CAESAR'S LEGIONS

THE AVALON HILL GAME COMPANY • **BALTIMORE, MARYLAND 21214**

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FUNDAMENTAL RULES

INTRODUCTION:

CAESAR'S LEGIONS is a study in contrast of one of the world's most colorful and fearsome fighting formations—the Roman Legion at the height of its power and glory. The study is extended over 5 scenarios and a hundred years, pitting the Legion against barbarian hordes on the Northern frontier of the Empire. On a strategic level, the game portrays the problems Rome faced in maintaining her divergent frontiers as the Empire grew beyond its ability to protect its borders. The descendants of these same German tribes would eventually be among those who would sack Rome some 500 years later. But by then the Legion would be a shadow of its former self; weakened by the enlistment of barbarian mercenaries and the corruption of a dying empire.

The rules are divided into 6 sections; the fundamental rules which apply to all versions of the game, and 5 sections of specific rules for each scenario. In the case of contradictions between the sections, the rules of the scenario being played take precedence. The scenarios are presented in chronological order and arranged in order of difficulty in building block fashion. Players are urged to attempt the scenarios in the order they are presented as later situations will utilize rules presented in earlier scenarios.

Players are urged not to judge the game prematurely. The initial scenarios are relatively simple and are designed to familiarize players with the game system. Scenario III offers a bit of the "fog of war" element with hidden movement and ambushes. Scenario IV presents the most evenly pitched battle, while Scenario V is probably the best wargame we've ever produced for solitaire players. The Germans seldom fared well against an organized Roman campaign. Only when they could attack with the element of surprise against a split force were the ferocious, but undisciplined barbarian tribes able to gain any measure of success against the legion. The game readily reflects this and requires widely divergent strategies from the opposing players.

GAME EQUIPMENT:

1. Playing Board
2. Two sets of die-cut playing pieces
3. Rulebook
4. Two sets of Tactical Maneuver cards
5. A die
6. A Concealed Movement & Combat Results Table sheet
7. Game Box

UNIT COUNTERS:

Your playing pieces, hereafter referred to as unit counters, represent the forces that fought in the portrayed battles of antiquity. The counters are identified by color and type. Nationalities are identified according to the following color code:

Legion	— Dark Red
Roman Auxiliaries	— Light Red
Batavian	— White on Red
Roman Deserters	— Yellow
Gauls	— Green
Germans	— Tan

An example of a counter is shown below:
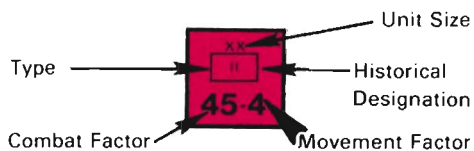
Movement Factor: The maximum number of movement points a unit may expend in any 1 turn.

Combat Factor: Strength of a unit while attacking or defending.

Type: Classification of unit which can alter its attack and movement capabilities in certain terrain.

Size: Represents the number of men in a unit. Important due to *stacking* limitations.

Unit Size:

Symbol	Roman	German
XX	Legion	—
X	Half-Legion	—
III	—	Mob
II	Cohort	War Band
	Double Cohort	

Unit Types:

 Legionary Infantry

 Medium Infantry

 Veteran Medium Infantry

 Light Infantry

 Heavy Cavalry

 Light Cavalry

 Marines

 Eagles

 Burning Village

 Ship

 Ballista

 Fortress/Fortification

 Bridge

 Destroyed Bridge

 Siege Status

 Concealed Movement

 Siege Tower

 Chief

The German Tribes

FRIS	Frisii
USIP	Usipatii
MARS	Marsii
TENC	Tencterii
CHAT	Chatii
SUGA	Sugambrii
G CH	Greater Chaucii
L CH	Lesser Chaucii
SUEB	Suebii
LANG	Langobardii
LUG	Lugii
HERM	Hermandurii
BAT	Batavii

THE MAPBOARD:

The playing board represents the type of terrain over which the actual campaign was waged. A hexagonal grid has been superimposed on the mapboard to determine movement. Hereafter, these hexagons will be referred to as hexes. The terrain features present on the playing board are shown on the Terrain Effects Chart. Only those hexes and half hexes which contain grid co-ordinates are playable. All partial lake and sea hexes are playable by land forces. The land of the Suevii has been split into two sections; the area Northeast of Greater Chaucii also belonging to the Suevii.

SEQUENCE OF PLAY:

Each turn is divided into a Roman and a German player segment. Each of these player segments is further divided into movement and combat phases. Game play proceeds as follows:

1. The Roman player moves all of his unit counters as he wishes, within the limitations of movement.
2. The Roman player announces all his combats he cares to initiate and resolves them in whatever order he chooses, in accordance with the Combat rules.
3. The German player moves all of his units as he wishes within the limitations of movement.
4. The German player declares all attacks he cares to initiate and resolves them in any order he chooses subject to the rules of combat.
5. At this time, the Turn Marker is advanced on the Time Record Chart, thus signifying the end of another turn.

The above cycle is repeated until the proper number of turns has expired. The winner is then declared according to the Victory Conditions of the individual scenarios.

MOVEMENT:

1. You may move all, some, or none of your counters, up to the movement ability shown on each counter within the limitations of the rules of movement.
2. Your units may move all, some or none of their movement points.
3. Each counter may be moved in any direction or combination of directions in accordance with its movement capabilities.
4. Movement points are not transferable nor can they be accumulated from turn to turn.
5. Movement must be completed prior to any resolution of battle. (Exception: see Overrun).
6. You may never move your counters during your opponent's portion of a complete turn, nor may you move any counter more than once. Once you've withdrawn your hand from a moving piece it has been committed to that move.
7. A counter may not be moved through a hex containing an enemy unit (Exception: see Overrun), nor one occupied to capacity by friendy units.
8. A unit starting its turn in an enemy occupied hex may freely move out of that hex (Exception: see Fortresses), but must stop in the next enemy occupied hex it enters. (Exception: see Overrun).
9. Every unit has a Movement Factor, a quantitative expression of that unit's ability to move. This Movement Factor is given in terms of Movement Points, which are the units of measure by which movement is calculated. Each hex costs a unit (or units) some quantity of movement points to enter, according to the type of terrain contained by that hex. In the case of minor rivers, there is not only a cost to enter a particular hex, but a cost to cross a river *hex side*. The movement point cost for entering a particular type of terrain may vary between different unit types. A listing of all movement costs is given in the *Terrain Effects Chart.*
10. Rules for crossing major rivers (i.e., the Rhine and Danube) vary according to the individual scenarios. But no unit is ever allowed on a major river hex unless on a ship counter, *attempting to ford, or attacking an enemy unit attempting to ford*). (Italicized cases do not apply to all scenarios).

STACKING LIMITS:

Each hex of the board represents more than 10 miles of terrain from edge to edge. Within this territory it is certainly possible to maneuver many cohorts or warbands. However, like the Gauls at the time of the Roman conquest, the Germans were divided into a number of independent tribes usually fighting among

themselves and hence incapable of forming a lasting combination against a common foe. Individually, they were powerful and courageous, but their military efficiency was impaired by their lack of unity and disipline.

Being barbarians, they were forced to live off the land. They were rarely able to mass in a single location for any length of time before hunger, boredom, or tribal jealousies broke the assembly up into smaller, free roving bands under local leaders.

The Romans, for their part, were capable of massing large numbers, as they demonstrated many times in antiquity with battles employing as many as a dozen legions in an area no larger than one of our hexes. However, on the Rhine they were generally faced with garrison duty of a long frontier with inadequate force, and for this reason seldom enjoyed the luxury of massing all available troops in a single area. Stacking is therefore allowed subject to the following limits:

ROMAN:

1. All terrain except woods:

a. 2 Legions or their equivalent in cohorts, or

b. 1 Legion or its equivalent in cohorts plus 3 auxiliary counters (Note: auxiliary double cohort counters are *one* counter for stacking purposes), or

c. 3 auxiliary counters.

2. Woods:

a. 1 Legion or its equivalent in cohorts plus 3 auxiliary counters.

b. 3 auxiliary counters.

3. Batavian units may not stack with Roman units.

GERMAN:

1. All terrain generally—4 unit counters regardless of size or strength.

2. Village or temple hex *if chief is present in hex*—5 unit counters.

3. Leader (chief & eagle) counters do not count toward stacking limits.

4. No more than one chief counter can be placed in a hex unless the supreme commander counter pertaining to that scenario (Arminious, Ariovistus, Civilis) is also in that hex.

NOTE: the presence of enemy units in a hex does not count against stacking of friendly units in that hex.

8 cohort Legion   10 cohort Legion
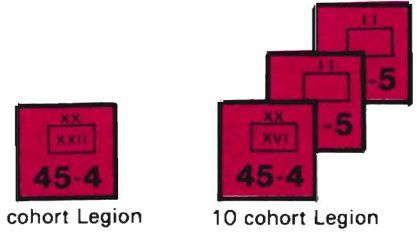
THE LEGIONS:

The basic combat formation of the Roman Empire was the Legion (the Roman equivalent of a division, with a paper strength of 6,000 men). The Legion normally consisted of 10 cohorts of 600 men each. As it was the custom to occasionally detach cohorts for special duties, Legions in some scenarios will consist of only 8 cohorts. The 8 cohort Legion is shown above. A 10 cohort Legion is represented by the 45-4 plus two 5-5 counters. For stacking purposes a Legion is defined as being composed of either 8 or 10 cohorts depending on the specifications of the Scenario being played. Each Legion has an Eagle (representing its standard bearer and leadership).

1. When an 8 cohort Legion is massed on one hex, it is represented by the Legion counter (45-4) and the Eagle counter. If a Legion suffers losses due to combat, the Legion counter is removed and replaced by a Half-Legion counter and 4 cohort counters. Losses are then subtracted from these 5 units as called for by the Combat Results Table (referred to hereafter as the CRT), on the basis of 40 factors—not 45.
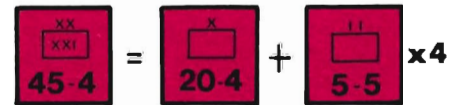
2. The Roman player may freely break down a Legion into its component parts *without* being forced to due to casualties.

3. A 10 cohort Legion takes losses from the two extra cohorts before being required to break down the Legion counter.

4. The Roman may never voluntarily break down a Half-Legion counter. Half-Legion counters can be broken down only due to losses in combat.

5. After the Legion has broken down into its component parts, the separate parts may move

TERRAIN EFFECTS CHART

Terrain Type		Cost to Enter this Hex	
	Clear	All units	1 MP
	Rough	All Units	1 MP
	Woods	Light Infantry	1 MP
		Cavalry	3 MP
		all others	2 MP
	Swamp	Cavalry	Prohibited
		all others	2 MP
Village Temple		all units	1 MP
	Fort	Romans	1 MP
		Germans	Prohibited (exception -Scen. V)
	Bridge	Romans/Batavii	1 MP
		Germans	Prohibited (exception -Scen. V)
Major River Sea		Ships	1 MP
		all others	Prohibited (ex -Fording)
	Partial Sea/Lake	Ships	1 MP
		all others	use land cost
	Roads	All units-along the road only	½ MP
Additional to Cross this Hex Side			
	River	all units	1 MP

Modify the Combat Results die-roll in the following situations:

COMBAT RESULTS DIE-ROLL MODIFICATIONS

		MODIFICATION	
Type of Unit	Terrain	Attack	Defense
Legion	Clear or Bridge	+1	−1
Light Infantry	Woods	+1	−1
Germans	Temple	+1	−1
Supreme Commander	Any	+1	−1
Legion	Inside Fortress		−1

Modifications are cumulative.

3

independently of the Half-Legion counter, but the Eagle must remain with the Half-Legion counter.

6. A Half-Legion counter carrying an Eagle which is reduced by combat to less than a Half-Legion may still carry that Eagle but it cannot transfer the Eagle to another force as long as it has one cohort remaining.

7 The component units of a Legion may reform into a Legion counter at any time they all occupy the same hex. To reform into a Legion, the Roman must have 1 of the 2 following combinations on a hex:

a. Half-Legion, 4 cohorts, and an Eagle.
b. Eight cohorts and an Eagle.

8. Legions may perform any two of the following 3 functions but may never perform all 3 in one turn; voluntarily break down, move and reform.

ROMAN AUXILIARIES:

Miliaria Equitata 9-4   Quingenaria Equitata 4-4
Miliaria Pedita 7-4   Quingenaria Pedita 3-4

1. Auxiliary units may break down only to accept casualties and only when stacked with a leadership counter.

2. The Miliaria Pedita (7-4) may break down to form two Quingenaria Pedita (3-4). The process cannot be reversed.

3. The Miliaria Equitata (9-4) may break down to form two Quingenaria Equitata (4-4). The process cannot be reversed.

GERMAN LOSSES:

1. German mobs may break down into warbands only when stacked with a German chief and only with the following substitutions. Substitution of different unit types is never allowed.

2. A 12-3 may break down into two 5-4's.
3. An 11-3 may break down into two 5-4's.
4. A 10-4 may break down into two 5-4's.
5. A 9-5 may not break down except to satisfy a ½ Elim combat loss in a multiple unit battle and only when a loss of an additional 4 or less factors will satisfy that combat loss. It then can be replaced by a 5-4. A 9-5 may never be broken down to satisfy an "AL 1" loss as called for by the Combat Results Table.
6. A 5-5 may be replaced by two 2-5 light infantry units.
7 A 5-9 may be replaced by two 2-9 cavalry units.

LANG 1-7

LEADERSHIP:

1 Leadership is represented in the game by the various supreme commander units, (Arminius, Ariovistus, Drusus, Varus, Caesar, Civilis, Cerealius) Roman Eagles, or tribal chief counters.

2. Non-Legion units may break down into smaller components to accept casualties, but only when a leadership counter is present in that hex. Example: if a mob unit must suffer losses of 1 warband, but there is no chief counter in the hex to rally the Germans, then the entire mob is eliminated from play. Were a chief present, the German could have replaced the mob unit with a warband of the same type. Similarly, the Romans may break down their double-cohort auxiliaries in like fashion if an Eagle or friendly leader is present in the hex.

3. German units may combine two warbands of the same type into a mob of that type only if stacked with a leadership counter (not a captured Eagle) for an entire turn. During that turn neither the leader nor the warbands may move.

4. Breaking down and building up of units is always subject to the availability of the new unit counters among the pile not yet in play or already eliminated.

5. The supreme commander counter of each side always adds 1 to attack die rolls in which it participates and subtracts 1 from die rolls while on defense for any battles in which it is engaged.

COMBAT:

1. Combat occurs when two opposing units or stacks of units occupy the same hex.

2. Combat takes place during the Combat Phase of a player's segment after all movement has finished.

3. The player who has just finished moving is the attacker regardless of the combat odds. This does not prevent the attacking player from "attacking" with a "withdraw" card however.

4. A player may attack only those enemy units located in the same hex with his friendly units and he may attack them only with the units he has in that hex.

5. If an enemy occupied hex is attacked, all enemy units in that hex must be attacked as a whole. All friendly units in a hex must participate in any attack as a whole.

RESOLVING COMBAT:

1 Separately total the combat factors of the respective attacking and defending units in the hex being attacked. Express these totals as an "odds ratio" (attacker to defender) and round off this ratio downwards to conform to the simplified odds-categories found on the CRT (Combat Results Table). (Example: 10-6 would round down to 3-2; 29-10 would round down to 2-1, etc.).

2. Check the circumstances to see if any die roll modifiers apply (such as light infantry in woods; supreme commanders present, legion units in clear terrain, etc.). NOTE: A die roll modification for a single unit applies to all units stacked in that hex. Example: A Legion unit stacked with an auxiliary unit in clear terrain earns the die roll modification for the auxiliary unit as well.

3. Determine the Tactical die roll modification—See *Tactical Combat*.

4. Roll the die and cross index the die-roll number (plus any additions or subtractions derived from steps 2 and 3) under the proper odds column.

5. Apply the result and remove losses from the hex.

TACTICAL COMBAT:

Tactical combat is represented in this strategic battle by the use of the 8 Tactical Cards and the Tactical Results Matrix.

1 Die roll modifiers for terrain, leaders, and/or unit types are always added to the result of Tactical Combat to get an overall die roll modification.

2. Tactical combat is not exercised against units defending in forts of fortifications.

3. Before the die is rolled to resolve combat, the attacker and defender each secretly choose one of 8 cards from their set of Tactical Cards, simultaneously reveal them, and cross-index the two cards on the Tactical Results Matrix which will affect the die-roll result on the CRT. The outcomes on the Tactical Results Matrix are explained as follows:

a. +2, 0, −1, etc.—add this number to the attacker's die roll on the CRT. This has the effect of raising, lowering, or leaving unchanged the die roll. Example: a '+3' outcome changes a die roll result of '6' to '9'; likewise a '−1' changes a die roll of '1' to a '0.'

b. +2, −1, 0 –add this number to attacker's die roll as usual, BUT NO FURTHER combat is possible in that hex during the current Combat Phase.

c. NC—No combat allowed. Also, no further combat possible in that hex during the current Combat Phase.

4. After obtaining an outcome on the Tactical Results Matrix, the die is rolled, as usual on the CRT incorporating any die roll changes.

5. If the Tactical Result Matrix is a 'No Combat' (NC) outcome, the die is not rolled, and there is no combat in that hex in that Combat Phase.

MULTIPLE COMBAT:

1. With respect to combat in one hex, *each* side has the *Option* to *Continue* combat in the same Combat Phase after the initial combat has been resolved so long as:

a. Neither 'No Further Combat' or 'No Combat' results were obtained on the Tactical Result Matrix in the previous combat in that hex during the turn.

b. The 'No Effect' result was not obtained on the CRT in the previous combat in that hex during the turn.

2. If one side or the other elects to continue combat, the other side must comply:

a. The attacker always states first whether or not he wishes to continue combat.

b. If the original attacker chooses to continue combat, combat is resolved as in the previous attack, subject to changes in the odds due to casualties.

c. If the original defender chooses to continue combat after the original attacker declines, the defender becomes the NEW attacker and the combat odds are recomputed. In this situation, the new attacker (the original defender) states first in any subsequent combat whether or not he elects to continue combat. This process of reversing combat roles (attacker-defender) can continue indefinitely until combat is voluntarily or involuntarily ended in that hex. Combat is resolved in the normal fashion in all subsequent attacks except that new TAC cards are drawn for each combat situation and combat odds may change due to losses in previous attacks.

3. Combat may continue at the option of either player, as per the above rules for as many subsequent attacks as desired until all enemy units in the hex have been eliminated, barring the occurance of either of the two possible outcomes under '1' above.

EXPLANATION OF CRT:

AE: All attacking units eliminated.
AL2: Two attacking units are eliminated.

½AE: One-half of attacking *combat factors* are eliminated.

AL1 One attacking unit is eliminated.

NE: No effect; no further combat.

DL1: One defending unit is eliminated.

½DE: One-half of defending *combat factors* are eliminated.

DL2: Two defending units are eliminated.

DE: All defending units are eliminated.

1 When percentage (50%) losses cannot be met exactly by the removal of units, additional units must be removed until the percentage loss has been met. No 'change' is returned. Exception: Certain mob and double cohort units can be broken down to their component parts to satisfy losses *if* a friendly leadership counter is present in the hex. Example: A German chief and three 11-3 infantry units attack at 1-2 with a ½AE result. Half of 34 factors is 17. The loss can be met exactly by eliminating one 11-3 and breaking down another to a 5-4.

2. AL1 or DL1 results requiring the loss of 1 unit may be met by breaking down a mob or double cohort unit into its component parts if a leadership counter is present in the hex. The mob unit would then be replaced by two warband or cohort units of the same type; one of which would be eliminated to satisfy losses.

3. Even a chief may be eliminated to satisfy an 'AL1' loss. Eagles cannot be used in that manner to take losses however.

EXAMPLES OF COMBAT:

1 Assume a Legion (45-4) attacks two 11-3 Infantry mobs in plain terrain. The odds are 2-1 and the Roman may add 1 to his die roll because of the Legion fighting in plain terrain. The Roman picks a Frontal Assault Tactical Card, while the German selects an Enfilade Left Tactical Card. The result on the Tactical Results Matrix is -2, when added to the Roman's earlier die roll modification of +1 gives an overall die roll modification of -1 The die roll is a '2' which is adjusted to '1,' giving a result of 'AL1 ' The Legion unit (because it has a leadership counter present in the form of its Eagle) breaks down the unit into a Half-Legion and 3 cohorts to satisfy losses. The odds are now 35-22 or 3-2. The Roman elects to continue his attack at the new odds and selects a Refuse Left Tactical Card. The German has chosen a Withdraw Tactical Card. The result is a successful withdrawal after combat with no further change to the die roll. The Roman rolls a '4' which becomes a '5' due to the Legion cohorts fighting in clear terrain. The result is DL2. Since there is no chief in the hex to allow the German to break the 11-3's into warbands both German units are eliminated. The battle now ends and it becomes the German's Movement Phase (barring other unresolved combats to be fought that turn in other hexes).

2. Arminius and four German 10-4 mobs are attacking a Roman Half-Legion (20-4) in rough terrain. The odds are 2-1 but the German gets a +1 modification to the die roll due to the presence of Arminius. Both players select Frontal Assault Tactical Cards which gives a result of '0' on the Tactical Results Matrix. The die roll is a '1' which is adjusted upwards to a '2' due to Arminius. The result on the CRT is AL1/DL1 The Roman breaks down his Half-Legion counter into 4 cohorts and eliminates one of them; the German breaks down one of his 10-4 mobs into two 5-4 medium infantry warbands and eliminates one of them. Had Arminius not been present, the German would have been forced to lose the entire 10-4. The new odds are 35-15 (or 2-1) so the German elects to attack again. He selects a Frontal Assault Tactical Card while the Roman attempts a Withdraw. The result is a +3 which, when added to the +1 for Arminius gives a die roll addition of +4. The die roll is a '6' which is increased to '10' thus eliminating the Roman force.

OVERRUN ATTACKS:

1 Whenever friendly combat units enter an enemy occupied hex (during the Movement Phase) with sufficient combat strength to create 6-1 odds or better, an Overrun situation is created and the defending enemy units are removed from the mapboard. This elimination occurs immediately at the moment friendly forces entering the enemy-occupied hex achieve 6-1 odds.

2. The friendly units whose strength points were used to create the Overrun plus any later arriving units in that hex that turn are not required to stop and end their Movement Phase in that hex, but may leave that hex and continue movement after expending an *additional* two Movement Points to do so.

3. Exception to 1 above: If the defending units in question are non-Roman and the Overrun occurs in a woods hex, the defender is not eliminated if the attacker leaves that hex that turn. Thus, non-Roman units in woods cannot be eliminated by Overrun unless forces sufficient to gain 6-1 odds end their turn in the hex. An Overrun can still occur without eliminating the defender if the attacking (6-1 odds) force leaves the hex in question. However, the two extra movement factors are still assessed against the Overruning units. Later arrivals may still conduct normal attacks in the hex or eliminate the defender by a 6-1 overrun by staying in the hex.

4. Units in fortifications (see Scenario 3) may never be eliminated by Overrun.

5. Units moving 'outside' of friendly Forts may employ Overruns to facilitate movement into and out of Forts.

6. Overruns may only occur during the Movement Phase of a player's turn. During the Combat Phase, all combat must be conducted normally; odds greater than 5-1 must be rolled on the CRT as 5-1

7 Units involved in an Overrun may attack again in the normal Combat Phase.

SECOND EDITION

These are the second edition rules of *CAESAR'S LEGIONS* and take precedence over the first edition. Changes or additions to the first addition rules are noted by a (●) in the left hand margin.

DESIGN CREDITS

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SCENARIO I

CAESAR'S CONQUEST OF GAUL

In 70 BC, the Germanic Suevii, led by their king, Ariovistus, crossed the Rhine in response to a request for aid by one of the Gallic tribes against a rival tribe; the Aedui. Roman interest in the area was limited solely to an alliance with the latter, but a revolt in Gallia Narbonensis prevented Rome from interfering. By 59 BC, Ariovistus had subjugated the area and Rome chose to recognize him as "King and Friend." The German proved too ambitious however and when new Suevii bands poured across the Rhine to join him, Consul Julius Caesar became alarmed.

The region that Ariovistus was taking over was outside of the area in which Caesar was authorized to fight (Transalpine Gaul) however, and an unsuccessful campaign could have ruined his career. But anti-German sentiment was high among the Gauls and Caesar decided to risk it, hoping to gain stature in Rome with a major conquest. He defeated Ariovistus in a major battle near present day Strassbourg in 58 BC and subsequently drove the Germans across the Rhine. As a consequence many of the leading Gallic tribes allied themselves with Rome and Julius Caesar's power was greatly enhanced.

HOW TO WIN:

As Caesar you must take and hold undisputed all 6 villages west of the Rhine and North of Row QQ without losing an Eagle or Caesar within the 12 turn game limit. **NOTE:** To hold or *menace* a village you must occupy the village hex at game end without playing a "Withdraw" Tactical card in your half of the 12th turn.

As Ariovistus, you must maintain a fighting force west of the Rhine, causing Caesar enough casualties and embarrassment that afraid of a recall from Rome, he will offer a separate peace. If you capture an Eagle, regardless of how long you hold it, you automatically win.

BOARD ALTERATIONS:

At this point in time there are no forts, roads, or bridges across the Rhine. Treat these hexes according to the other terrain in the hex: e.g., a road-rough terrain hex would be treated as a rough terrain hex.
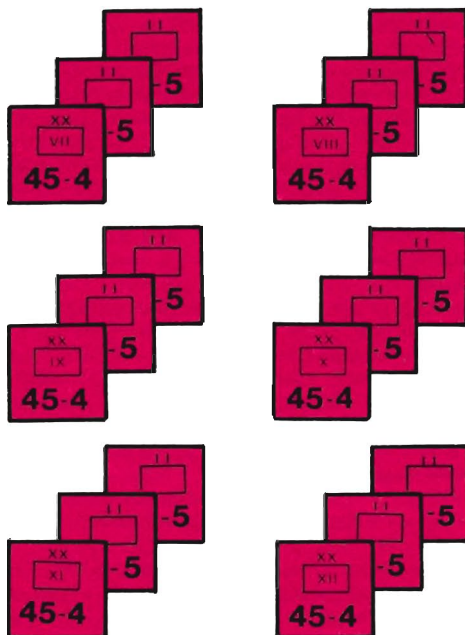
THE FORCES:

Roman: The Roman player receives 6 legions (10 cohorts apiece) and eight cohorts of auxiliaries, no more than two of which may be cavalry. These enter any hex on the West edge of the Board but must all enter from the same hex and on the first turn. Placement on the first playable hex counts against the initial movement allowance. The Roman player moves first. A Julius Caesar counter is included as the supreme commander

German: The German player receives 12 cavalry, 24 light infantry, and 45 medium infantry warbands. He may take one Mob sized unit in place of two warbands if he wishes (thus giving him a maximum strength in mobs of 6, 12 and 22 of the various unit types). An Ariovistus counter is included as the supreme commander. The German receives no other chief counters. The German player sets up first anywhere west of the Rhine.

Rivers: For the purposes of this scenario, neither side may cross the Rhine nor enter a major river hex. Note also that whenever players are prohibited from crossing the Rhine they are also restricted from crossing the western most border of the Hermandurii tribe in keeping with the above restriction.

SCENARIO II

CAESAR'S CROSSING OF THE RHINE

During the Winter of 55 BC two Germanic tribes, the Usipates and the Tenctari, crossed the lower Rhine into Gaul, due to pressure from the Suevii. Caesar attacked the following summer, annihilating them. His task was made easier by the Germans who broke their own truce and launched an attack against the Roman Vanguard. Attempting to practice deception a second time the German leaders appeared in Caesar's camp to attempt another truce only to be thrown in chains. Eliminating the leaderless Germans proved no hard task thereafter. Caesar then bridged the Rhine, crossed over and campaigned on the right bank as a warning against further invasion and to punish the Sugambrii who harbored the Usipattii survivors. He withdrew to begin his campaign in Britain, confident he would not be distrubed again by the Germans.
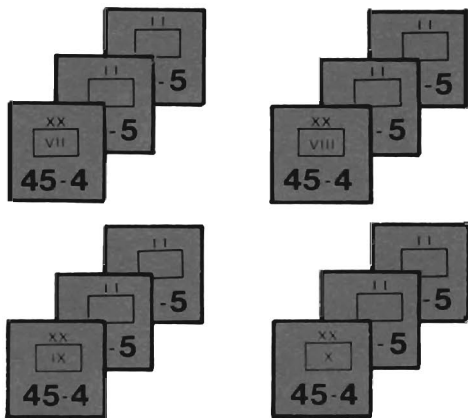
HOW TO WIN:

As Caesar you must eliminate or force to withdraw all German forces west of the Rhine, cross the river and burn the villages of each German tribe which bears arms against Rome. German units which cross to the 'island' in the middle of the Rhine or south of hex row SS inclusive are considered eliminated. As the German player, you must avoid the Roman conditions of victory *or* capture Caesar or an Eagle. You need not retain the Eagle to game end.

BOARD ALTERATIONS:

At this point in time there are no forts, roads, or bridges across the Rhine. Treat these hexes according to the other terrain in the hex; i.e., a fort hex would be treated as a plain terrain hex.

BUILDING THE BRIDGE:

The Roman player may build a bridge across the Rhine by keeping a Legion (45-4) and an Eagle immobile for 5 consecutive turns on a river square, and stating his intention to do so. As it is not fording the river it is not halved, if attacked. Units may then cross the river hex in question—treating it as a plain terrain hex in subsequent turns.

THE FORCES:

The Roman player receives 4 Legions (10 cohorts apiece) and 10 cohorts of auxiliaries (no more than 3 of which may be cavalry). A Julius Caesar counter is included as a supreme commander The Romans enter from the same hex anywhere on the west edge of the board and move first.

The German player receives 8 mobs of medium infantry (or 16 warbands, or any combination thereof not exceeding a total force of 8 mobs). The German player sets up these forces first anywhere west of the Rhine. In addition, the Usipates & Tenctari have 2 additional medium infantry mobs east of the Rhine which must start in their respective villages. The Sugambrii, a third German tribe, have 6 additional medium infantry mobs, 3 cavalry mobs and a chief which must set up within that tribe's territory. The Sugambrii may move freely on the East side of the Rhine without alienating other tribes.

MARSII ACTIVATION:

When the Roman player crosses the Rhine he must roll a die for activation. If he rolls a 1, 2, or 3 the Marsii react and may be moved freely by the German player. If he rolls a 4, 5, or 6 they remain neutral *unless* Roman forces enter Marsii tribal territory as indicated by the red boundary lines. Marsii forces total 5 medium infantry mobs and a chief and remain off board until activated. If activated, the Marsii may move freely on the east bank of the Rhine without alienating other tribes. Once activated, they must initially set up within 3 hexes of their village.

RIVERS: Fording

Major Rivers (Rhine and Danube) may be crossed only by fording. This is accomplished by moving the unit(s) onto the river hex, and halting for the remainder of the movement phase. The next movement phase, the unit(s) involved may move 1 hex in any direction. In subsequent movement phases they may move normally. Any unit which is attacked while attempting to ford defends at ½ strength. Combat is still conducted with the TAC Maneuver cards. Losses taken at this time are taken at full strength value—that is, a loss dictated by the Combat Results Table of 1 unit would require the elimination of 2 units. Fording is not allowed in any other scenario which doesn't specifically allow it (See Scenario V). For the purpose of this scenario, fording is allowed only from the west bank to the east bank, not vice versa.

BURNING A VILLAGE:

The Romans may burn a village by occupying the village hex for 1 complete turn (both Roman and German movement phase). The village is burned only if no German unit occupies the village hex after combat resolution of the German turn.

GAME LENGTH:

The game lasts 15 turns. Caesar was in a hurry to start his reconnaissance of Britain and any greater delay would have been a blow to his *dignitas*.

SCENARIO III

TEUTOBURGER WALD

The military campaigns of Caesar Augustus in the last decades of the 1st Century B.C. resulted in the occupation of Germany East of the Rhine and West of the Elbe. This area, although occupied, was far from conquered, and the Emperor sent Publius Quinticulius Varus in 6 A.D. to complete the pacification of Germany and bring it into the Empire as a province.

Arminius, a German noble, was determined that the Romans would never conquer Germany. Enlisting in Roman service as an Auxiliary cavalry commander, Arminius became a trusted aid, and after lulling the Roman into a false sense of security led him into a trap that resulted in the annihilation of 3 Roman Legions, and shattered forever any hopes of a Romanized Germany.

HOW TO WIN:

As Varus, the Roman must attempt to pacify and occupy Germany. His task will be complicated by a lack of precise knowledge of political and military conditions in the area. Victory will be determined by the number of villages he controls as opposed to the size of the German rebelling forces.

As Arminius, the German player must make the best possible use of existing conditions, to harass Roman goals in Germany, and deny the Roman his victory conditions.
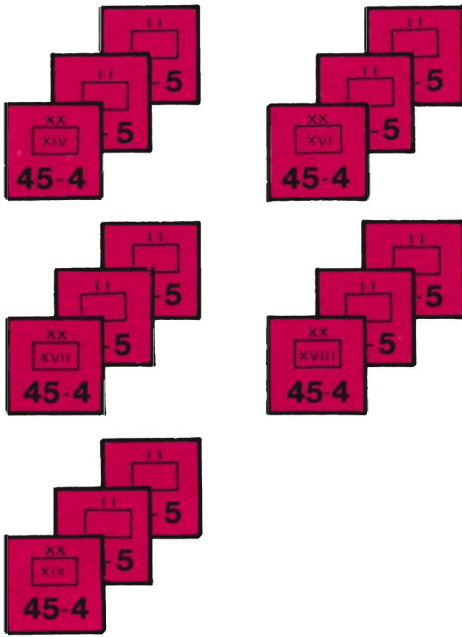
The Roman player sets up and moves first. Game length: 15 turns.

BOARD ALTERATIONS:

At this point in time (and in all subsequent scenarios) the Roman *castilla* (forts), roads, and bridge across the Rhine are all valid terrain features and may be used as such. Castilla are considered continuations of the roads connecting them so they may be moved through at ½ movepoint per hex unless occupied by enemy forces.

RIVERS:

Fording of major rivers is not allowed. The only way to cross the Rhine is by bridge or being ferried across on Roman ships. The Danube cannot be entered under any circumstances.

TRIBAL STRENGTH CHART

Tribe	Abbrev.	Chiefs	Light	Medium	Cavalry
Frisii	FRIS	1	4	-	-
Usipatii	USIP	1	-	5	-
Marsii	MARS	1	-	5	-
Tencterii	TENC	1	-	5	-
Chatii	CHAT	1	4	12	2
Sugambrii	SUGA	1	3	3	-
Greater Chaucii	G CH	1	4	14	6
Lesser Chaucii	L CH	1	2	14	4
Suebii	SUEB	1	4	10	-
Langobardii	LANG	1	6	4	2
Lugii	LUGI	1	2	6	-
Hermandurii	HERM	1	-	14	-

The Tribal Strength Chart is listed in terms of warbands. When units are taken, the German may, at his option, choose any unit of the correct type and size, regardless of strength. He is limited, however, to those counters provided with the game. He may also choose a mob of any strength in lieu of two warbands. For example, he might choose for the Usipatii 5 Medium infantry warbands, or two mobs and a warband, or three warbands and one mob. The strength is unimportant. The determining factor is unit type.

THE FORCES:

ROMAN: Five Legions (10 cohorts apiece) and 18 auxiliary cohorts are placed on any existing fort hexes of the Roman's choice as long as proper stacking limits are observed. Two ships and two marines counters may be placed on the Rhine River The supreme Roman commander (Varus) may begin in any hex containing Legionary units.

GERMAN: The German strength will vary depending on the number of tribes which rise against Varus. All German forces must be set up within German territory (i.e., east of the Rhine and western Hermandurii border, and north of the Danube). German forces may set up anywhere within this area with the exception that those German units committed to an *Ambush* must set up within their own tribal boundary.

REBELLION CLIMATE:

The prime factor in Varus' defeat at Teutoburger was his ignorance of the German willingness to resist. On the assumption that the tribes had been pacified, Varus permitted his troops to relax and slowly Romanize the region by building roads and settling the tribes in fixed areas. A few sporadic revolts came to Varus' attention, and it was on the way to handle one of these that his column was ambushed.

There are six rebellion climates (and six corresponding sets of victory conditions). Under one of these the German player must operate. The situation is chosen by lot. The German player places the six random number chits (numbered 1 through 6) in an opaque container, mixes them up and draws one at random. After examining it, the German player places it, face down, in view of the Roman player, where it remains until the end of the game. At that time, the number is revealed and victory adjudicated.

INITIAL SET-UP:

Once the German player has determined how many tribes he has and the Roman player has set up his forces, the German player picks the tribes which will rebel in the following manner:

1 All of the Chief counters of the German tribes are placed on the board upside down and mixed randomly by the Roman player.

2. The Roman player now averts his eyes or leaves the room while the German player selects at random the amount of tribe counters which the Rebellion Climate Table has indicated will rise against the Romans.

3. The German player may, if he chooses, return any *one* of the tribal chiefs which he has selected, turn upright all remaining unselected chiefs, and choose any one of these to replace the one he has returned.

4. The German now takes all of the remaining chiefs which have not been selected and returns them each to a village of his choosing within that particular tribe's territory. In addition, he takes 1 counter for each village hex not now occupied from any counter not in use and places it on a unoccupied village hex.

5. The 20 counters now on the board are turned upside down so that the Roman player cannot differentiate between the chief counters and the blanks.

6. The German player consults the Tribal Strength Chart and brings on all forces he is due.

7. All units he desires to be set up in ambush locations are put in the appropriate boxes of the *Ambush and Concealed Movement Sheet*. The number of the hex in which they are placed is written on a sheet of scrap paper.

8. All units the German player desires to set up under Concealed Movement status are likewise set up on the Ambush and Concealed Movement Sheet. The proper Concealed Movement counter representing the forces in that particular box is placed on the board in a desired location. The game box lid is now placed over the Ambush and Concealed Movement Sheet so that the Roman player cannot see the sheet. In future turns, only the German player will be allowed to lift the lid to see or switch the forces under it.

9. Any remaining German units are placed on the board in full view.

10. The Roman player may now re-enter the room and the game may begin.

● Blanks or neutral chiefs cause no movement delay to Roman units.

MISCELLANEOUS: The Batavians are a German tribe allied to Rome. They play no role in this scenario and their village is *not* considered for victory purposes.

MARINES:

1. Roman Marines may be *transported* by sea and/or major river hex. Transporting consists of loading, moving, and disembarking.

2. A ship may load and move, or move and disembark, but may never do all three in a single movement phase.

3. Marines may be loaded from and disembarked onto a seacoast hex or any hex adjacent to a major river at a cost of 3 movement points.

4. Ships move by expending one Movement Point (of their total of 12) per each sea hex, seacoast hex, or major river hex they enter.

Marines loaded upon a ship may move with the ship up to it's maximum movement factor. This is the only case in which a unit may move more than its printed movement factor, and only marines may be transported in this manner (Exception: see Batavian Revolt Scenario).

REBELLION CLIMATE TABLE

Number Drawn	Number of German Tribes which rebel	Number of Ambushes	Number of Villages East of Rhine Roman Must control to win
1	1	2	20
2	3	3	18
3	5	4	16
4	7	5	14
5	9	6	13
6	A11	7	11

5. Ships which have disembarked marines may move provided they did not move prior to the disembarkation that turn. (This would be a move-disembark-move situation, or three operations, one more than a ship is allowed in a single movement phase).

6. A ship may *transport* only one marine counter per turn. It may *not* transport any other type of unit.

0-12

SHIPS:

1. Units other than marines may be *ferried across* the major rivers by ships. The ship counter is simply moved into the required hex and used to ferry the troops across to the other side of that hex. A ship may not expend any movement points during a turn in which it ferries units across the river

2. Each unit may move into the ship counter at a cost of two movement points (3 movement points if cavalry) and then move onto the opposite bank at the cost of the terrain in that hex but may not move further that turn regardless of movement points remaining.

3. There is no limit to the amount of units which can be ferried across a river in one turn other than that imposed by stacking limitations on the opposite shore.

4. Ship counters can never be attacked or captured. (Exception: See Scenario V).

● A ship may both disembark marines and ferry units in the same turn provided the ship counter has not moved during that turn.

FORTS:

The forts (*castilla*) printed on the mapboard may be occupied only by Roman forces and are invulnerable to attack in this scenario.

FORTIFICATIONS:

Only the Roman player has the ability to erect fortifications during the course of the game and these are treated in the following manner:

1 Any Legionary unit may erect a fortification in a VILLAGE hex by remaining in that VILLAGE hex unopposed for a full turn.

2. Fortifications have the effect of doubling the defensive strength of all units therein, and subtracting 1 from the die roll of all attacks made upon Legion units inside the fortifications. This die roll subtraction does not apply to non-Legionary defenders. This minus 1 subtraction represents the Legion gravity and spring powered artillery and does not apply to fortifications held solely by auxiliaries. Tactical cards cannot be played against units inside a fortification. Combat is resolved solely on the CRT.

3. Units are indicated as being 'inside' of fortifications by being placed under fortification counters. Units on top of fortifications are considered to be 'outside' of them. Units outside of fortifications accrue no defensive doubling, but those outside vacant fortifications must be eliminated before enemy units may enter the fortification.

4. A deserted fortification or one taken by Germans is automatically destroyed and removed from play.

5. If Roman units inside a fortification attack out, they lose all benefits associated with the fortification during that combat phase. To return 'inside' the fortification that turn they

must: 1. successfully play a 'Withdraw' tactical card, or, 2. eliminate all German units on the hex, or; 3. get a 'No Effect' result on the CRT

6. German units entering a hex occupied by Roman units, all of which are inside a fortification, are not required to stop and end their movement, but may continue normally. Exception: The Germans must stop if the Roman player leaves the fortification to attack at legal odds. In this instance, the Roman player must make an attack, and may not decline the option. This is the only case where a player may move his forces during his opponent's turn (and even this case is limited to moving from inside a fortification to outside that fortification in the same hex). In effect, the Roman in coming out of the fortification becomes the moving player and thus bears the burden of making the initial attack.

7. Units *inside* fortifications cannot be eliminated by Overrun attack.

8. Units that are both inside and outside of a fortification are treated as if they are on separate hexes. A player may have a maximum stack inside the fortification as well as a maximum stack outside the fortification but in the same hex. In effect, a fortress or fortification doubles the stacking limits of a hex. Units outside and inside fortifications cannot attack or be attacked simultaneously. The force outside the fortification must be eliminated before the force inside the fortification can be attacked.

9. Units inside a fortification, with enemy units occupying the same hex, may not leave that hex (Exception: Overrun attack), but must first move outside of the fortification, end their movement and attack. In the next turn they may move normally. Similarly, friendly units entering a hex containing both friendly units inside a fortification and enemy units outside, may not move inside the fortification in the same turn UNLESS they participate in an attack against the enemy units. Units inside the fortification are not required to participate in the attack but have the option to move out of the fortification to do so. To successfully enter the fort one of the 3 conditions in '5' above must be met.

10. The building of fortifications is limited to the number of fortification counters provided with the game—although eliminated fortifications counters can be used again and again.

11. If there is combat in a fortification hex but the Tactical Matrix cards are used because both sides are outside the fortification the combatants are susceptible to die roll adjustments in accordance with the other terrain in the hex. *For example:* A Legion attacking outside a castilla in clear terrain would get a +1 on the die roll, but a Legion attacking outside a fortification in a village hex would have no addition to the die roll as the village hex is not considered plain terrain.

12. Once combat begins units inside fortifications may *not* be added to units outside the fortification to replace losses sustained in combat during the combat phase of that turn.

13. Units inside a fortification which exit to attack units on the same hex are not abandoning the fortification such that it is eliminated. All Roman units must leave the hex for that to occur

GERMAN DESERTION RULE: ARMINIUS

If at any time, Arminius (the German supreme commander) is eliminated the German forces will begin to disintegrate from lack of leadership. At the end of each German combat phase, after the turn of elimination, the German player rolls one die and

that many warbands are removed from play that turn. The German player may pick the units thus eliminated. A mob may be removed in place of two warbands. Arminius was actually a Roman Auxiliary for much of the campaign and secretly fomented the plot against Varus while still in his service. However, the Arminius counter moves with the German units at all times; it representing his supporters who led the revolt in his absence until he arrived.

AMBUSH:

In this scenario the German has the capability of setting 'ambushes' by keeping stacks of his units off the board to hide their whereabouts to the Roman player. Ambushes are handled in the following manner:

1 The number of ambushes the German may set is determined by the Rebellion Climate Table at the beginning of the game. Ambushes must be in woods hexes and their exact location written down on a piece of scrap paper An ambush cannot exceed normal stacking limits.

2 All units placed in ambush must be placed within the boundaries of the tribe the units came from. Thus, it is not possible to set an ambush in the territory of a tribe which did not rise against the Romans.

3. An ambush, once placed, may not move without revealing it's location. Once it moves, it loses it's ambush status and must be treated as a *Concealed Movement* counter, or, failing this, the units it represents must be placed on the board in full view of the Roman player

4. The units composing an ambush are defined as those units which physically occupy the proper *ambush* block on the Ambush and Concealed Movement sheet. Once set, the units in these blocks cannot be changed without betraying the location of the ambush. Once this happens, the ambush ceases to exist and the stack of units is represented visually on the board either by an available Concealed Movement counter or the unit counters themselves.

5. Ambushes are also discovered when an enemy unit enters that hex. The German must immediately tell the Roman player that an ambush occupies that hex and the Roman unit must stop. No additional Roman units may move into the hex that turn. Regardless of any combat which ensues, all German units in the ambush are placed on the board in full view of the Roman player for the duration of the game.

6. Whenever a Roman unit triggers an ambush, the German units receive a +1 die roll modification when attacking and a –1 die roll adjustment when defending. Such modifications apply only until the German move.

CM 2

CONCEALED MOVEMENT:

1 Units in *concealment* are represented on the board by concealed movement counters, and are recorded off the board on the Ambush and Concealed Movement Sheet in the same manner as troops held in ambush, except that the number of the concealed movement counter is matched with the proper troop holding box on the card and no hex location need be written down.

2. Concealed Movement counters are moved at the rate of the slowest unit in the stack they represent. If, for example, Concealed Movement counter #1 represents a stack of two light infantry units, a medium infantry unit, and a cavalry unit, the CM counter would move at the

rate of the medium infantry unit if it is in any terrain other than forest or swamps. It would move at the rate of the cavalry unit if in forest terrain, and would be unable to move over swamp terrain as long as the cavalry unit is contained in the stack.

3. Unlike ambush units, German forces represented by Concealed Movement counters do not have to start in their own territory.

4. At any time, units may detach themselves from a CM counter, and form a new CM counter stack providing such counters are available, or two CM counters may combine to form one (providing stacking limits are not violated). Units may leave the CM counter and be placed in sight on the board while the remaining units in the Concealed Movement stack(s) maintain their concealed status. Any such change must be reflected by moving the appropriate counters to new boxes on the Ambush and Concealed Movement Sheet, or onto the mapboard itself.

5. Once a Roman unit occupies a hex with a Concealed Movement counter, the German must immediately replace the CM counter with the actual units it represents. The CM marker is returned to the *"Ambush and CM"* Sheet and may not be used again for the duration of the game.

6. A CM counter cannot remain on the board without units in its appropriate box on the "Ambush and CM" sheet. Nor may two CM counters represent the same stack of units.

7. The ability to compose CM stacks is limited to the number of actual CM counters provided with the game and not removed from play as in '5' above.

8. CM counters may pass through each other and hexes containing troops held in ambush without combining, but may not occupy the same hex without doing so.

9. The German need not place any of his units in CM status but he has the option to do so. Once he has used all available CM counters any remaining units he has must be placed directly on the board in full view of the Roman player.

10. Exposed and CM counters may stack together on the same hex as long as stacking limits are not exceeded.

CONTROL OF VILLAGES:

The Roman player is said to control villages for victory purposes if he was the last to occupy the hex at the end of the game. He also is considered to control the village if any Roman unit occupies it at the end of the game, regardless of the presence of German units in the same hex. He may not play a Withdraw Tactical Card on the last turn and still control the village, however.

GERMAN INTENTIONS:

The crux of the Roman problem is to determine just what he is up against so that he doesn't under or over commit his forces in lieu of the forces opposing him. A good German player will try to keep the Roman in the dark as long as possible through clever use of ambushes, concealed movement counters, and exposed troops. The Roman can gradually piece together what he's facing however, by occupying the village hex of each tribe which contains the inverted chief counter If the counter is a dummy he knows that the tribe has mobilized against him. If the chief is present in the hex that tribe remains neutral. In either case the inverted counter can be removed from the board after the Roman reaches the hex.

PLAY BALANCE:

Should the German player find it difficult to win, or to balance the game between unequal players, ignore the German Desertion Rule and play the Scenario with no additional penalty if Arminius is lost. Most players will agree to ignore the German Desertion rule if only 1 tribe rebels.

SCENARIO IV

IDISTAVISO—

Campaign for the Eagles

In 9 A.D. the German tribes under the leadership of the chief Hermann (known to the Romans, and thus in these rules, as Arminius) ambushed and destroyed three Imperial Roman Legions, and captured from the field of battle the Eagles of the vanquished armies. Due to a shortage of Legions at the time, this disastrous disgrace had to go unavenged, and it was only with great effort that the Rhine frontier itself was stabilized.

Six years later, Rome was in a position to revenge the defeat and in 15 A.D. Rome's greatest living general, Drusus Germanicus, was sent to recover the Eagles and restore the Imperium's honor

HOW TO WIN:

Each player receives points for the accomplishment of his goals with the player receiving the most points winning the game. Points are allocated as follows:

Player:	Goal:	Points Received:
Roman	Kill Arminius	5
	Recover 1 Eagle	4
	Recover 2 Eagles	9
	Recover 3 Eagles	15
German	Kill Drusus	3
	Retain 1 Eagle	4
	Retain 2 Eagles	8
	Retain 3 Eagles	12
	Capture and Retain new Eagle	9

NOTE: The Roman receives credit for recovering the original 3 Eagles in German hands, not any he subsequently loses.

BOARD ALTERATIONS:

All terrain features shown on the mapboard are present at this point in time and may be used.

RIVERS:

Fording of major rivers is not allowed. The only way to cross either of the major rivers is by

bridge or being ferried across on Roman ships. German units may not cross either river or the Hermandurii boundary which connects them in any case. The Roman castilla and bridge are manned by cohort garrisons of the Legions used in the Scenario, and therefore may not be used by German forces.

xx I 45·4	xx II 45·4	xx V 45·4	xx XIII 45·4
T24	KK27	Q24	UU29
xx XIV 45·4	xx XVI 45·4	xx XX 45·4	xx XXI 45·4
AA24	AA24	T24	Q24

THE FORCES:

The Roman places 8 Legion counters (8 cohort strength) on the fort hexes listed above. Stacking of Roman units is based on a 45 factor Legion—not 55—as in previous scenarios. He then places 28 auxiliary units of his choice in the other forts, remembering that a double cohort unit counts as two units for this purpose. Those preferring an historical OB should utilize 21 3-4 Inf., three 2-8 cavalry, one 9-4 cavalry, and two 3-6 cavalry. No more than 3 auxiliary units may be started in each fort. Neither ships nor marines are counted against the Roman total of 28. The Drusus counter may start in any fort. The Roman player also receives 3 ship counters and 3 marines counters; 2 of which are placed anywhere along the Rhine, and the 3rd set being utilized anywhere in the Danube. Marines must be on board ship, 1 per ship counter

The Roman player also sets up the Batavian chief and 4 light infantry warbands in the Batavian village. If he chooses, he may substitute a mob for two of these warbands.

The German player places each of the 3 captured Roman Eagles in a Temple; one Eagle per Temple. The twelve chief counters are placed on the board, each in any village hex within that tribe's territory. When the tribe is mobilized the units of that tribe are set up within three hexes of that tribe's chief, observing stacking limits. The tribes of the Frisii, Marsii, Usipatii and Tencterii are set up in this manner at the beginning. These tribes were in a constant state of readiness due to their proximity to the Romans. The Arminius counter may start on any hex in German territory.

Game Length: 14 turns. Roman moves first.

GERMAN TRIBAL MOBILIZATION:

The German tribes are brought into play according to the dictates of the *TRIBAL MOBILI-ZATION CHART*. The Tribal Mobilization Chart can be used in either of two ways.

A. Arminius may travel to and arouse to his cause each German tribe individually, persuading them to take up arms against the Romans. Until mobilized the tribes are represented only by their chief counters. In any one turn, Arminius may attempt to mobilize as many tribes as he can reach. Arminius must be in the same hex as the tribe's chief to attempt to mobilize that tribe. Immediately upon moving into the village hex of the tribe in question, the German player rolls a die and consults the Tribal Mobilization Chart. If Arminius has movement points remaining he may continue on to another

village, or, if unsuccessful, stay in his present hex and attempt another die roll at the beginning of his next turn. If the tribe is neither mobilized nor neutralized, Arminius may try again as many times as he wishes, provided he does not neutralize the tribe, or attempt the mobilization more than once per movement phase.

B. The Roman player can mobilize German tribes against him by entering that tribe's territory. When a Roman unit enters a tribe's territory, the Roman player immediately rolls a die and consults the Tribal Mobilization Chart, making sure that the proper column is used. If Legionary units enter the tribe's territory, the Roman player uses the middle column. If Auxiliary or Batavian units enter, the column on the far right is utilized. If a tribe's territory is entered by an auxiliary unit, then later in the same movement phase, by a Legionary unit, the Roman must roll twice for mobilization . once for the auxiliary and once for the Legion. If, on the other hand, the Legionary unit enters the territory prior to the auxiliary, roll for mobilization only once.

TRIBAL MOBILIZATION CHART

Die Roll	Arminius	Legion	Auxiliary & Batavii
1	Mobilized	Mobilized	Mobilized
2	Mobilized	Mobilized	Mobilized
3	Mobilized	Mobilized	Mobilized
4	Mobilized	Mobilized	No Effect
5	No Effect	Mobilized	No Effect
6	Neutral	Neutral	No Effect

MOBILIZED—The tribe is mobilized. Consult the German Tribal Strength Chart for the number and type of units the tribe receives. These units must be placed anywhere within that tribe's boundry.

NO EFFECT—Nothing happens. Fear and/or pride are to no avail. If the stimulus is still present next turn, roll again.

NEUTRAL—The tribe is neutralized. It may not be raised. Its chief is removed from the board.

If a tribe is neutralized, remove the chief from the board. A neutral tribe remains so for the rest of the game, and may not be used. *Exception:* In this Scenario a "Neutral" result is treated as a "No Effect" for the Chatii, Lesser and Greater Chaucii tribes; i.e., the tribes possessing the Eagles. Realizing full well the target of the Roman thrust, these tribes would always resist a Roman invasion.

It is important to distinguish between a mobilization caused by Arminius during the German movement phase, and one caused by the Roman during the Roman movement phase. When mobilization occurs, it consists merely of placing the required units on board in the tribe's territory. Mobilized units may not move further during that phase. Therefore, units mobilized by Roman invasion may move in the following German turn, while Germans mobilized by Arminius must remain stationary throughout both their turn of placement and a following Roman movement phase before they can move in the next German movement phase.

Remember: mobilization occurs immediately after the die roll such that if a Roman unit used its first movement point to enter a tribal territory, that tribe would be allowed to mobilize (place

units on the board) before the Roman unit expended another movement point. Should a German chief be attacked, it's tribe will automatically mobilize. The number and type of units allowed to each tribe is to be found in the German Tribal Strength Chart. If more counters are required than are provided, the German player may take troops from those eliminated in combat as needed.

PLACEMENT OF MOBILIZED UNITS:

All mobilized units must be placed initially within 3 hexes of their chief but not within 3 hexes of a Roman unit. If the advance of Roman units is such that this cannot be accomplished, the German units are allowed to set up anywhere within their tribal boundaries as long as they are not within 3 hexes of a Roman unit.

German units may always mobilize on the village hex with their chief up to stacking limits regardless of the proximity of Roman units as long as the Romans do not actually occupy that hex. Should the Romans have attacked a chief, and overrun a tribe's territory, to such an extent that mobilization is impossible under these provisions, then the German tribe is considered disbanded and unable to mobilize as long as the Roman player garrisons the tribe in such a manner as to be within three hexes of every hex of the tribe's territory.

NOTE: The four tribes mentioned above (the Frisii, Usipatii, Marsii, and Tencterii) are already set up at the beginning and may be used by the German without mobilizing. As such they need not be set up more than 3 hexes away from Roman units, although their chiefs must be set up in their respective villages.

THE EAGLES:

The Eagles were far more than mere unit standards in the modern sense. They were the Legion. The Eagle was a symbol much like the Regimental colors in some ways, but with underlying religious connotations of Jupiter, King of the gods and protector of Rome. The Legion, to a man, would die to prevent the capture of an Eagle, or to recover one captured by an enemy.

The Eagles provided, 8 in Roman colors, and three in German colors, represent the Eagles of the Legions. Each bears the number of its own legion. Eagles do not move by themselves, they must be carried. Any Roman unit may carry an Eagle, but only German chiefs may carry Eagles for the German. A German chief may carry only 1 Eagle. German medium infantry may carry a newly captured Eagle but only in the absence of a chief. Cavalry and Light Infantry units may never carry an Eagle. In order to be credited for retaining the captured Eagle a German chief must have it in his possession at game end.

The captured Eagles in the German temples initially may not be moved until a Roman unit moves to within 4 hexes of that temple.

Eagles are captured by occupying the hex they are in and eliminating any enemy units which may be in that hex. An Eagle is not captured as long as it is stacked with a friendly unit.

PLAY BALANCE:

Should the Roman player find it difficult to win, or to balance the game between unequal players incorporate the German desertion rule found in Scenario 3.

SCENARIO V

BATAVIAN REVOLT

In 68 A.D. two of the most distinguished leaders of the Batavii, Julius Paulus and Julius Civilis, were arrested by the Romans on trumped up charges of treason. Victims of Nero's paranoia, Paulus was executed, and Civilis had his ear cut off. These acts were the last in a long string of abuses which caused the Batavii, loyal allies of Rome for over fifty years, to revolt and join forces with the Gauls and the Germans in attempting to throw off the yoke of Roman control.

Civilis, freed during the chaos of the Civil wars of 69-70 A.D., returned home to find the Rhine garrison reduced to a token force by the various contenders for the Imperial throne. The bulk of what was left consisted largely of Gallic and Batavii recruits, who flocked to the banner of rebellion in droves. By acclamation, Civilis was persuaded to lead the revolt, and the frontier was set ablaze.

By the summer of 70 A.D., however, Vespasian had emerged as victor in the battle for Emperor, and his trusted general Petilius Cerealius was dispatched with a massive force of 9 legions to stamp out the revolt and prove once again the invincibility of Rome.

HOW TO WIN:

This scenario consists of two 15 turn segments. The Batavian player must satisfy his minimum victory conditions by the end of the first segment for play to continue to the second segment. If he has not satisfied his minimum victory conditions by then the game ends immediately in a Roman victory. If he does meet them the game proceeds to the second segment with the Roman player having 15 turns to meet his victory requirements. If he fails to do so, the game ends in a Batavian victory.

MINIMUM VICTORY REQUIREMENTS

The Batavian player must be in possession of all castilla and villages west of hex row 22 inclusive by the end of the 1st player segment, for the game to continue to the second player segment.

The Roman player must have accomplished the following objectives by the end of the second segment to win:

1 The Batavian village must be burned. (see Scenario II for rules pertaining to the burning of villages).

2. No Roman deserters or Gauls can be left west of the Rhine.

3. All villages west of hex row 22 must have been last occupied by Roman forces.

4. All castilla west of hex row 22 must have been last occupied by Roman forces or be under siege.

BOARD ALTERATIONS:

All terrain features shown on the mapboard are present at this point in time and may be used. In addition, fortress counters can be placed on existing castilla to aid in determining whether a force is inside or outside a fortress while occupying that hex. Unlike all the other scenarios of *Caesar's Legions*, units in castilla *may* be attacked in Scenario V.

RIVERS:

The major rivers may be crossed by bridge or ferry. The Rhine bridge at Xanten may be used by either side, provided no enemy troops occupy the bridge hex (barring overruns).

The bridge may be destroyed by any unit spending an entire turn on it. The unit must not engage in combat during this time. After the unit has spent an entire turn on the bridge unopposed, it moves off and the destroyed bridge counter is placed in the hex.

Any troops may be ferried across the major rivers, provided the ship used is friendly.

Should the bridge and all Roman fleet counters be destroyed, the Roman player only, may ford the Rhine as in Scenario II.
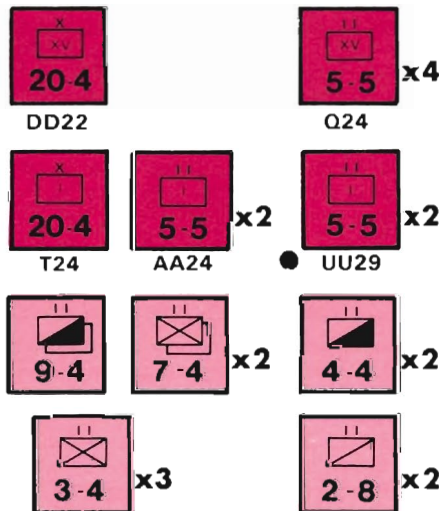
THE FORCES:

The Roman player sets up first. He places the 10 Auxiliary *counters* in any fortress (1 counter per fortress). At least 3 of these fortresses must be east of the Rhine. The Auxiliaries may not set up in any fortress garrisoned by Legion units. Three ships and accompanying marine counters are placed anywhere on the Rhine. The Legion units are set up as shown above; inside their respective fortresses.

The Batavian player sets up after the Roman, anywhere in Batavian tribal territory, and moves first. He receives 8 Light Infantry warbands (or an appropriate mixture of 5-5 mobs and 2-5 warbands) and a 2-8 cavalry unit. Civilis, the Batavii leader, appears anywhere in Batavian territory on the second turn of the game. He may move in his turn of placement. The Batavian player moves first.
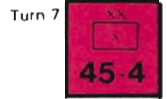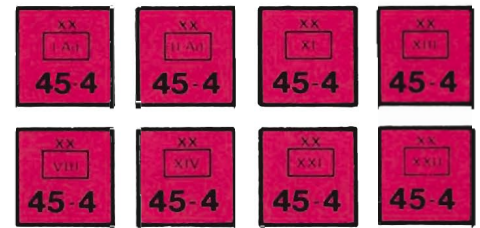
REINFORCEMENTS:

Roman:

At the start of the Second *segment* of the game, the Roman player receives 18 Auxiliary units of his choice (6 of which must be cavalry), Cerealius, and 8 Legions (8 cohorts apiece). On turn 7 of the second segment, the X Legion (Gemina) arrives with an additional 4 Auxiliary units. All of these units may enter at any point along the *south* edge of the board even if they are placed on top of enemy units. However, they must all enter from the same hex.

Batavian:

During the course of the game the Batavian player may command a mixed force of Batavians, Gauls, Germans, and Roman deserters.

GERMAN PARTICIPATION:

On the second turn of the game the Batavian player may attempt to raise German tribes to join the rebellion. This is done in precisely the same manner as Arminius used to raise the Germans in Scenario IV except that Civilis need not move to each tribe and the Lesser and Greater Chaucii and Chatii tribes are not immune to "neutral" die throws as was the case in Scenario IV. Instead, the Batavian player merely selects one tribe per turn and rolls the die per the Arminius column of the Tribal Mobilization Chart. To keep track of the tribes already rolled for, place the proper chief counter in a village hex of his tribe. If a tribe is neutralized remove the chief counter from the board. When mobilized, the units of the tribe as determined by the *Tribal Strength Chart* are placed within 3 hexes of their chief and may move on the following turn. Roman units may not attack chiefs of unmobilized tribes in this Scenario.

GALLIC PARTICIPATION:

The Batavian player rolls one die on the first turn. The result is the number of turns later that the first Gallic units arrive. The Gauls may arrive on any hex on the west edge of the board, but must all arrive on the same hex. Gallic forces consist of a chief, 40 *factors* of infantry and 6 of cavalry. No more than 20 Gallic factors can be brought on per turn. Gallic forces may not venture east of the Rhine River under any circumstances.

FLEET TAKEOVER:

A major portion of the Rhine fleet was rowed by sailors who had been recruited from the Batavii. The Batavian may, on the first turn of the first phase of the scenario attempt to seize control of the ships of the Rhine fleet. This is done by rolling one die for each ship. For the first ship upon which the takeover is attempted a roll of 1, 2 or 3 will result in success; for the second attempt a 1 or 2 is needed; a 1 is required to bring about a revolt on the third vessel.

Marines on board a seized vessel must roll a die to determine if they survive. A roll of 1, 2 or 3 eliminates the marines. A roll of 4, 5 or 6 forces them to disembark from that vessel immediately to any bank chosen by the Batavian player.

When a ship is taken over, replace the Roman counter with a Batavian one.

ROMAN DESERTION:

At the time of the revolt, the bulk of the diminished Rhine garrison consisted of Gallic and Batavii recruits. The I Legion (Germanica) had been recruited from romanized Gauls, for example, and was highly subject to desertion. During the first two turns of the game the Batavian player rolls for the desertion of Roman units at the beginning of the Batavian turn according to this table:

LEGIONARY:	Deserts on roll of:	Remains loyal:
1st turn	1,2	3,4,5,6
2nd turn	1	2,3,4,5,6

AUXILIARY:		
1st turn	1,2,3	4,5,6
2nd turn	1,2	3,4,5,6

Desertion rolls are influenced by the following die roll modifications:

Legion I Germanica	−1 from the roll
Legion XV Primagenia	+1 to the roll

A die must be rolled once per turn for each loyal Auxiliary unit, and each fortress occupied by Roman Legionary units. When a unit deserts, remove the Roman colored counter and replace it with a duplicate counter in deserter colors. The deserters are under Batavian control and may be moved immediately. Thereafter, they move in the Batavian movement phase.

SHIP TO SHIP COMBAT:

Naval combat takes place when two opposing ship counters enter the same hex. It takes place during the combat phase and is adjudicated before land combat. Each ship equals one combat factor. One die is rolled by the attacker and the result taken from the Naval Combat Table.

NAVAL COMBAT TABLE:

Die Roll	1-2	1-1	2-1
1	AE	AE	½AE
2	AE	AE	DR3
3	AE	DR3	DR3
4	AR3	DR3	DE
5	AR3	DE	DE
6	½DE	DE	DE

AE=Attacker Eliminated
AR3=Attacker Retreat 3 hexes
½DE=One Defending ship Eliminated
DR3=Defender Retreat 3 hexes
DE=Defender Eliminated
½AE=One Attacking Ship Eliminated

If marines are present with the attacker, add 2 to the die roll. If marines are present with the defender, subtract 2 from the die roll. If Batavian Light Infantry or Roman Deserters are taking part on board a Batavian ship, add or subtract one from the appropriate die roll. NOTE: The Batavian player may use 1 Batavian Light Infantry warband or deserting Roman cohort

aboard each vessel to act as marines, but they do not get the (plus or minus) 2 die roll adjustment of an actual marine counter.

FORTRESSES:

In this scenario *castilla* can be directly attacked and occupied by either side. Fortresses cannot be built—they are limited to the castilla printed directly on the mapboard. The Fortress counters provided can be used on the same hex to determine whether units are inside or outside of a fortress in the same fashion as was explained earlier under Fortifications in Scenario III.

1. Fortresses triple the strength of all defenders contained therein. They do not alter die rolls, however. Such tripling does not apply to units outside the fortress or those units which leave a fortress to attack units on that hex.

2. Legionary units only may subtract 1 from all attacks made against them while defending in a fortress.

3. A deserted fortress or one taken by the Batavian player is not destroyed and can be garrisoned by Gallic, Batavian or Roman deserters—such units also getting the benefit of triple defense. German units cannot stack inside fortresses although they may stack on a fortress hex.

4. The road bonus is negated by fortresses held by opposing forces.

5. All rules pertaining to the movement into, out of, and through fortifications also apply to fortresses.

FORTRESS ASSAULT:

Although by this time the Germans had observed Roman military prowess at close hand for over 100 years, they were slow to abandon their old habits. The Batavians, however, had long since served as Roman Auxiliaries and in later years were even employed in the Legions themselves where a lifetime of meritorious service could earn Roman citizenship. Gradually, then, the Germans picked up a semblance of siege and storm tactics and in this scenario are finally allowed to attack Roman *castilla*.

Every turn in which a state of siege exists after its initial declaration allows the Batavian player to add one additional unit to it's besieging force beyond the normal stacking limits. Thus, a siege of a fort in its 3rd stage could consist of as many as 7 German units. Losses can be replaced without retarding the gradual increase of the stacking rule. Once the fortress has fallen, the Batavian player must once again abide by normal stacking limits, and move his units accordingly in following turns.

FORTRESS REDUCTION:

The Roman player may assault fortresses in the same manner as the Germans by allowing an additional auxiliary unit or cohort to stack on the fortress hex as the siege status increases. However, the Roman player may opt to prepare for a direct assault on a fortress by occupying the fortress hex with a 45 factor Legion and Eagle and declaring that he will assault the fortress on the next turn. There can be no German force outside the fortress during the turn in which a *ballista* counter is built. The Legion involved is

then committed to attacking that fortress on the next turn and cannot be moved, even if immediately replaced by an equal force. A ballista counter is then placed on the stack to signify the Roman preparations for an assault, and one of the Legion cohorts is removed. The Roman player may then attack the fortress with a +1 on the die roll. The ballista does not aid in *defense* but can be taken as a 1 unit loss in normal combat. In subsequent turns, the Roman must either continue his attack or break down his ballista counter and regain his cohort. Ballista counters cannot be moved.

FORDING AGAINST NAVAL OPPOSITION:

Should the Roman be forced to ford the Rhine due to the Xanten bridge being destroyed and a lack of friendly fleets, Batavian fleets may each add a +1 to any land attack on the fording Roman units by stacking in the ford hex. The fleets must carry a land unit acting in a marine capacity to gain the bonus. The ship and its "marine" counter are counted as one unit for *stacking* and *loss* purposes.

SIEGE:

Defending forces in fortresses may be starved into submission by placing opposing forces on top of them and indicating a state of siege exists. A state of siege is symbolized by the placement of a *siege tower* counter on the hex.

1. To build a siege tower counter you need only spend an entire turn in the besieged hex with a leadership counter (chief, eagle, leader) without moving or sustaining combat of any kind on the Tactical Results Matrix including "NC" results. No unit (combat or leader) which initiates the siege may leave the hex without breaking the siege—even if immediately replaced by equal forces.

2. Siege counters cannot be moved from their hex of creation and are destroyed when the siege is completed.

3. Every additional turn after the initial siege is begun a siege status counter is added to the siege stack to indicate the present state of siege. A siege status counter is merely a numbered chit which indicates the number of turns the hex has been under siege. Therefore, on the turn after creation of the siege, a "1" counter would be added to the stack, to be replaced by the next turn by a "2" counter, and so on.

4. A siege is broken when all besieging units are eliminated from the hex in question or the siege counter is destroyed.

5. A siege counter can be destroyed in 1 of 3 ways:

a. By any outside friendly force gaining entrance inside the fortress.

b. Willingly by the besieging player in place of a 1 unit loss for any combat sustained in that hex.

c. In any one attack by the besieged player against the siege force which results in a "DL2" or greater loss to the besieger

6. The besieger may attempt to force the fortress to surrender once per turn before combat, by rolling a die on the Siege Table prior to the combat phase of that turn.

7. When more than 1 unit type is being besieged, all units involved must surrender before any will.

SIEGE TABLE

Status of Siege	Besieged Units—Die rolls needed to surrender			
	Gauls	Auxiliaries	Batavians	Legions
3	6	-	-	-
4	5-6	6		-
5	4-6	5-6	6	-
6	3-6	4-6	5-6	6
7	2-6	3-6	4-6	6
8	S	2-6	3-6	6
9	S	S	2-6	5-6
10+	S	S	S	5-6

OFF BOARD MOVEMENT:

The Batavian player may move any forces off the west edge of the board providing they can reach the edge with their normal movement allowance, and he has already fulfilled his minimum victory requirements for segment 1. He may not move forces off the board after the conclusion of segment 1.

For every 50 factors of barbarian/deserter forces moved off the board in segment 1, one less Legion and 2 less Auxiliary units enter

under Cerealis during segment 2. Units moved off the board in this manner are returned to the "Dead Pile" and thus can be used to fill the ranks of late mobilizing German tribes.

STACKING MODIFICATIONS:

1. There is no limit to the number of Gallic units which may stack in a hex. However, to avoid moving unwieldy stacks of 2 factor units, 10 and 20 factor substitute counters are provided. It must be remembered however that

these counters represent the proper number of 2-4 counters and are used only for convenience of movement.

2. Gallic and German units may not stack together. Gauls may stack with Roman deserters and Batavians. However, Gauls stacking with non-Gallic units must abide by non-Gallic stacking limits.

3. Roman deserters stack in the same manner as regular Roman units. German units stacked with them are treated as Roman auxiliaries for stacking purposes.

4. The I and XV Legions may not stack together until the second turn.

SPECIAL RULES:

1 No Roman deserting unit is allowed to cross to the west bank of the Rhine by any means other than the Xanten bridge during the last 5 turns of the game.

2. As long as an enemy player holds the Xanten fortress, opposing units crossing the Rhine over the Xanten bridge must end their turn as soon as they reach the bridge. On the following turn they may leave the bridge hex and continue normally.

DESIGNER'S NOTES

APPENDIX

*Questions & Answers on Play of
CAESAR'S LEGIONS.*

Q. Exactly what does the German have to do to capture an Eagle?
A. He must eliminate all Roman units in the hex with the Eagle and occupy the hex with one of his own pieces. Note the restrictions on moving a captured Eagle in Scenario IV, however.

Q. If a Legion and a cohort (total strength 50 factors) suffers a ½ Elim, can the losses be met by breaking down the force to a Half Legion and a cohort? In other words, can the 5 factors lost in breaking down a Legion be used to satisfy a percentage loss?
A. No. Losses from an eight cohort Legion are based on 40 factors—not 45. In the example above, The Roman force would be reduced to a Half Legion counter (20-4).

Q. In an Overrun attack, must all units expend an extra two movement points to leave the attack hex or only those units which actually created the 6-1 attack?
A. All units traversing the hex must pay the extra two movement points.

Q. May marines disembark from a ship using movement points from the ship counter itself?
A. No—disembarking marines may never move more than 1 hex during a turn in which they've disembarked.

Q. How do you "menace" a village in Scenario I?
A. Note that the German player does not have to hold the village hex free of Roman control—nor even be the last to have undisputed control of it. He need only occupy the hex so as to pose a threat to the village. It is the Roman player's job to establish sole possession.

Caesar's Legions illustrates the evolution and development of the Roman army from 60 B.C. to 60 A.D., the period when it was at its best. Although a finely honed fighting machine throughout this period, the army changed over the years to adapt itself to shifting conditions.

Geographically, the Rhine frontier was chosen as a game subject because it was the main frontier of Rome, and during the first century A.D. was certainly the scene of almost continuous fighting.

The Rhine was first established as a frontier with Julius Caesar's arrival in Gaul about 60 B.C. For the previous hundred years, the Germans had been filtering across the Rhine and making incursions into Gallic territory. One of the dispossessed Gallic tribes had, years before, made a treaty with Rome and Caesar, a young Roman on his first major military assignment, chose to use this as a causus belli.

At a climactic battle near the Rhine in 58 B.C., Caesar defeated the Germans, and pushed back across the Rhine the first major incursion of the Germans into western Europe. During the Gallic wars, Caesar occasionally raided across the Rhine, in one instance building a bridge across it.

The Rhine was relatively quiet during the civil wars of the 40's and 30's B.C., probably because of the soundness of the defeat of the Germans by Caesar. By the end of the First century B.C. Augustus (nephew of Julius Caesar, and the first Emperor) had pacified Gaul and the lands west of the Rhine, and turned his attentions toward the conquest of Germany. His campaigns met with great success, and most of modern Germany had been occupied, when, in 9 B.C., the commander of the Rhine frontier died in a riding accident. Without leadership, the army fell back across the Rhine, and abandoned, for a time, the attempt to bring Germany into the Empire.

A second attempt in 6 A.D. resulted in temporary success again, but in 9 A.D. 80% of the Rhine army was destroyed in the massacre at Teutoburger Wald. This time, Trans-Rhenate Germany was abandoned, and any hope of its conquest forgotten. The Rhine was to remain, for centuries, the border between barbarism and civilization.

NOTES ON THE ROMAN LAND AND NAVAL FORCES, 60 A.D.—60 B.C.

The army was divided into two basic troop types, legions, and auxiliaries. The legions were heavy infantry, recruited exclusively from Roman citizens. The Auxiliaries, which could be light infantry, medium infantry, or cavalry, were recruited from non-citizens, and given citizenship after twenty years service.

By the time of Julius Caesar, the Legions had been standardized with regard to organization, weapons, and training, and did not change significantly during the period under discussion.

The use of auxiliaries on a steady basis began before Caesar's time, but no set organization was developed until the first century B.C.

ORGANIZATION:

A legion consisted of ten cohorts, each containing six centuries of 80 men each. The most senior cohort, however, had five centuries of 160 men each, the extra men were the armorers, craftsmen, engineers, catapult crews, etc. Centuries were further subdivided into units called contuburnia.

A legion originally had no set commander, a member of the general's staff being appointed temporarily to the position. As time passed, a permanent commander, called a Legate, was appointed. A Legate needed no military ability, for, as will be seen below, he was effectively insulated from the need to command. A capable man could, however, put his stamp upon a good legion and make it excellent.

The executive officer of the legion was called the Praefecti Castrii, the Praefect of the Camp. His duties were logistical and administrative, and again, he need not have any military ability.

Attached to a legion as a staff were six men known as Tribuni Militati, who were assigned to a combat unit to pick up a little military service before returning to the capitol for a political career. If they showed any abilities at all, they might be put in command of an independent force of one or more cohorts.

The most important officer of the legion from a military viewpoint was the Primus Pilus, or first spear. Usually a Centurion who had worked his way up through the ranks, the Primus Pilus was in charge of the tactical deployment of the legion and its conduct in combat. The Primus Pilus had the final say in all matters military, and most legates yielded to his superior experience.

Each century was commanded by a centurion, assisted by an optio. Centurians were in charge of training and discipline, and were the backbone of the Roman system. While the Centurians were capable, the legion was next to unbeatable in a fair fight.

The only other officers had no command responsibilities (as all the others did, at least nominally). These were the standard bearers for each cohort, the Signifers, the eagle bearer of the legion, the Aquilafer, and the various clerks, quartermasters, time keepers, and so on. For those who wish a more extensive listing, consult Parker's book, "Roman Legions."

In addition to the above, each legion had attached to it 128 cavalry for messenger and scouting duties, and 65 pieces of catapult artillery (59 arrow throwers and 6 stone throwers). By the end of the first century B.C., the cavalry may have been dispensed with. The artillery was usually left behind to guard the legions base camp.

Auxiliary organization underwent a slow change over the period, only the essentials of which can be covered here.

In Caesar's time, it was the custom to use groups of fighters levied from subject peoples to provide the light troops necessary to a balanced force. As the years passed, these levies were issued standardized equipment, given Roman officers, and paid on a regular basis, making them a part of the standing army. By the end of the first century A.D., these units were often the equivalent of, and in many cases superior to the legions.

(A more detailed examination of this evolution can be found in G.L. Cheeseman, "The Auxilia of the Roman Imperial Army.")

By the time of the Teutoburger Wald massacre, most auxiliaries were organized as follows: (Auxiliary units came in two sizes, Quingeniary, of 480 to 512 men, and Miliary, of 768 to 960 men). Infantry: The basic infantry unit was the cohort, which existed in two forms, the Cohors Pedita, containing 480 men, and the Cohors Equitata containing 480 infantry with 120 cavalry attached. The larger sizes of these units had 960 men, and 960 infantry and 240 cavalry attached, respectively.

Officers were the same as for the legionary cohorts, but each auxiliary cohort was commanded by a Tribunis Cohortis or Preafectis Cohortis.
Cavalry: The main cavalry unit was called an Ala, and also came in two sizes, the quimgenaria, of 512 men and horses, and the Miliaria, of 768 men and horses.

Alae were divided into troops of 32 men called turmae. An Ala Q had 16 turmae, an Ala M had 24. Each Turmae was commanded by a Decurion, but otherwise the officers were as above.

EQUIPMENT:

Legionary equipment was fairly well standardized by the time of Caesar, but there were some changes.

The shield used up until the end of the first century B.C. was an oval type about four feet high by two feet wide. This was replaced by the semi-cylindrical, rectangular shield usually associated with Roman legionaries. Both types were apparently held by a single grip on the rear of the shield. Both were constructed of wood covered with leather, and embossed and painted in a design unique to each legion.

Helmets were made of bronze, iron, or crude steel, and were usually in the form of a skullcap with cheekpieces and a flange in the rear to protect the neck. A socket of some sort was provided to take a horsehair or wool plume dyed in the legions colors (this was worn only on parade).

Body armor covered the torso and shoulders and an apron of leather strips studded with metal, protected the groin.

Up until about 20 A.D. chain mail was the material used for the body armor, (lorica Hamata). After this date, chainmail was gradually replaced with segmented armor (Lorica Segmentata). This type is the familiar parallel strip variant usually associated with the legionary soldier. This conversion was probably completed by 60 A.D.

Standard legionary weaponry throughout the period was the Pila/Gladius combination. The Pila was a heavy throwing spear, weighing about 15 pounds. It was roughly 6 feet long, the first 4 feet of which were the thick wooden shaft. The last 2 feet consisted of a steel shank, the last inch or so of which was hammered to a point, and tempered. The remainder of the shank was left untempered, so that the head would bend when striking, and be difficult to extract. The Gladius was an 18 inch short sword designed for thrusting. A thrust has a better chance of doing damage, and requires less space than a slash.

Auxiliary equipment was far from standardized, at any time, and only a general list will be given here.

Shields, when used, could be of the oval or rectangular type already described, hexagonal, or circular. This last was usually issued to cavalry. Toward the end of the period under consideration, each auxiliary unit had a unique shield pattern, like those of the legions.

Helmets, when worn, could be anything from a simple skullcap to the complex affair described under the legionary section, with cheekpieces, and neck protection. Materials could be leather, brass, iron, crude steel, bronze, or in some cases, boars teeth wired together.

Offensive weapons in the early period were the native weapons of the fighters, but later on, the Romans standardized on a combination of thrusting spear, sword, and javelins, both for infantry and cavalry. Missile units were rare, slingers being most common (There is some evidence, however, that seems to indicate that by the second century A.D. most auxiliary units were trained in the use of the sling). Archers were used, but were rare on the Rhine, being most common in the eastern parts of the Empire.

THE NAVY:

The only portion of the navy which will be considered here is the Rhine river flotilla, which contained only shallow draft barges and light patrol vessels. It should be pointed out that vessels in the Roman Navy were not rowed by slaves, (Ben Hur notwithstanding) but by sailors, who were paid for their labors, and were expected to fight when a boarding action took place.

The Ships:

The transport barges used by the Rhine flotilla were shallow draft, rounded hull vessels, similar in overall shape to the normal Roman merchant ship. They were about 70 feet long, about 20 feet abeam, and drew 6 to 7 feet of water. Including a crew of from twenty to twenty-five rowers, the craft could carry about forty to fifty tons of men or supplies. In the construction of pontoon bridges, these ships would be anchored in position, ballasted, piers of wood constructed on top of them, and the roadway built on the piers.

The patrol vessels were somewhat longer than the barges, and were much faster. They were of the type called "Liburnian" and were bireme, that is, they had two banks of oars. The vessels were about 120 feet long, 12 to 15 feet wide, and drew from 3 to 5 feet. They had about 120 rowers, 60 to a side, 30 to a bank. Additionally, they carried a few more sailors for steering, making and taking in sail, etc; and an establishment of 40 to 50 marines for boarding actions, landings, and so on.
Organization:

The Romans, being a land power, did not create any special naval organization for their fleets, but merely took the land organization and hammered it to fit. A ships crew, regardless of number, (except for extremely small ships, such as transport barges) was considered to be a century, and was commanded by a "centurion" although he was not called by that title. Six ships made a "Cohort," although, again, it was not called that. It is not known whether "legions" of ships were organized.

Equipment:

Roman Marines were equipped and fought as auxiliaries, with the exception that they never wore metal armor except for helmets (for obvious reasons).

A few points about the game require some clarification:

-As it was customary to leave two cohorts to guard a base camp, and because the Germans knowledge of siege warfare left much to be desired, the forts indicated on the board are immune to attack in most scenarios.

—Eight 5-5 cohort counters combine to form a 45-5 legion because the tactics used by the Romans are more effective when large numbers of men are engaged. The Romans, therefore, became more deadly as the size of their forces went up. Most barbarians simply got in each other's way as they got more numerous.

—The Rhine, even in its lower courses, is one of the swiftest flowing rivers in the world, and as such, is difficult to cross in large numbers without considerable disorganization or extensive planning (the Roman bridging of it, considering the material and equipment they had available to them, is an engineering miracle of the first magnitude). The Rhine, therefore, is difficult or impossible to cross in most scenarios, due to the reason noted above, and to extensive patrolling by the Rhine flotilla.

—Only a few vessels of the Rhine flotilla are included, although almost the entire Marine contingent of the fleet is represented. The remainder of the ships are assumed to be engaged in patrolling activities to prevent troop crossings. The Danube flotilla is the same as the Rhine flotilla in all respects. Roman control of both rivers was not complete before about 9 A.D., and thus only the Rhine flotilla is included in the Teutoburger scenario, and neither in the Gallic wars scenario.

—Only a few auxiliary unit types have been included in Caesar's Legions, for simplicity. In the game, these units are all referred to as cohorts.

—In the game, auxiliary Heavy cavalry units are included. Although the Romans did not make extensive use of this type of cavalry, experiments were begun in the first century A.D. with them. They can be used if experimenting with different auxiliary compositions.

COMBAT RESULTS TABLE

DIE	1-3	1-2	1-1	3-2	2-1	3-1	4-1	5-1 or more
−3	AE	AE	AE	AE	½AE	NE	NE	NE
−2	AE	AE	AE	½AE	AL2	NE	NE	AL1
−1	AE	AE	½AE	AL2	AL2	AL2	AL1	AL1 DL1
0	AE	½AE	AL2	AL2	NE	AL1	AL1 DL1	DL1
1	½AE	AL2	AL2	NE	AL1	AL1 DL1	DL1	DL2
2	AL2	AL2	NE	AL1	AL1 DL1	DL1	DL2	½DE
3	AL2	NE	AL1	AL1 DL1	DL1	DL2	½DE	½DE
4	NE	AL1	AL1 DL1	DL1	DL2	½DE	½DE	½DE
5	AL1	AL1 DL1	DL1	DL2	½DE	½DE	½DE	½DE
6	AL1 DL1	DL1	DL2	½DE	½DE	½DE	½DE	DE
7	DL1	DL2	DL2	½DE	½DE	½DE	DE	DE
8	DL2	DL2	½DE	½DE	½DE	DE	DE	DE
9	DL2	½DE	½DE	½DE	DE	DE	DE	DE
10	½DE	½DE	DE	DE	DE	DE	DE	DE

KEY:

AE: All attacking units eliminated.
½AE: 50% of attacking combat factors are eliminated.
AL2: Two attacking units are eliminated.
AL1: One attacking unit is eliminated.
NE: No Effect; no losses, no further combat.
DE: All defending units eliminated
½ DE: 50% of defending combat factors are eliminated.
DL2: Two defending units are eliminated.
DL1: One defending unit is eliminated.

NOTE:

Odds worse than 1-3 result in attacker elimination. Odds greater than 5-1 are treated as 5-1.
Die rolls less than '−3' are treated as '−3'; die rolls greater than '10' are treated as '10.'

TACTICAL RESULTS MATRIX

ATTACKER'S CARD

	FRONTAL ASSAULT	RECON IN FORCE	ENFILADE LEFT	ENFILADE RIGHT	REFUSE LEFT	REFUSE RIGHT	STAND & DEFEND	WITH DRAW
FRONTAL ASSAULT	0	−2	+2	+2	−1	−1	+1	−3
RECON IN FORCE	+2	0	−1	−1	0	0	+2	−2
ENFILADE LEFT	−2	+1	0	0	−2	+3	−2	0
ENFILADE RIGHT	−2	+1	0	0	+3	−2	−2	0
REFUSE THE LEFT	+1	0	+2	−3	0	0	0	0
REFUSE THE RIGHT	+1	0	−3	+2	0	0	0	0
STAND AND DEFEND	−1	−2	+2	+2	0	0	NC	NC
WITHDRAW	+3	+2	0	0	0	0	NC	NC

DEFENDER'S CARD

KEY:

[+2]   [0]   [1]

ADD number in box to attacker's die roll on Combat Results Table.

[2]   [0]   [+2]

Add number in box to attacker's die roll on Combat Results Table. No further combat allowed in that hex during the current player turn.

[NC]

No Combat. Do not roll die on CRT. No Casualties are taken.

Ambush and Concealed Movement Sheet

CM 1 — CONCEALED MOVEMENT COUNTER 1

CM 2 — CONCEALED MOVEMENT COUNTER 2

CM 3 — CONCEALED MOVEMENT COUNTER 3

CM 4 — CONCEALED MOVEMENT COUNTER 4

CM 5 — CONCEALED MOVEMENT COUNTER 5

CM 6 — CONCEALED MOVEMENT COUNTER 6

CM 7 — CONCEALED MOVEMENT COUNTER 7

CM 8 — CONCEALED MOVEMENT COUNTER 8

CM 9 — CONCEALED MOVEMENT COUNTER 9

CM 10 — CONCEALED MOVEMENT COUNTER 10

CM 11 — CONCEALED MOVEMENT COUNTER 11

CM 12 — CONCEALED MOVEMENT COUNTER 12

AMBUSH 1

AMBUSH 2

AMBUSH 3

AMBUSH 4

AMBUSH 5

AMBUSH 6

AMBUSH 7

REBELLION CLIMATE TABLE

Number Drawn	Number of German Tribes which rebel	Number of Ambushes	Number of Villages East of Rhine Roman Must control to win
1	1	2	20
2	3	3	18
3	5	4	16
4	7	5	14
5	9	6	13
6	A11	7	11

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TERRAIN EFFECTS CHART

Terrain Type		Cost to Enter this Hex	
	Clear	All units	1 MP
	Rough	All Units	1 MP
	Woods	Light Infantry	1 MP
		Cavalry	3 MP
		all others	2 MP
	Swamp	Cavalry	Prohibited
		all others	2 MP
Village / Temple		all units	1 MP
	Fort	Romans	1 MP
		Germans	Prohibited (exception -Scen. V)
	Bridge	Romans/Batavii	1 MP
		Germans	Prohibited (exception -Scen. V)
Major River / Sea		Ships	1 MP
		all others	Prohibited (ex -Fording)
	Partial Sea/Lake	Ships	1 MP
		all others	use land cost
	Roads	All units-along the road only	½ MP
Additional to Cross this Hex Side			
	River	all units	1 MP

NAVAL COMBAT TABLE:

Die Roll 1-2	1-1	2-1
1	AE	AE	½AE
2	AE	AE	DR3
3	AE	DR3	DR3
4	AR3	DR3	DE
5	AR3	DE	DE
6	½DE	DE	DE

AE=Attacker Eliminated
AR3=Attacker Retreat 3 hexes
½DE=One Defending ship Eliminated
DR3=Defender Retreat 3 hexes
DE=Defender Eliminated
½AE=One Attacking Ship Eliminated

COMBAT RESULTS DIE-ROLL MODIFICATIONS

Type of Unit	Terrain	MODIFICATION Attack	Defense
Legion	Clear or Bridge	+1	—1
Light Infantry	Woods	+1	—1
Germans	Temple	+1	—1
Supreme Commander	Any	+1	—1
Legion	Inside Fortress		—1

Die Roll	Arminius	Legion	Auxiliary & Batavii
1	Mobilized	Mobilized	Mobilized
2	Mobilized	Mobilized	Mobilized
3	Mobilized	Mobilized	Mobilized
4	Mobilized	Mobilized	No Effect
5	No Effect	Mobilized	No Effect
6	Neutral	Neutral	No Effect

MOBILIZED—The tribe is mobilized. Consult the German Tribal Strength Chart for the number and type of units the tribe receives. These units must be placed anywhere within that tribe's boundry. They must be moved this turn.

NO EFFECT—Nothing happens. Fear and/or pride are to no avail. If the stimulus is still present next turn, roll again.

NEUTRAL—The tribe is neutralized. It may not be raised. Its chief is removed from the board.

TRIBAL STRENGTH CHART

Tribe	Abbrev.	Chiefs	Light	Medium	Cavalry
Frisii	FRIS	1	4	-	-
Usipatii	USIP	1	-	5	-
Marsii	MARS	1	-	5	-
Tencterii	TENC	1	-	5	-
Chatii	CHAT	1	4	12	2
Sugambrii	SUGA	1	3	3	-
Greater Chaucii	G CH	1	4	14	6
Lesser Chaucii	L CH	1	2	14	4
Suebii	SUEB	1	4	10	-
Langobardii	LANG	1	6	4	2
Lugii	LUGI	1	2	6	-
Hermandurii	HERM	1	-	14	-

The Tribal Strength Chart is listed in terms of warbands. When units are taken, the German may, at his option, choose any unit of the correct type and size, regardless of strength. He is limited, however, to those counters provided with the game. He may also choose a mob of any strength in lieu of two warbands. For example, he might choose for the Usipatii 5 Medium infantry warbands, or two mobs and a warband, or three warbands and one mob. The strength is unimportant. The determining factor is unit type.

SIEGE TABLE

Status of Siege	Besieged Units—Die rolls needed to surrender			
	Gauls	Auxiliaries	Batavians	Legions
3	6	-	-	-
4	5-6	6	-	-
5	4-6	5-6	6	-
6	3-6	4-6	5-6	6
7	2-6	3-6	4-6	6
8	S	2-6	3-6	6
9	S	S	2-6	5-6
10+	S	S	S	5-6

ROMAN DESERTION

LEGIONARY:	Deserts on roll of:	Remains loyal:
1st turn	1,2	3,4,5,6
2nd turn	1	2,3,4,5,6

AUXILIARY:		
1st turn	1,2,3	4,5,6
2nd turn	1,2	3,4,5,6

Desertion rolls are influenced by the following die roll modifications:

Legion I Germanica   —1 from the roll
Legion XV Primagenia   +1 to the roll

Drusus 1-7 Cerialis 1-7

Caesar 1-7 Varus 1-7

Civilis 1-7

BAT 1-7

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Yellow leaders (top-left):

Arminius 3-7	G CH 1-7	USIP 1-7	FRIS 1-7	HERM 1-7	TENC 1-7	SUG 1-7
LUG 1-7	LANG 1-7	MARS 1-7	L CH 1-7	CHAT 1-7	SUEB 1-7	Ariovistus 2-7

Orange units (top-right):

12-3	12-3	11-3	10-4	9-5	5-4	5-4
12-3	12-3	11-3	10-4	9-5	5-4	5-4

Yellow units:

XVIII	XIX	11-3	11-3	11-3	11-3	11-3
XVII		11-3	11-3	11-3	11-3	11-3

10-4	10-4	10-4	10-4	10-4	10-4	10-4
10-4	10-4	10-4	10-4	10-4	10-4	10-4

10-4	10-4	9-5	9-5	9-5	9-5	5-5
10-4	10-4	9-5	9-5	9-5	9-5	5-5

Green units:

2-4	2-4	2-4	2-4	2-4	2-4	2-4
2-4	2-4	2-4	2-4	2-4	2-4	2-4
2-4	2-4	2-4	2-8	2-8	2-8	20-4
2-4	2-4	2-4	GAL 1-7	10-4	10-4	20-4

Black markers — number track:
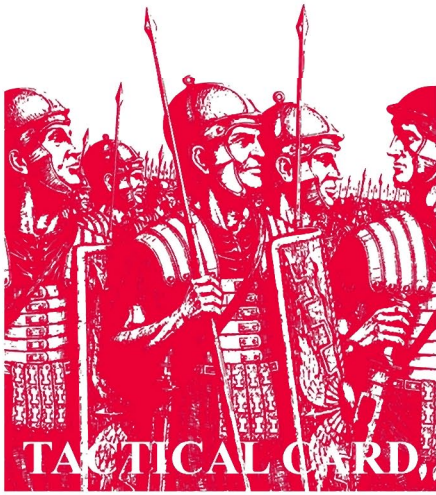
1	2	3	4	5	6	(1)
(1)	(2)	(2)	(3)	(3)	(4)	(4)
(5)	(5)	(6)	(6)	(7)	(7)	(8)
(8)	(9)	(9)	(10)	(10)	✗	⟩⟨

CM 1	CM 2	CM 3	CM 4	CM 5	CM 6	
CM 7	CM 8	CM 9	CM 10	CM 11	CM 12	

Yellow units (bottom-left):

5-4	5-4	5-4	5-4	5-4	5-4	5-4
5-4	5-4	5-4	5-4	5-4	5-4	5-4

5-4	5-4	5-4	2-5	2-5	2-5	2-5
5-4	5-4	5-4	2-5	2-5	2-5	2-5

2-5	2-5	2-5	2-5	2-5	2-5	2-5
2-5	2-5	5-5	5-5	5-5	5-5	5-5

5-5	5-9	5-9	2-9	2-9	2-9	5-9
5-5	5-9	5-9	2-9	2-9	2-9	5-9
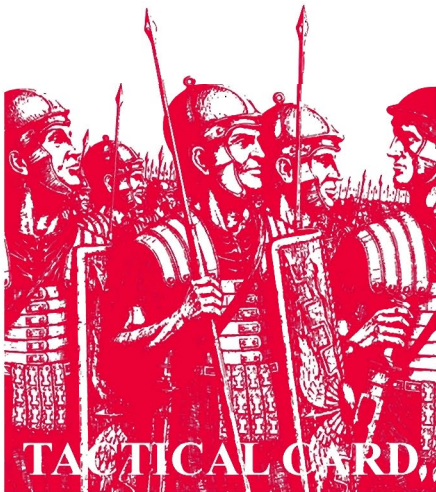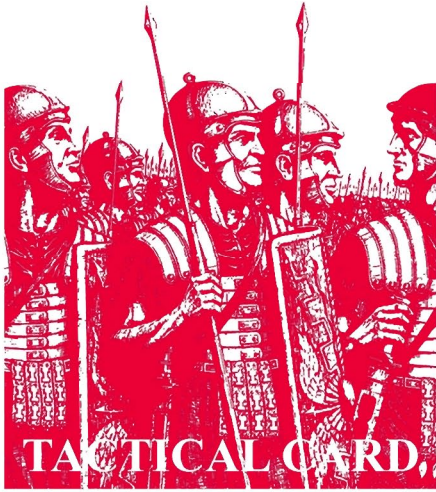
TACTICAL CARD.

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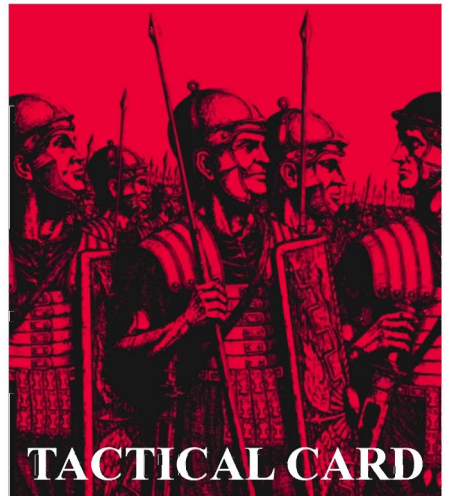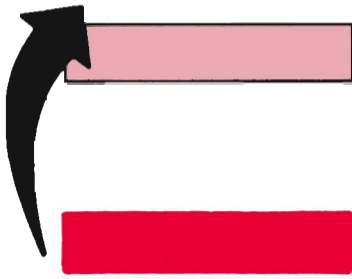

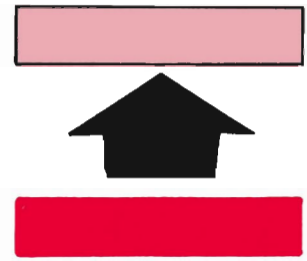TACTICAL CARD.

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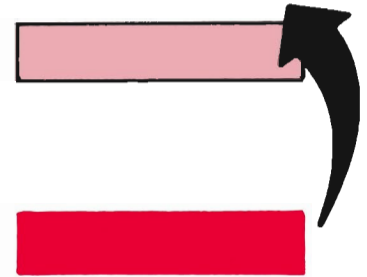
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2 *Reconnaisance in Force*
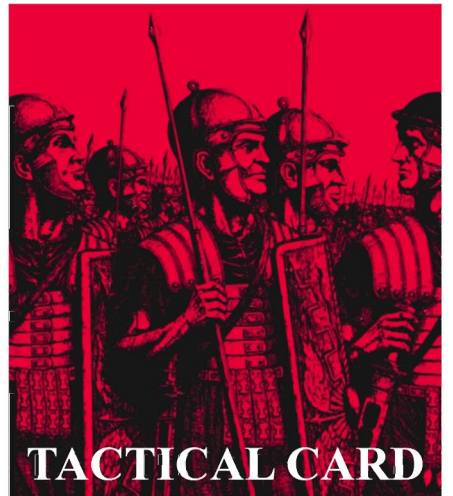
1 *Frontal Assault*
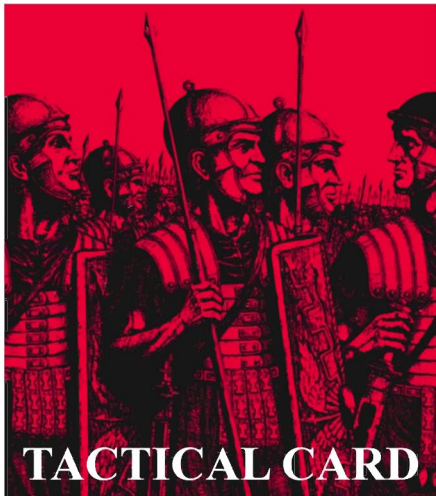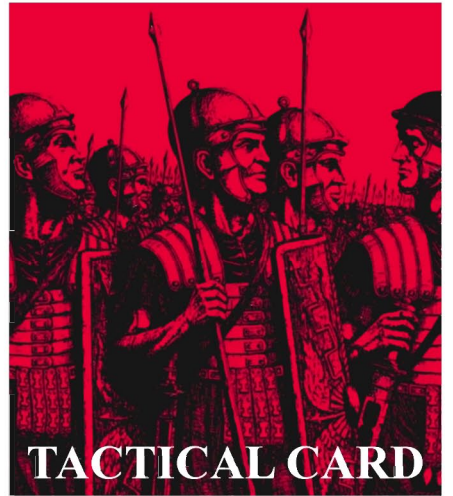
6 *Refuse the Right*

5 *Refuse the Left*
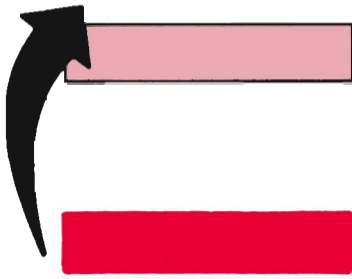
4 *Enfilade Right*

8 *Withdraw*

7 *Stand and Defend*

3 *Enfilade Left*

2 *Reconnaisance in Force*

1 *Frontal Assault*

6 *Refuse the Right*

5 *Refuse the Left*

4 *Enfilade Right*

8 *Withdraw*

7 *Stand and Defend*

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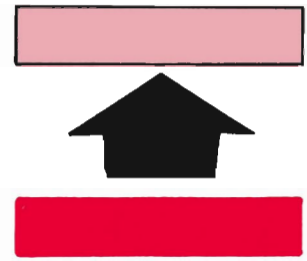TACTICAL CARD

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Ubii

Hermunduri

Lugii

Langobardii

Suebii

Sugambrii

Chatti

Tencteri

Greater Chauci

Lesser Chauci

Marsi

Usipetes

Batavii

Frisii

GAUL

CAESAR'S LEGIONS