in defending his guidance during an absence from part of the Celtic army, “It was by deliberate policy that he had not entrusted the supreme command to another man on his departure, to prevent popular pressure forcing anyone into fighting—and he could see that they were all lacking in resolution and wanted to engage only because they could no longer bear this degree of hardship.” [7.20]

By the end of the Gallic wars, even the Belgae seem to have learned from the Roman army's deliberate style, however. In the 51BC campaign, upon hearing from prisoners what his Bellovaci-led enemies intended, “Caesar judged that the strategy being proposed was very cautious and far removed from the rash haste characteristic of barbarians.” [8.8]

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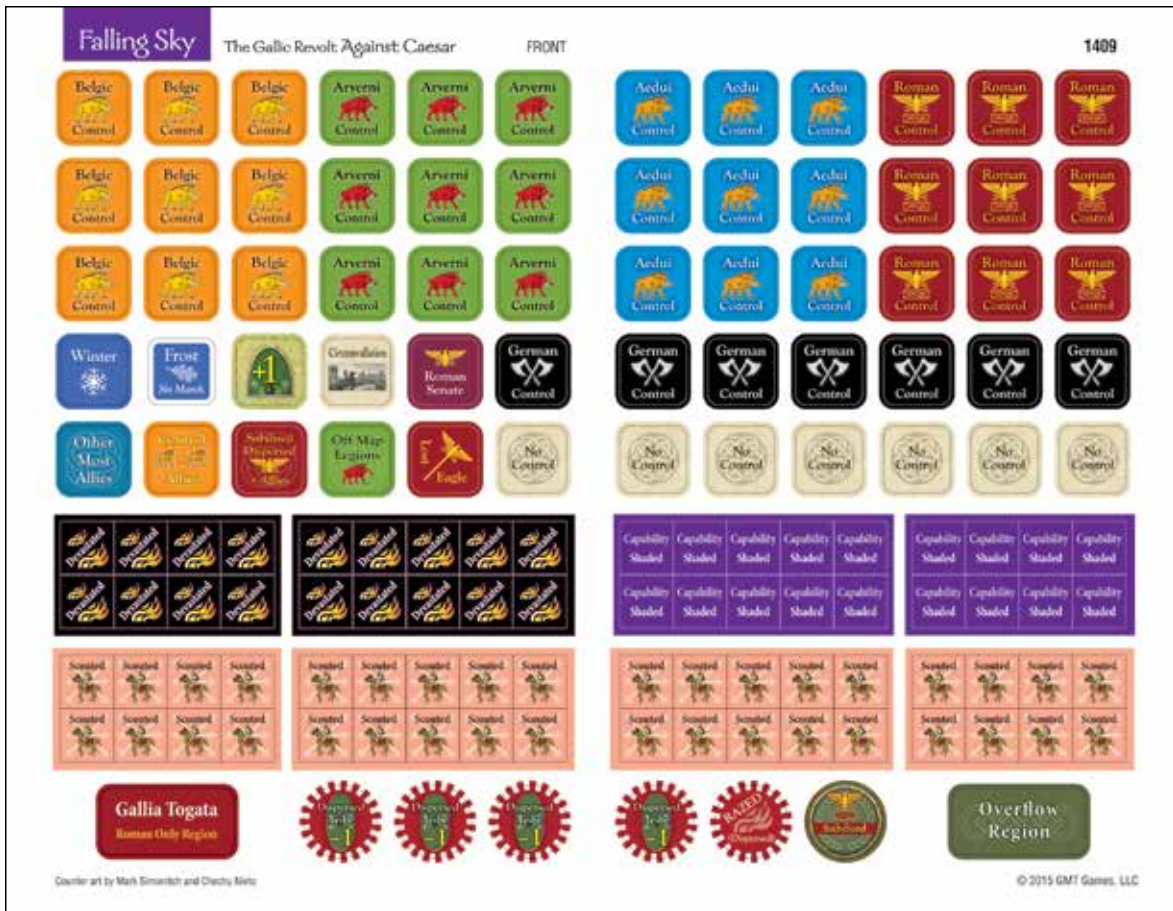
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Card List

Faction Order (2.3.2): **Ae**=Aedui, **Ar**=Arverni, **Be**=Belgae, **Ro**=Romans

Non-Player Instructions (8.2.1): **C**=Carnyx **L**=Laurels **S**=Swords

1. CICERO **Ro^L Ar^L Ae^S Be^L**
2. LEGIONES XIII ET XV **Ro^L Ar^C Ae^L Be^L**
3. POMPEY **Ro Ar^L Ae^S Be^L**
4. CIRCUMVALLATION **Ro Ar^S Be^S Ae^L**
5. GALLIA TOGATA **Ro Ar^C Be^L Ae^L**
6. MARCUS ANTONIUS **Ro Ar^L Be^L Ae^L**
7. ALAUDAE **Ro Ae^L Ar^C Be^L**
8. BAGGAGE TRAINS **Ro Ae^L Ar Be**
9. MONS CEVENNA **Ro Ae Ar Be**
10. BALLISTAE **Ro Ae^L Be^S Ar^S**
11. NUMIDIANS **Ro^L Ae^L Be^L Ar^L**
12. TITUS LABIENUS **Ro Ae^L Be^L Ar**
13. BALEARIC SLINGERS **Ro Be^L Ar^C Ae^L**
14. CLODIUS PULCHER **Ro Be Ar^C Ae^L**
15. LEGIO X **Ro Be^L Ar^C Ae^L**
16. AMBACTI **Ro Be^L Ae^L Ar^L**
17. GERMANIC CHIEFTAINS **Ro^L Be^S Ae^S Ar**
18. RHENUS BRIDGE **Ro Be Ae Ar**
19. LUCTERIUS **Ar^C Ro^L Ae^L Be**
20. OPTIMATES **Ar^L Ro^S Ae^S Be^S**
21. THE PROVINCE **Ar^C Ro^L Ae^L Be^S**
22. HOSTAGES **Ar Ro Be^L Ae**
23. SACKING **Ar^C Ro Be Ae^S**
24. SAPPERS **Ar^C Ro^L Be^L Ae^L**
25. AQUITANI **Ar Ae^L Ro^L Be^S**
26. GOBANNITIO **Ar Ae Ro Be^S**
27. MASSED GALLIC ARCHERS **Ar^C AeRo Be^L**
28. OPPIDA **Ar Ae Be Ro^S**
29. SUEBI MOBILIZE **Ar Ae^S Be Ro^S**
30. VERCINGETORIX'S ELITE **Ar^C Ae Be^L Ro**
31. COTUATUS & CONCONNETODUMNUS **Ar Be Ro Ae^L**
32. FORCED MARCHES **Ar^L Be^S Ro^L Ae^S**
33. LOST EAGLE **Ar^C Be^L Ro Ae**
34. ACCO **Ar^L Be^L Ae Ro**
35. GALLIC SHOUTS **Ar Be Ae^L Ro^S**
36. MORASSES **Ar Be^L Ae^L Ro**
37. BOII **Ae Ro Ar Be^S**
38. DIVICIACUS **Ae Ro Ar Be**
39. RIVER COMMERCE **Ae Ro^S Ar Be^S**
40. ALPINE TRIBES **Ae Ro Be^L Ar**
41. AVARICUM **Ae Ro Be Ar**
42. ROMAN WINE **Ae^L Ro Be^L Ar**
43. CONVICTOLITAVIS **Ae Ar Ro^S Be**
44. DUMNORIX LOYALISTS **Ae^L Ar^L Ro Be**
45. LITAVICUS **Ae Ar Ro Be^L**
46. CELTIC RITES **Ae^L Ar Be Ro^L**
47. CHIEFTAINS' COUNCIL **Ae^S Ar^S Be^S Ro^S**
48. DRUIDS **Ae Ar Be Ro^S**
49. DROUGHT **Ae^L Be Ro^L Ar**
50. SHIFTING LOYALTIES **Ae^L Be^L Ro^L Ar^L**
51. SURUS **Ae Be Ro^S Ar**
52. ASSEMBLY OF GAUL **Ae^L Be^S Ar^L Ro^L**
53. CONSUEUDINE **Ae^S Be^S Ar Ro^S**
54. JOINED RANKS **Ae^S Be^S Ar^S Ro^S**
55. COMMIIUS **Be Ro Ar^S Ae^L**
56. FLIGHT OF AMBIIORIX **Be Ro Ar Ae^L**
57. LAND OF MIST AND MYSTERY **Be^L Ro Ar Ae**
58. ADUATUCA **Be Ro Ae^S Ar**
59. GERMANIC HORSE **Be Ro Ae^L Ar^C**
60. INDUTIOMARUS **Be Ro Ae Ar^S**
61. CATUVOLCUS **Be Ar^S Ro Ae^L**
62. WAR FLEET **Be^L Ar^L Ro^L Ae^L**
63. WINTER CAMPAIGN **Be Ar Ro Ae^L**
64. CORREUS **Be^L Ar^S Ae Ro**
65. GERMAN ALLEGIANCES **Be^L Ar Ae^L Ro^L**
66. MIGRATION **Be^L Ar^S Ae^L Ro^L**
67. ARDUENNA **Be Ae Ro Ar^L**
68. REMI INFLUENCE **Be^L Ae^L Ro Ar^L**
69. SEGNI & CONDRUSI **Be^S Ae^S Ro^S Ar**
70. CAMULOGENUS **Be Ae^L Ar Ro**
71. COLONY **Be Ae Ar Ro**
72. IMPETUOSITY **Be^L Ae^S Ar^L Ro^L**



TRIBES (1.3.2)

The map shows a total of 30 Tribes.

Name	Location	City/Special/Events
Aedui*	<i>central</i> Celtica	<Bibracte> Aedui only/Home Rally
Arverni*	<i>south</i> Celtica	<Gergovia> Arverni only/Home Rally 25 Aquitani 26 Gobannitio 62 War Fleet
Atrebates*	<i>south</i> Belgica	Belgic Home Rally 55 Commius 64 Correus 70 Camulogenus
Aulerci	<i>north</i> Celtica	
Bellovaci	<i>south</i> Belgica	Belgic Home Rally 70 Camulogenus
Bituriges*	<i>central</i> Celtica	<Avaricum> 41 Avaricum
Cadurci	<i>south</i> Celtica	Arverni Home Rally
Carnutes*	<i>north</i> Celtica	<Cenabum> 34 Acco 52 Assembly of Gaul 68 Remi Influence
Catuvellauni	Britannia	57 Land of Mist and Mystery
Eburones	<i>east</i> Belgica	Belgic Home Rally 61 Catuvolcus
Helvetii	<i>east</i> Celtica	
Helvii	Provincia	Roman Home Recruit
Lingones	<i>north</i> Celtica	
Mandubii*	<i>north</i> Celtica	<Alesia> 34 Acco 68 Remi Influence 70 Camulogenus

Name	Location	City/Special/Events
Menapii	<i>north</i> Belgica	Belgic Home Rally
Morini*	<i>north</i> Belgica	Belgic Home Rally
Namnetes	<i>west</i> Celtica	
Nervii*	<i>east</i> Belgica	Belgic Home Rally 61 Catuvolcus 67 Arduenna 69 Segni & Condrusi 70 Camulogenus
Pictones*	<i>west</i> Celtica	25 Aquitani 62 War Fleet
Remi	<i>south</i> Belgica	Belgic Home Rally 68 Remi Influence
Santones	<i>west</i> Celtica	
Senones	<i>north</i> Celtica	
Sequani*	<i>east</i> Celtica	<Vesontio>
Suebi (North)	<i>north</i> Germania	Germanic only/Home No Belgic Control 29 Suebi Mobilize
Suebi (South)	<i>south</i> Germania	Germanic only/Home No Belgic Control 29 Suebi Mobilize
Sugambri*	<i>north</i> Germania	Germanic Home Rally
Treveri*	<i>east</i> Celtica	51 Surus 60 Indutiomarus 67 Arduenna 69 Segni & Condrusi
Ubii*	<i>south</i> Germania	Germanic Home Rally
Veneti*	<i>west</i> Celtica	
Volcae	<i>south</i> Celtica	Arverni Home Rally

*Region name (1.3.1)

FORCES (1.4)

	Roman	Arverni	Aedui	Belgic	Germanic
Leaders	1 x  Caesar	1 x  Vercingetorix	—	1 x  Ambiorix	—
Legions	12 x 	—	—	—	—
Auxilia/Warbands	20 x  Roman Auxilia	35 x  Arverni Warband	20 x  Aedui Warband	25 x  Belgic Warband	15 x  Germanic Warband
Allies	6 x 	10 x 	6 x 	10 x 	6 x 
Forts/Citadels	6 x  Roman Fort	3 x  Arverni Citadel	2 x  Aedui Citadel	1 x  Belgic Citadel	—



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