

HAIL CAESAR™

AGE OF CAESAR



Fighting the battles of the rise and fall of Julius Caesar with model soldiers



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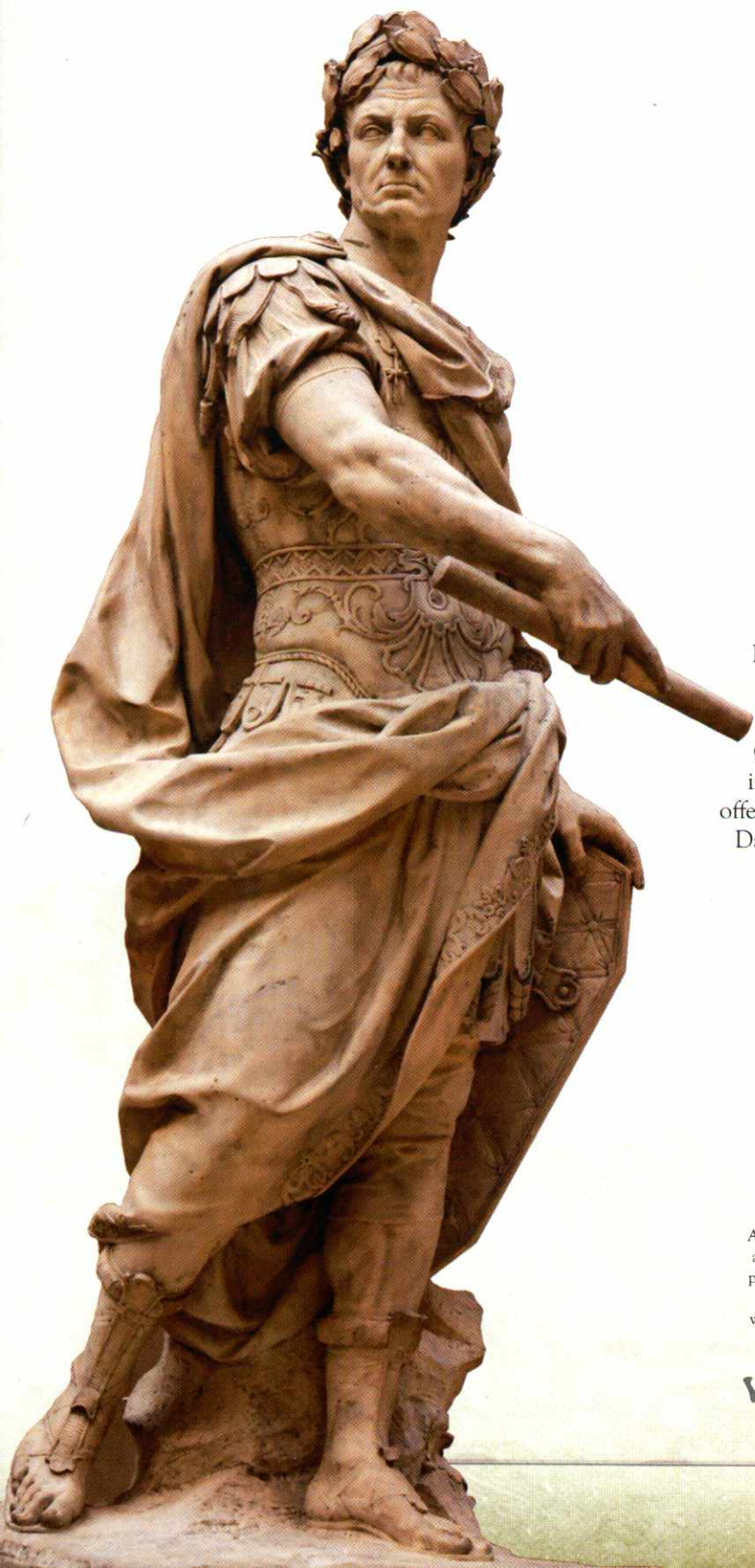
Hail Caesar!



Hold the line! The Romans brace themselves to receive the furious Germanic charge.

· HAIL CAESAR ·

AGE OF CAESAR



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INTRODUCTION: DEATH OF A REPUBLIC

"Carthago delenda est!"

This was Cato the Elder's famous declaration, calling for the annihilation of the Roman Republic's traditional enemy, the Carthaginians. He would get his wish in 146BC, but the death of Carthage, and the concomitant conquest of Greece, opened unseen wounds in the Republic that would lead to its own lingering and ultimately violent death. The wounds festered over the next hundred years as prospective potentates fought for power and personal glory. In the end, the blighted Republic could stand no longer and lay beaten and exposed to the man who would administer the *coup de grâce*: Gaius Julius Caesar.

The first symptoms of the disease that would envelop Rome appeared within twelve years with the election to the Tribune of the Plebs of Tiberius Gracchus, followed soon after by his brother Gaius. They were both populists at just that moment in time when aristocratic rule seemed an anachronism and the lower classes felt they were not receiving their share of the Empire's spoils. Tiberius Gracchus sponsored agrarian reform but his fellow Tribune, who favoured the aristocratic, Senate-backed *Optimates* faction, vetoed that and the Senate blocked all his measures. An assassin's knife put an end to Gracchus but the blood-letting

was only beginning. Undaunted, Gaius Gracchus won election as Tribune nine years later and implemented a corn subsidy for the poor, but he too would die by an assassin's hand. The damage to the Republic was already done, however, because the Gracchus brothers had started a class war none could stop.

Although the Gracchus brothers were dead, populism was not. Indeed, the man who would take up the populist cause was much more dangerous than the assassinated Tribunes. Gaius Marius was a career politician who served in the army before becoming Tribune of the Plebs and eventually Consul for 107BC through his service as a military legate in the Jugurthine War. Marius is remembered primarily for his military reforms, but his contribution to the fall of the Republic was the creation of a professional army that was loyal to its generals rather than the State. Marius used his army to destroy a Germanic incursion, then followed that with a series of Consulships based on strategic contingency and his popularity as a man who got results at home and abroad. Violence broke out in Rome during his final Consulship. The issues were again populist measures that the Senate deemed subversive to the State. Marius came down on the side of the Senate to restore order. He then retired, a reformer but not a revolutionary; but that would change.



Civil strife continued in the 90s and by the end of the decade that would turn to Civil War. In 95, the Romans barred all non-citizens from residing in Rome. When a champion for the Italian dispossessed came forward in 91 with the idea of making them all citizens, he was assassinated. That provoked the Italians into an open rebellion known as the Social War that lasted for three years before Rome emerged victorious. From the ashes of that strife emerged a new threat to the Republic, Lucius Cornelius Sulla. He had fought alongside Marius as a junior officer before going to the East to fight with his own army. He returned to Rome to pursue a political career on the side of the Optimates, but he was soon in the field again at the head of another Roman army, fighting against the Italians. His eventual victory led to his first Consulship in 88BC. Any thoughts Sulla entertained of a quiet time in office were soon dashed.

While Italy burned in the Social War, King Mithridates VI of Pontus had been preparing for a war with Rome that had been a long time coming. In early 88, he was ready. He organized a massacre of 80,000 Roman men, women and children in the East and quickly advanced, seizing control of the remainder of Asia Minor and extending his reach all the way to Athens.

Mithridates had not, however, anticipated Sulla's dramatic rise to power. Rome declared war on Mithridates in 87. Both Marius and Sulla wanted to command what promised to be a lucrative expedition. The Senate gave Marius the command but Sulla was already on his way. He did an about turn and marched on Rome, an unprecedented move. Sulla easily pushed aside Marius' defences and assumed control in Rome. Once he was satisfied, Sulla left once more to fight Mithridates. Marius seized the moment, returning to Rome with his confederate, Lucius Cornelius Cinna, and outlawing Sulla. Marius then died, leaving Cinna at the head of the Marian faction and in charge of Rome. Sulla, meanwhile, set about defeating Mithridates in a war lasting two years, though not without having to contend with the aggravation of a rival Roman army sent out by Cinna. Sulla cut a deal with Mithridates before confronting the new Roman army that deserted almost wholesale to Sulla's side.

In 84, Cinna led an army into Illyria but was stoned to death by his soldiers who had received one insult too many from their incompetent commander. By then Sulla was on his way back to Rome at the head of his army. The Senate sent two armies to block Sulla but both failed. Sulla's seemingly unstoppable force led other commanders stationed across the



Julius Caesar returns to Rome at the head of his victorious army.

ROME'S GREATEST GENERALS I: MARIUS (157BC - 86BC)

Gaius Marius was in many ways the father of the Late Republican Roman army. It was his reforms in 107BC that created the brilliant tactical instrument that Marius and his successors would use to bring down the Republic in their grab for power and glory. What Marius did was to transfer the loyalty of the Roman army from Rome to its commander in the field. He would use this to great effect but those that came after would shake off any ideological chains still worn by Marius. Africa was the testing ground for the new army in the war against Jugurtha in 106BC. Marius then turned his attentions north to destroy German tribes migrating across the Rhône in 104. The Romans were so impressed with Marius that they elected him Consul multiple times, partly as a result of continued barbarian attacks that Marius destroyed quite handily. Marius's final campaigns took place in the Social War, but he was too ill to continue and Sulla stepped in to take all the glory. He was called into action once more when Sulla marched on Rome, but Marius could not organize a suitable defence. He went into exile but returned when Sulla left for the East. Marius engaged in vicious political bloodletting, though that may have proven too much for him and he died not long afterwards. For *Hail Caesar*, Marius should be a 10 when fighting barbarians but an 8 or 9 when engaged with fellow Romans or Italians.



Bust of Gaius Marius
(Munich Glyptothek)

Empire to come out in support, including a very young and promising commander, Gnaeus Pompeius, soon to become Pompey the Great. As 83 closed, Sulla's march on Rome threatened to become a procession while his vultures circled around waiting for the kill. The year 82 opened with an attack on Sulla from the son of Marius, but he was soon besieged in Praeneste and in desperate need of help that was not coming. On 1 November, Sulla met his enemies outside the Colline Gate in a climactic battle that left him the master of Rome. He adopted the title of Dictator and took a terrible revenge on those who had opposed him. Thousands died in the purges, and yet more fled, including a young man by the name of Gaius Julius Caesar. Alongside the violence, Sulla implemented many political reforms, including abolishing the power of the tribunes to veto the Senate, the power that arguably started the ball rolling under the Gracchus brothers. After all that, Sulla resigned the Dictatorship and stood for Consul in 80BC. He died in 78, the same year that Pompey became the pre-eminent Roman General when he defeated the Lepidus rebellion on behalf of the Senate.

Pompey earned his military reputation fighting as an ally of Sulla against the remaining Marian holdouts, first in Sicily then in Africa. However, he was still a cub to Sulla's lion and the latter was reluctant to bestow too many honours on Pompey. When Sulla died, no one could hold Pompey in check. He demanded the command against the Marians in Spain

where he remained until 71. He returned to Italy to clean up the Spartacus Revolt and took the credit for victory much to the annoyance of Crassus who had laid the groundwork for Pompey's easy win. Pompey then set off for another campaign, this time against the Cilician pirates for which he received more honours. Finally, Pompey engineered being given command against Mithridates and spent most of the rest of the decade fighting wars in the East and organizing new provinces for the Roman Empire in the process. He returned to Rome and his third triumph, but waiting in the wings was Julius Caesar, who was the coming force in Roman politics and would blow Pompey and the Republic away.



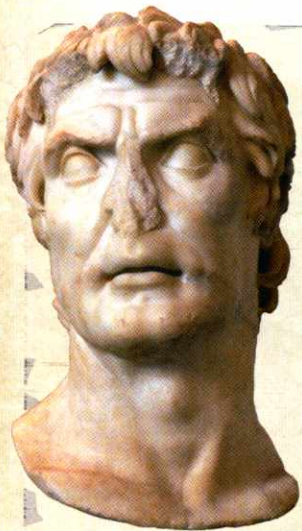
Roman Ballista

“It is easier to find men who will volunteer to die, than to find those who are willing to endure pain with patience.”

Julius Caesar



Roman nobles leaving their villa in a hurry before enemy arrives.



Apparent bust of Sulla
(Munich Glyptothek)

ROME'S GREATEST GENERALS II: SULLA (138BC - 78BC)

Lucius Cornelius Sulla Felix emerged from the shadow of his commander Marius during the Jugurthine War of 106BC. He would go on to have a legendary but controversial career as a General and politician. He fought under Marius again and Catullus against migrating Germanic tribes in 101. In 95, he assumed proconsular command in Cilicia where he defeated the invading Armenians under Tigranes the Great. However, it was Sulla's effective command in the Social War of 90-88 that first brought him greatness in the eyes of many Romans and he was elected as Consul for 88. Sulla next assumed command against Mithridates but was subject to political backstabbing in Rome. Never one to beat around the bush, Sulla marched on Rome in an unprecedented move and took the city, forcing Marius to flee. He then, perhaps foolishly, left for Pontus and his war with Mithridates. Marius returned to Rome and with Cinna proceeded to outlaw Sulla.

Preoccupied with his war in the East, where he scored some astonishing victories, Sulla took his time in returning to Rome to fix that problem once and for all. But with the help of his fearsome military reputation and some up and coming Generals, Sulla once more marched into the Eternal City, this time to become Dictator and reshape the Republic on his own terms. With his political settlement achieved and his military reputation secured, Sulla retired to his estates where he died in 78BC. In *Hail Caesar*, Sulla should be considered a 10 as General from the Social War onwards.

TIMELINE: FALL OF THE REPUBLIC

ALL DATES BC

- 133: The Tribune of Tiberius Gracchus
- 123: The Tribune of Gaius Gracchus
- 111-105: The War with Jugurtha: Marius and his lieutenant emerge victorious.
- 107: Marius reforms the army and its tactics.
- 104-100: Marius becomes Consul for an unprecedented multiple year extension.
- 90-88: The Social War in Italy. Sulla consolidates his growing reputation as General.
- 88: Sulla goes east to fight Mithridates.
- 83: Sulla's march on Rome to deal with political backstabbing. Emergence of Pompey.
- 82: Sulla becomes Dictator.
- 71: Spartacus Revolt: Victory for Crassus but the young Pompey takes the credit.
- 71: Pompey defeats Roman rebels in Spain.
- 63: Pompey goes east and crushes Mithridates.
- 60: First Triumvirate: Caesar, Crassus, and Pompey share power.
- 58-50: Caesar crushes the Gauls in a protracted war.
- 53: Battle of Carrhae v the Parthians: Crassus loses and is killed.
- 52: Siege of Alesia all but ends Gallic resistance.
- 49: Caesar crosses the Rubicon with Mark Antony by his side.
- 48: Civil War: Caesar v Pompey: Battle of Pharsalus, defeat of Pompey by Caesar and Mark Antony.
- 46-44: Caesar's Dictatorship
- 44: Caesar assassinated.
- 43: Second Triumvirate: Octavian, Mark Antony and Lepidus.
- 42: Battle of Phillippi, Caesar's assassins routed.
- 31: Octavian defeats Antony and Cleopatra at Actium.
- 27: Octavian assumes full power in Rome and ends the Republic in all but name.



THE DIVINE CAESAR: HISTORY'S GREATEST GENERAL?

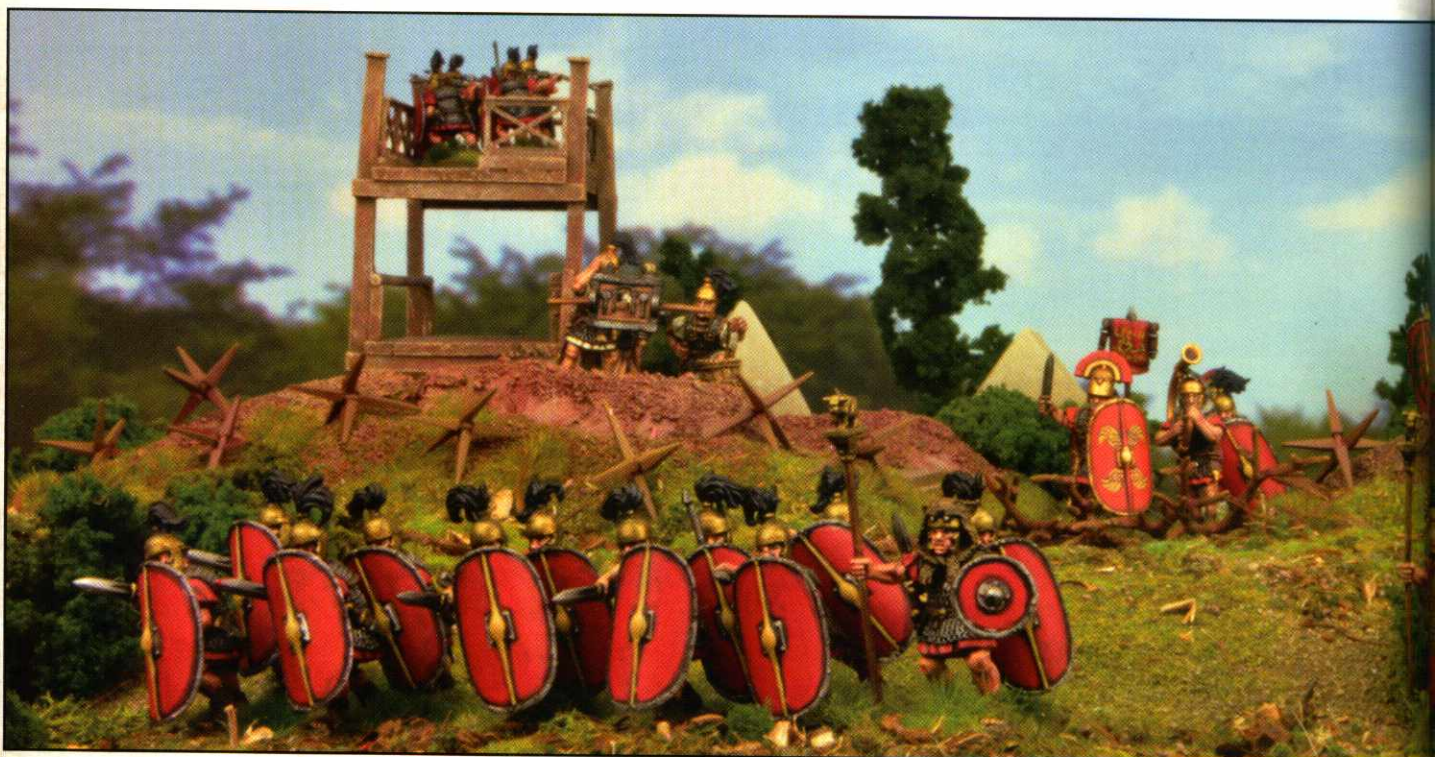
In death, the Romans made him a god. In life, Rome's enemies suffered Gaius Julius Caesar's wrath as if he already was one. Caesar was simply the greatest military commander that has ever lived. In battle after battle, across three continents, against multiple enemies and widely divergent military systems, Caesar emerged victorious. He never lost a battle. Chieftains and Kings kneeled before him in defeat before being led off to Rome in triumph after triumph. Caesar expanded the Empire in almost every direction but most notably into Gaul and on to the very limits of the known Roman world. Caesar even took on the great Roman commanders in a brutal civil war, and beat them too. His life was ended, not in battle, but as a result of treacherous Roman knives wielded through jealousy and fear. Caesar's political and military legacy would endure for 2,000 years and his name has become synonymous with power in such titles as Kaiser and Tsar. For military historians, Caesar's campaigns remain the textbook study of applied force and ruthlessness.

Gaius Julius Caesar was born c100 BC into a well-connected but not overly prominent noble family. By the age of 16, Caesar was head of his household and began his political-military career during a time of great unrest and civil war. Being Marius's nephew, he was exiled to Bithynia by the dictator Sulla, who said of the young upstart that "in him there were many Marius's!" Caesar only returned to Rome on Sulla's death in 78 BC. Soon thereafter, Caesar displayed his ruthless ambition when he carried out his threat to crucify a group of pirates who had captured and ransomed him. He went on to fight in Roman Asia, then Spain sometime around 69 BC, all the while rising through the ranks. He sojourned in Roman politics for a few years but was back in Spain in 62 BC as Governor with pro-consular powers. He crushed two

native rebellions while reforming the administration then returned to Rome to stand for Consul, an election he won despite a vicious political campaign by his opponents. Thus, Caesar stood at the pinnacle of Roman politics, but his military reputation, though growing, was not yet complete.

Caesar was a populist and proposed many reforms to help Rome's poor and disenfranchised. That made him enormously popular with the people but hated by many of the noble class whose privileges were seriously endangered. The ever-practical Caesar allied himself to two of Rome's richest and most powerful men, Crassus and Pompey, in the First Triumvirate, a system of authority that could only work if all three partners remained equally powerful. Unfortunately, they would not; the deluded Pompey thought he could control Caesar's ambition and married his daughter to cement his position, but he lacked the sustained loyalty of Rome's best troops; Crassus was extremely rich though jealous of the other two's military prowess, that led him to attack the Parthians who crushed his army and killed him; Caesar just wanted it all and did not much care who got in his way.

On completion of his consulship, Caesar was assigned to govern Cisalpine Gaul, Illyricum, and Transalpine Gaul. That gave him command of four Legions and Caesar soon demonstrated that he knew how to use them. The volatile mix of Roman-Gallic alliances adjacent to his frontiers provided Caesar with an opportunity to intervene in Gallic affairs. He first defeated some migrating tribes then set about destroying the power of tribe after tribe throughout the Gallic region west of the River Rhine. In 55 BC, Caesar investigated Britain but returned to Gaul to put down rebellion. Even as he crossed back over the English Channel, external and internal problems were about to threaten the existence of the Roman Republic, and with it Caesar's recently established power base. He would have none of it.



Mind your head, Marcus! A Roman Scorpion bolt-thrower gives covering fire to these brave legionaries.

The Triumvirate fell apart in 53 BC when Crassus, the richest man in Rome, died in a foolish effort to extend Rome's power in the East. The other member, the great General Pompey, assumed power in Rome, though there was nothing Caesar could do about that just yet because he had to deal with the widespread rebellion in Gaul led by the great chief Vercingetorix. After a series of setbacks, Caesar would finally crush the rebellion at the siege of Alesia in 52 BC. Gaul was finally conquered and Caesar could now cast his gaze to the situation in Rome. His choices in that regard were made easier when Pompey and the Senate ordered him to disband his army and return to Rome where he would undoubtedly face a humiliating trial. Caesar did go back, but he took his soldiers with him across the River Rubicon and ignited a civil war. As he drove south, Caesar's enemies fled from Rome, but there would be no escape.

After a strenuous campaign, Caesar smashed Pompey at Pharsalus in 48 BC and returned to Rome as Dictator. He lingered long enough to establish his government then set off to Egypt in pursuit of the fugitive Pompey. When he arrived Pompey was already dead at the hands of an assassin, but Caesar stayed on in Egypt to back Cleopatra's successful bid for the Pharaoh's throne. In 47 BC, Caesar attacked and crushed the King of Pontus, and the following year he defeated dissident senators in Africa. He finally hunted down the last of Pompey's supporters in Spain and defeated them at the Battle of Munda in 45 BC. Back in Rome, Caesar introduced a programme of populist reform but he would not see his plan come to fruition. On the Ides of March 44 BC, a group of senators assassinated Caesar as he entered the Senate to hear petitions. That would set off another round of civil wars and ultimately end the Roman Republic. Caesar's nephew Octavian became the ruler of Rome and adopted the title of Caesar, thus ensuring his uncle's legacy into the new era.



“At Rome, moreover, Caesar won a great and brilliant popularity by his eloquence as an advocate, and much good will from the common people for the friendliness of his manners in intercourse with them, since he was ingratiating beyond his years. He had also a large and gradually increasing political influence in consequence of his lavish hospitality and the general splendour of his mode of life. At first his enemies thought this influence would quickly vanish when his expenditures ceased, and therefore suffered it to thrive among the common people; but later on when it had become great and hard to subvert, and aimed directly at a complete revolution in the state, they perceived that no beginnings should be considered too small to be quickly made great by continuance, after contempt of them has left them unobstructed.”

Plutarch, *Parallel Lives*

INSTRUMENT OF IMPERIALISM: CAESAR'S ARMY

Julius Caesar's military genius lay in his brilliant battlefield generalship and his relentless, sometimes bordering on reckless, pursuit of victory. He seized every tactical advantage he could and made the most of enemy mistakes while minimizing his own. His list of victories and range of defeated enemies bears testament to Caesar's mastery of his main weapon: the Roman Legions. Caesar was not, however, a great innovator when it came to administration or fighting; rather, he tweaked and tinkered with a military machine that had evolved over the centuries to become the ancient world's most formidable force.

What separates Rome from most other ancient cultures was the Roman ability to adapt and overcome obstacles. This practical approach underpins their brilliance as engineers and military tacticians. They also had the uncanny knack of 'borrowing' ideas and improving on them. When it came to the battlefield, the Romans began with a phalanx based on the Greek model, in keeping with most of their Mediterranean contemporaries. As the Romans fought their way out from a small city state onto the world stage, they took the idea of the citizen phalanx and converted it into the legion through a series of evolutionary steps. By the end of the 4th Century, Romans served in manipular Legions where the 5,000 man legion was subdivided into 120 man units known as maniples, allowing for greater tactical flexibility on the battlefield. Further reforms followed, culminating in those of the Consul Marius in 107BC who professionalized the army and made soldiering a career rather than an annual obligation. In keeping with Roman tradition, however, Marius maintained some aspects of the legion while developing others.

Marius changed the unit structure in the army so that the Cohort became the basic tactical unit. This consisted on paper of 480 men formed from three maniples of two centuries of 80 men led by a Centurion. This brought the main Roman army into organizational line with the auxiliary contingents that had been organized into Cohorts since the Punic Wars. The Cohorts were further organized into groups of ten to form the Legion. On the battlefield, the Legion deployed in three ranks in a chequerboard

fashion with four Cohorts in the front line and two lines of three behind. This formation made command and control easier with only ten subordinate commanders rather than the previous thirty. In addition, the Legion Commander could order individual Cohorts around without



disrupting the cohesion of the Legion. The new system also allowed for the two 'reserve' lines to move forward to close any gaps in the line and to relieve units tired from the fighting. Moreover, the new Cohort system allowed for Cohort detachments to be sent on missions where a Legion would not be required. The new Marian Legion was therefore much more suited to administrative and strategic demands as well as tactical necessities on the battlefield. Such was its effectiveness, that the Legion structure remained virtually unchanged for the next four hundred years.

Unlike in the previous system of three lines performing different tasks and therefore being armed differently, the new Marian legionaries were all armed the same no matter their cohort. They carried two *pila*, or throwing spears, one heavy and one light, a short, stabbing sword, the *gladius*, and a large, oval-shaped, concave shield, the *scutum*. They wore chainmail body armour, greaves, or single greave on the leg facing the enemy, and a rounded, Montefortino helmet with cheek-guards. For skirmishing duties, the Romans deployed young, lightly-armoured warriors, who carried several light javelins, a sword, and a small shield. Although the Roman legion contained some cavalry, they were few in number and not expected to take on large bodies of enemy cavalry. For that, and other specialist tasks, the Romans usually incorporated auxiliary units into their field army. These were generally drawn from conquered or affiliated natives who possessed the required local tactical knowledge.

The psychological impact of Marius' reforms was to bind the soldiers to their generals, sometimes to the detriment of their loyalty to the state. The newly professionalized legionaries became career soldiers and could spend years away from Rome on campaign. If they served under a general who gave them victories and all the rewards that go with that, such as booty, promises of land and settlements, then they fought all the harder. The two military giants of the late Republic, Pompey and Caesar, were masters at cultivating loyalty, making their collision in the Civil Wars all the more dramatic. Of course, a General also had to demonstrate personal courage, a fundamental Roman military virtue. Thus, we find Julius Caesar leading from the front at the Battle of the Sabis River, and conversely Titus Labienus conspicuously getting embarrassed at the Battle of Ruspina while attempting to do so and losing his army as a result. Moreover, the twin values of loyalty and leadership trickled down through the ranks, so that politically appointed officers could gain reputation through glory and respect, and centurions, the most visible commanders to the rank and file, became the backbone of a successful Roman army.

FIGHTING *HAIL CAESAR* WITH THE ROMANS

For fighting with Caesar's Legions, you will need a legion that is powerful in attack and defence but flexible in manoeuvring round the table. To that end, for our battles we adopted a Legion consisting of two Front line Cohorts, two Second line Cohorts, and one Third line Cohort. Each Legion also carried auxiliary units, usually cavalry and a unit of skirmishers. In addition, an artillery piece might be useful if defending – source references for Caesarian artillery are non-existent but we decided it was highly unlikely that the late Republic was the only period of Roman history where artillery was not used; therefore, we opted to include the artillery from the Marian Army list. Other options exist, of course, and a

wide variety of choices are available under the Marian Roman Army List in the Biblical & Classical supplemental book for *Hail Caesar*. The key concept, though, as in Caesar's army, is to make the Legion the core of your *Hail Caesar* division. Further nuancing of your Caesarian army can be achieved by varying unit experience so that some, particularly the Third line Cohorts, are veterans with Elite status, while at the other end of the scale, newly raised Legions are untrained and may be treated as Levy and roll on the Freshly Raised table when entering combat for the first time. Moreover, veteran and elite units might be allowed to fight in Wedge formation. That would also apply to the faux-Legions raised in the East or Africa. For cavalry, you might want to forego Roman units and bring on some specialized local auxiliaries such as Gauls or, for Spain and Africa, Numidians who would possess Marauder capabilities.



Caesarian Roman legionaries

Roman Troop Values

Unit	Combat				Morale Save	Stamina	Special
	Clash	Sustained	Short Range	Long Range			
Legionary heavy infantry armed with pila and swords	7	7	3	0	4+	6	Drilled
Veteran legionary heavy infantry armed with pila and swords	7	7	3	0	4+	6	Drilled, Elite
Raw recruit legionary infantry with pila swords	6	6	3	0	4+	6	
Hastily levied legionary infantry armed with pila and swords	6	6	3	0	5+	6	Levy
Spanish-style light infantry legionaries armed with pila and swords	7	7	3	0	6+	6	Drilled, Stubborn
Thracian or Illyrian light infantry armed with javelins and shields	5	5	3	0	6+	6	
Spanish scutarii medium infantry armed with spears or pila	6	6	3	0	5+	6	
Gallic or Galatian medium infantry warband armed with swords and javelins	9	6	2	0	5+	6	Wild fighters
Spanish caetrati light infantry with javelins fielded as small units	3	3	2	0	0	4	
Infantry skirmishers armed with javelins and fielded as small units	3	2	2	0	0	4	
Skirmishers armed with slings fielded as small units	2	2	2	2	0	4	
Balearic slingers fielded as small units of skirmishers	2	2	2	2	0	4	Marksman

Unit	Combat				Morale Save	Stamina	Special
	Clash	Sustained	Short Range	Long Range			
Skirmishers armed with bows fielded as small units	2	2	2	2	0	4	
Cretan archers fielded as small units of bow-armed skirmishers	2	2	2	2	0	4	Marksmen
German medium cavalry armed with spears and/or javelins	8	5	3	0	5+	6	Tough fighters, Stubborn
Gallic medium cavalry armed with spears and/or javelins	8	5	3	0	5+	6	Tough fighters
Spanish medium cavalry armed with spears and/or javelins	8	5	3	0	5+	6	
Caetrati light infantry with javelins fielded as small sub-units of Spanish cavalry - 1 per Spanish medium cavalry unit	3	3	2	0	0	4	Sub-unit of Spanish cavalry
Spanish, Thracian or Cappadocian light cavalry armed with javelins and fielded as small units	5	3	2	0	6+	4	
Numidian light cavalry with javelins fielded as small units	5	3	2	0	6+	4	Feigned flight
Syrian light cavalry with bows fielded as a small unit	5	3	2	2	6+	4	Feigned flight
Light artillery scorpion bolt throwers	1	1	2	2	0	3	Drilled
Medium artillery onagers	1	1	0	3	0	3	
Heavy artillery ballistae	1	1	0	3	0	3	
Numidian elephant with javelin-armed crew	4	3	1	0	4+	6	Elephant



A Scorpion crew scour the enemy for suitable targets.

CAESAR: MAN OF DESTINY

For this *Hail Caesar* supplement, we selected five representative battles that occurred at significant junctions in Julius Caesar's rise to power in Rome. They also present different tactical problems that Caesar overcame historically through a combination of tactical brilliance and leadership. To that end, we decided that Caesar should start with a Command Rating of 10, giving him a much better chance of having his orders obeyed and indulging in those bold tactics for which he became justly famous. However, if players want to build more of a career progression into their supplement scenarios, Caesar can begin as an 8 and receive 'promotion' for each victory or Triumph earned in addition to the rewards explained below.

MAN OF DESTINY: EARNING TRIUMPHS

Pre-eminence in Rome came through the awarding of Triumphs for battles not just won but won while displaying all the proper Roman virtues, including courage and leadership. Thus, in our battles an extra victory condition is given for Caesar to win a Triumph if he succeeds spectacularly. To earn a Triumph, Caesar can go beyond the regular victory conditions as defined in the *Hail Caesar* rules and pursue the greater glory as described in the scenario.

MAN OF DESTINY: CAESAR AS A CAMPAIGN GAME

For our *Hail Caesar* battles, what we wanted to do was link them together and track Caesar's career. After all Caesar's reputation, and his life, depended on achieving consistent success on the battlefield, and we wanted to add an edge to the battles. However, to make that work, we had to 'deify' Caesar, making him invulnerable to death in battle. Rather, we decided that he could be rendered *hors de combat* for that battle but would be allowed to take part in future battles in the campaign – when fighting in combat, Caesar is susceptible to the same level risk that would result in death for lesser commanders but would be removed from the battle if he suffered that fate rather than being killed. We called this *Destiny*. Moreover, to reflect the growing sense of awe at Caesar's military genius, we created another level of victory in our battles that would earn Caesar a Triumph and a new command attribute for his next engagement (see Triumph Table). If he loses, however, Caesar goes back to his original settings.



Triumph Table:

1 Triumph:	Caesar gains +1 Attacks for any unit he joins.
2 Triumphs:	Caesar gains +2 Attacks for any unit he joins, all units in Caesar's Division also receive a +1 Attack for being in the vicinity of Caesar.
3 Triumphs:	As for 2 Victories, but the unit Caesar joins may reroll for any casualties suffered in that round of combat.
4 Triumphs:	As for 3 Victories, but all units in Caesar's Division reroll for any effect once during the next battle.



If Caesar wins his fifth Triumph, he becomes Dictator, though oddly he refuses to leave his villa on the 15th of March. For four wins, Caesar may form a new Triumvirate with his political rivals. Three wins sees Caesar retire to his estates, wondering what might have been. Two wins and Caesar is tried for corruption as befits a losing General. One win and Caesar is exiled to garrison duty in Gaul where the locals will be falling all over themselves to welcome him. No wins, Caesar who?

CAESAR IN GERMANY: FIRST STEPS TO GLORY

Despite all its success in the centuries before Caesar, the Roman Empire remained vulnerable on one key frontier: Gaul. Indeed, the mysterious Celts had cast a frightening shadow across Rome ever since they had sacked the city in 390BC. In the interim, the Romans had expanded their influence across the Mediterranean to the east, west, and south, but had barely set foot in northern Europe. That situation would change dramatically when Julius Caesar arrived in the north.

By 60 BC, Caesar was already one of the most powerful men in Rome. He used that status to reconcile Pompey and Crassus, both of them wealthy but antagonistic to the other, and formed the First Triumvirate. They agreed that Caesar would stand for Consul for 59 BC with a view to a proconsular governorship the following year. He duly became proconsul for Cisalpine and Transalpine Gaul and Illyrium for five years. Thus his command spanned the northern frontier of Roman Italy. That provided a useful base for Caesar's expansionist ambitions, while refilling his empty coffers, and, more importantly, furnished him with four veteran Legions - VII, VIII, IX Hispana, and X - to carry out his plans. What Caesar needed was a pretext for action. He would not have long to wait.

A few years before Caesar's arrival, three Gallic tribes conspired to conquer the Aedui who happened to be a staunch ally of Rome across the frontier. The prime backer of this war was Ariovistus, king of the Germanic Suebi tribe. He took land for his reward and resettled his people. For the moment, Rome stayed clear of intervention, accepting Ariovistus's right to the spoils of war as long as he did not become overly ambitious. Moreover, the Aedui were still intact and acting as a useful buffer on the frontier, so Rome need not worry. At least they did not until in 58 BC the Helvetii

tribe decided to migrate from the region of modern Lake Geneva to the west across Aeduan land and through Transalpine Gaul. The Helvetians asked Caesar for permission to do so. In response, he stalled for time to raise troops to supplement the single legion in the province and organize a 19 mile long preventative barrier. With his defences in place, Caesar refused the Helvetian request, knowing full well that the tribe had literally burned all its bridges and would try to continue.

With lightning speed that was already becoming legendary, Caesar rushed to Cisalpine Gaul, collected three Legions, mustered two more into service, and surprised the Helvetii as they crossed the river Saône into Aeduan territory. Three-quarters of the tribesmen were already across the river when Caesar's Legions deployed for battle. The unfortunate Tigurini were left to bear the brunt of an assault by three full Legions: they did not fare well. Having killed many of the Tigurini and scattered the rest, Caesar built a bridge over the Saône in a single day and set off in pursuit of the rest of the Helvetii. They sent an envoy to Caesar asking again for permission, which Caesar would give if the Helvetii provided hostages. They would not and the chase continued. Caesar thought to head the Helvetii off by sending his auxiliary cavalry ahead, but they received a sharp rebuff from the Helvetian cavalry. The confident tribesmen offered Caesar battle but the Romans kept their distance. For the next 15 days, the two sides shadow-boxed until Caesar's supplies ran low and he had to halt. Caesar ordered his army to make for the Aeduan stronghold of Bibracte where he could collect grain. Now it was the Helvetii who took up the pursuit, but not for long because Caesar seized this opportunity to offer battle. He drew up his Legions on high ground and waited for the Helvetii to attack. On the



German cavalry hunt their forest for the Roman quarry.

warriors came in a single phalanx while the Romans waited until the Helvetii were in javelin range. The warriors reeled as the volley of missiles hit them and the legionaries followed up with a devastating charge. The Helvetii retreated to a nearby hill pursued by the Romans, but when the fighting renewed the Helvetian rearguard smashed into the Roman flank. Caesar ordered out his third rank to deal with this new threat and the battle raged on two fronts. Roman discipline overcame Gallic courage as it would do so many times in the next few years. The Helvetii finally broke after a last desperate defence of their baggage park. Caesar rested his army for three days then set off in pursuit. Caesar ordered the Gallic tribes to offer no aid to the Helvetii thus reducing them to near starvation and forcing their surrender. Caesar sent them home to rebuild their villages, which they did having lost almost two-thirds of their entire tribe, including 6,000 who attempted to flee but were hauled back and executed. Caesar accepted the plaudits of the other Gallic tribes, but already a greater problem was brewing.

In his discussions with tribal leaders, Caesar heard disturbing tales of Ariovistus's tyrannical rule over his subject Gauls and his threats to seize the whole of the country west of the Rhine. The Aedui asked Caesar to honour Rome's obligations to protect them, or they would seek help from elsewhere. Caesar therefore sent a delegation to Ariovistus, asking him for a conference. He replied that the Roman should come himself as if they were equals. Caesar then demanded that Ariovistus obey Senate decrees relating to Roman allies, but again Ariovistus refused to comply. Moreover, if Caesar wanted a fight, Ariovistus would give him all he could handle. With the gauntlet thrown and more Germans crossing the Rhine, Caesar once more mustered his Legions and set off for war.

Caesar learned that Ariovistus was marching on the Sequani town of Vesontio, modern-day Besançon, but Caesar beat him to it. Ariovistus asked for talks but attacked Caesar's bodyguard then took a second delegation hostage. The German then deftly manoeuvred his army behind Caesar, interdicting the Roman's supply line. Caesar turned but Ariovistus refused a full-scale battle. To reopen his supply line, Caesar built a smaller fort for two of his Legions only 600 yards from the German camp and marched back to his main camp with his other four Legions. Ariovistus took the bait and attacked the smaller camp but could not force his way in. The next day, Caesar marched up to the German camp in full battle array and finally the warriors came out to fight. They lined up by tribe - the Harudes, Marcomani, Triboci,



Vangiones, Nemetes, Sedusii, and Suebi - backed by their wagon train to prevent retreat. The tribal women mounted the wagons to exhort their men to fight well or die but never surrender them to Roman slavery. Caesar divided his legates up among his Legions so that the legionaries would know their courage was being watched too. He then gave the signal for the charge. The Germans charged simultaneously, preventing the Romans from throwing their javelins. The two sides clashed in ferocious hand-to-hand fighting. The German left soon gave way but their right threatened to overwhelm the Romans. At the moment of crisis, Publius Crassus, commanding the cavalry, brought forward the Roman third line, tipping the scales against the Germans. As their phalanx collapsed, the Germans panicked and ran, many of them not stopping until they reached the Rhine 15 miles away. Ariovistus was among the survivors of the battle but was never heard from again and was certainly dead by 54 BC. With the Germans defeated, the campaign season came to an end. Julius Caesar had announced his arrival in Gaul in spectacular fashion, but he had only just begun.

SCENARIO I: CAESAR'S BAIT

The pivotal moment of Caesar's campaign against Ariovistus came when the German king had outmanoeuvred his Roman counterpart on the road to Vesontio. By cutting off Caesar's supply lines, Ariovistus could keep his army on the defensive and wait for the Romans to attack uphill. Caesar, on the other hand, had to find a way to draw Ariovistus out so that he could fight on equal terms. With that in mind, Caesar put two of his Legions into a temporary fort near the German lines in the hope that Ariovistus would take the bait. This scenario puts players in that approximate situation and asks the question 'Will Ariovistus succeed in destroying the Roman force left out in the open before Caesar can bring the rest of his army to the rescue and force a general engagement?' Thus, whoever holds the fort at the end of the battle wins.

FORCES

For this battle we wanted to mix in a few units not usually seen in Caesarian fights while keeping to the feel of the original campaign. Thus, we added a unit of Fanatics to the German tribes to help achieve the effect that this was a combined force of Gallic and Germanic tribes, though commanded by the German Ariovistus. To add to the tactical choices for the Romans, and to help defend the fort, we included some skirmishers with javelins and a Light Artillery Scorpion Bolt thrower. We decided that for all our battles, the basic Legion would consist of two Cohorts in the first two lines with a single Cohort behind. In addition, we balanced out the forces to give all our players an equal footing - we would do this throughout all our battles.

GERMAN TRIBAL CONFEDERATION - ARIOVISTUS (9)

TRIBE I (MARCOMANI TRIBE MAROBODUUS COMMANDING)	Clash	Combat			Morale Save	Stamina	Special
		Sustained	Short R.	Long R.			
3x Medium infantry warband with spears and javelins (including 1x Fanatics unit)	9	6	2	0	5+	6	Wild fighters
1x Light cavalry with javelins	5	3	2	0	6+	4	

TRIBE II (SUEBI TRIBE ARIOVISTUS COMMANDING)	Clash	Combat			Morale Save	Stamina	Special
		Sustained	Short R.	Long R.			
3x Medium infantry warband with spears and javelins	9	6	2	0	5+	6	Wild fighters
1x Medium cavalry with spears and javelins	8	5	3	0	5+	6	Eager, Tough fighters

TRIBE III (VANGIONES TRIBE VOCION COMMANDING)	Clash	Combat			Morale Save	Stamina	Special
		Sustained	Short R.	Long R.			
3x Medium infantry warband with spears and javelins	9	6	2	0	5+	6	Wild fighters
1x Medium cavalry with spears and javelins	8	5	3	0	5+	6	Eager, Tough fighters

ADDITIONAL SUPPORT:

2x Skirmisher units to be deployed before battle commences with any Tribe Ariovistus desires. These are small javelin-armed units with standard stats, the same as those given for Caesar's force

Germanic cavalry



REPUBLICAN ROMAN - JULIUS CAESAR (10)

LEGION I (GARRISON XII SERVIUS SULPICIOUS GALBA COMMANDING)	Combat				Morale Save	Stamina	Special
	Clash	Sustained	Short R.	Long R.			
5x Legionary heavy infantry (2 Front line Cohorts, 2 Second line Cohorts, 1 Third line Cohort)	7	7	3	0	4+	6	Drilled
1x Skirmishers with javelins	3	2	2	0	0	4	
1x Roman scorpion bolt-thrower	1	1	2	2	0	3	Drilled

LEGION II (GARRISON X CAESAR COMMANDING)	Combat				Morale Save	Stamina	Special
	Clash	Sustained	Short R.	Long R.			
5x Legionary heavy infantry	7	7	3	0	4+	6	Drilled
1x Auxiliary Gallic medium cavalry	8	5	3	0	5+	6	Tough fighters
1x Skirmishers with javelins	3	2	2	0	0	4	

LEGION III (GARRISON IX TITUS LABIENUS COMMANDING)	Combat				Morale Save	Stamina	Special
	Clash	Sustained	Short R.	Long R.			
5x Legionary heavy infantry	7	7	3	0	4+	6	Drilled
1x Auxiliary Gallic medium cavalry	8	5	3	0	5+	6	Tough fighters
1x Skirmishers with javelins	3	2	2	0	0	4	



Horrible, huge and hairy! A young legionaries worst nightmare was being pounced upon expectedly by a great big German.



BATTLEFIELD & DEPLOYMENT

For our Battlefield we used an 8'x6' table as we would for all the battles in this supplement. However, the game can be played just as well on a smaller table, though a larger table might require a more flexible entry point for Caesar's Relief Force. There is very little terrain to obstruct movement though a few bushes and trees will add to the aesthetics. The Roman fort measures 12"x12" and is positioned 13" in from the short edge and halfway across the table between the two long edges. We judged that positioning as being close enough to the Germans to pull them forward into an assault, and just far enough away that Caesar had to think about how he could help the fort while protecting his relief forces charging across in the face of a broad German assault. We treated each wall of the fort as a separate Linear Obstacle for defensive purposes rather than call the fort a building. That reflected the temporary nature of the fort. The fort is garrisoned by Legion XII, though some or all of those units may be posted up to six inches outside the fort. The Germans occupy the northern edge and begin the game at the edge of the field as if they are about to enter. The other two Roman Legions are ready to enter in column from the eastern edge.

VICTORY CONDITIONS:

- Whoever holds three walls of the fort at the end of the game wins the battle. What we meant by that was a unit in

uncontested possession of the wall even if they were subject to missile fire.

- Caesar wins a Triumph if all of the German tribes are Broken by the end of the battle. That goes beyond the two-thirds Broken rule for ending a Hail Caesar battle under normal playing rules and must be agreed on by both sides before the battle starts. Note that if Caesar is attempting to win a Triumph in this scenario he must consider how he will prevent the losing Germans from leaving the table before he can destroy them.
- If at least two sides of the fort are under assault by either army at the end of the battle, no matter who is in possession of the interior, both sides withdraw to fight another day with no political consequences to Caesar's reputation, though he will not earn his Triumph.

SCENARIO RULES:

- All Division Commanders are rated as 8 for Orders purposes except where noted in the Forces section of the scenario i.e. Caesar (10), Ariovistus (9).
- Caesar's Relief Force deploys off-table in readiness to enter on his first move.
- Ariovistus has taken the bait of the fort and therefore begins the battle.

BATTLE REPORT: A FORT TOO FAR!

Wargames, like the battles they represent, can produce the strangest outcomes for the oddest reasons, and so it would prove on Julius Caesar's debut. The Gamers-in-Exile took on the challenge of playing Caesar's attempt to draw his Germanic opponent into battle with resident Hail Caesar rules expert Martin generously offering to fill the big man's sandals. Ariovistus was played with enthusiasm and gusto, but not much else, by our host Jim, and the rest of the exiles fitted into their roles with some unsavoury usage of pidgin Latin and insults in something resembling German.

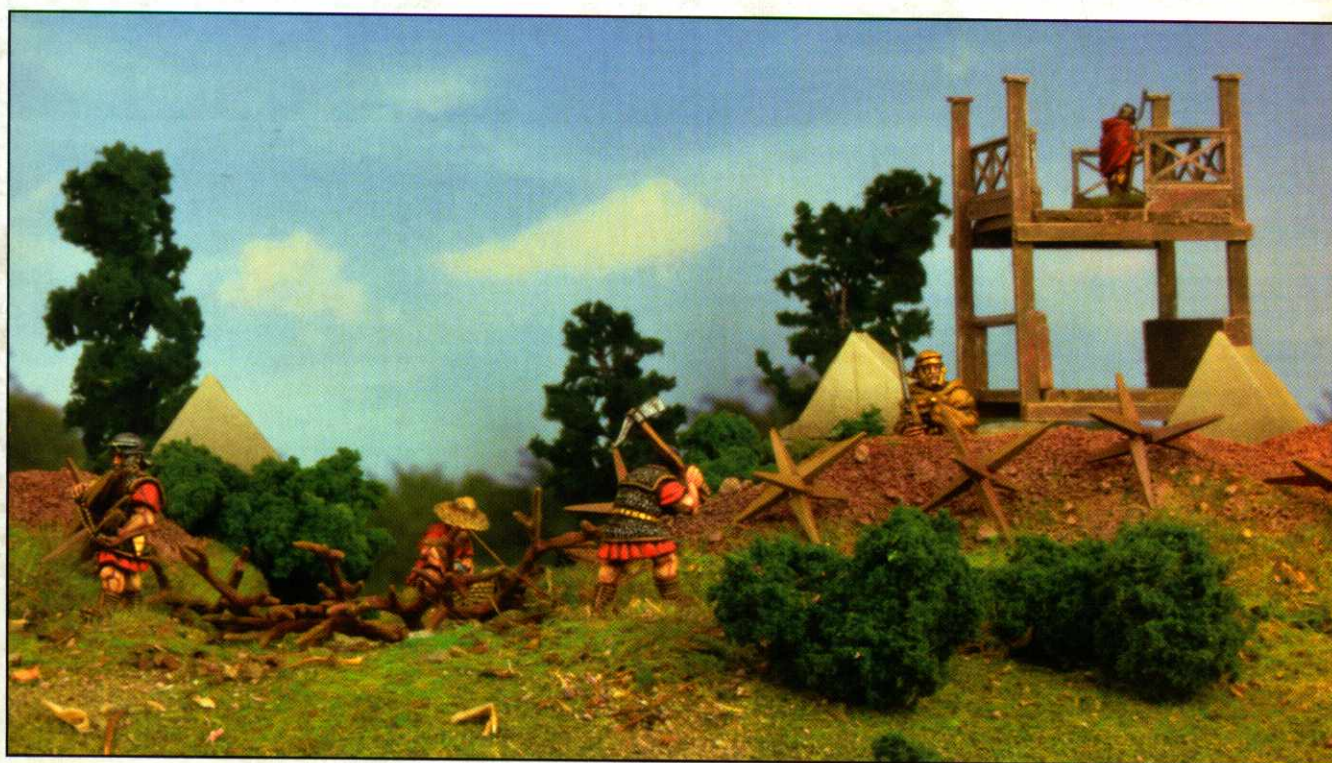
The Germans opted for a simple plan, befitting their primitive and barbarian status. The Marcomanni deployed on the right flank, aiming directly for the fort. Ariovistus' Suebi took up the centre. He would drive down the left wall of the fort as he viewed it, and attack from the flank and rear while holding off any Roman effort to come to the fort's aid. The Vangiones gathered on the left where they intended to strike into the flank of the reinforcing Romans, knocking them out of the battle almost before it began if all things went according to plan. Caesar had limited choices: Legion XII would have to hold the fort for as long as possible until Caesar's IX and X Legions could get there and drive off the Germans. Once that was achieved, the Romans would attack outwards into the Germans and send them packing back across the Rhine.

It was a certain Mr. Robert Burns who would describe the best laid plans as often going astray, and so it would prove almost immediately in this refigit. The Marcomanni did their job, ploughing forward to within shooting distance of the fort in their first move, and Ariovistus followed suit, rolling low and moving fast. The Vangiones blundered, however, and ran

back off the table! Caesar arrived, moving rapidly with his cavalry out front and his infantry in column behind. The IX Legion trundled out too but for only one move. Meanwhile, the XII's skirmishers on the left flank of the fort fired, causing one casualty on the Marcomanni, and the scorpion, deployed on the right fore-corner of the fort flailed the Suebi for three hits, though again only one casualty.

On the Marcomanni charged, up to the wall of the fort facing them. Their fanatics fired at the jeering Romans along the wall. But jeers quickly turned to shock when the one hit inflicted caused a Break Test, resulting in a 1,1 dice roll and a broken unit. Ariovistus tried to take advantage of the sudden Roman calamity by attacking the right Roman wall, but his attacking unit blundered, after having failed their order then rerolled, and missed the wall altogether! Meanwhile, out on the German left, the Vangiones failed to return to the table having failed their Command roll. Nevertheless, the XII Legion inside the fort was now in a serious pickle, made worse when the unit occupying the right wall failed its order to fall back into a defensive position, joining with the left wall unit. Caesar was barrelling across the field, however, with another three-move Order roll, and the scorpion struck again for two casualties, disordering one of Ariovistus's warbands.

The next turn began with the fanatics rampaging over the wall of the fort in hot pursuit of the broken Roman unit. The Marcomanni cavalry on the extreme right flank beyond the fort did its part too, riding down the Roman skirmishers who could not evade quickly enough and were destroyed. Ariovistus, realizing the threat Caesar posed to what now appeared to be a stunning victory, charged forward with his centre cavalry into Caesar's screening cavalry and they soon became locked in combat. The Suebi infantry were less



Digging for victory! Roman armies on campaign built a new camp at the end of each day's march. Planning permission was obviously a much more rapid matter in back then...

effective, however, failing again to get over their wall and in amongst the Roman garrison. The Vangiones, meanwhile, failed to move again! With his infantry supporting his cavalry, Caesar rebuffed Ariovistus's cavalry, causing considerable casualties, leaving them Shaken. In the fort, the redoubtable XII Legion artillery struck again, taking out two more of Ariovistus's infantry much to his annoyance and Caesar's glee. But that was all the happiness Caesar would feel for the rest of this battle. Inside the fort, the Marcomanni fanatics turned their attention to the Romans desperately trying to fall back into defensive positions on the left wall and promptly broke them. Two of the walls were now in Germanic hands and Caesar seemed as far away as ever.

The end was clearly in sight for Caesar when the last Roman infantry unit still holding on in the fort failed its orders to turn and fight the fanatics. The fanatics, however, would not miss them in return, scattering them towards the rear gate in a flurry of missiles and naughty language! Caesar's X Cavalry caught the defeatist bug and failed to charge Ariovistus's now Shaken cavalry. In the meantime, the Roman IX Legion had plodded forward onto the Roman right flank and dressed into line, facing a challenge from the Vangiones that was never going to arrive. Labienus thought to take them head on instead but his units failed to obey their order to charge. With the fort increasingly likely to fall into German hands, Ariovistus wheeled his foremost warband to help counter



Excerpt from Caesar's *Gallic War* (unabridged version)

“How could a great Roman such as I lose to a rabble, one-third of whom took no part in the battle? It might have helped if the cowardly XII Legion could have held the fort rather than vanish into the German mist on their first combat. Perhaps I could have marched on the field at a point closer to the fort, but on the other hand, if my cavalry could have made that breakthrough the door was open for me to relieve the fort and teach those barbarians a lesson they would never forget. The great Caesar has learned some valuable lessons here, and he does not need to learn lessons twice!”

THE GERMAN INTRUDER: ARIOVISTUS

Ariovistus plays a brief but dramatic role in the rise of Julius Caesar, but even though he is in many ways the catalyst that brings Caesar directly into Gallic affairs, very little is known about him. What is certain is that Ariovistus was a prominent leader of the Germanic Suebi tribe and he may have held the title of King. He may also have held an overlord status across tribes because he led a coalition of them into battle with Caesar. Moreover, Ariovistus's importance amongst the German tribes is stressed by his having an arranged dynastic marriage with a princess of Noricum. The Roman Senate recognized Ariovistus as a significant player outside the frontier of the Empire by calling him Rex. Nevertheless, Ariovistus made a fatal strategic error when he decided he was the equal of Rome's proconsular Governor. That would result in his defeat by Caesar and ultimately his death in disgrace, probably by his own hand.



Caesar's advance, though when he did so the German commander might have wondered why the Vangiones had not moved at all: they failed again in this turn!

The final combat of the battle took place in the fort where the fanatics continued to break Roman hearts, and legs, arms, and anything else that came within their grasp. The last Roman infantry unit in the fort succumbed to the onrushing charge of the naked Germans, and in their defence, who wouldn't? With the fort empty of Romans, the artillery crew having decided wisely that their future lay over the wall, Caesar had to decide if he would attack, and

Most likely die like a good Roman should, or skulk away to massage the truth in his memoir. He tried one more time to break through with his cavalry but despite their winning the combat, the German horsemen, though Shaken, retired in good order towards their reinforcing warbands. Caesar opted therefore to retire while he still had some dignity and credibility; his Triumph would have to wait for another day.

CAESAR'S GERMANIC ENEMIES

The Germanic tribes commanded by Ariovistus were no strangers to the Romans and Julius Caesar but they were certainly strange. Caesar had no hesitation in calling them 'uncivilized savages', but he still maintained diplomatic ties

with the tribes outside his provincial command. For a more accurate description of the Germans, we rely on the Imperial Roman historian Tacitus, though remember to have your pinch of salt handy when reading him. The Germanic society Tacitus describes was made up of fierce, warlike tribes ruled by a Chief or King. They held their position through their ability to fight, and with few external enemies the German tribes fought continually with each other. They also made good mercenaries, and it was mostly in that capacity that they crossed the Rhine to fight in Gallic internecine wars. The Germans fought primarily unarmoured, in infantry warbands, carrying mostly swords with some spears and often distinctive angular shields that looked like an elongated hexagon. One exception was the Tencterian tribe who fought as cavalry. The younger men in the tribe, learning the ways of war, would fight in front of the warband as skirmishers, usually with javelins but sometimes with bows or slings. The other distinctive German trait was their often outlandish hairstyles, particularly the Suevians who tied their long hair into lavish knots to appear more terrifying. When marching into battle, the Germans - accompanied by their women - chanted warsongs before launching their wild, rushing assaults. It would take all the self-discipline a Roman legionary could muster to bear the brunt of a German attack, but once he did, the Germans often lost their momentum and became dispirited. The relentless machine that was the Roman Legion then took over and almost invariably crushed the warbands, but not always.

CAESAR IN GAUL

Having campaigned outside his province against the Germanic tribes already, it was not in Julius Caesar's character to wait around before doing so again. But he needed a pretext: Rome always justified its wars. In 58BC, Caesar got one when news came that a confederation of Belgic tribes was conspiring against Rome. He quickly raised two fresh Legions and sent them across the Alps under the command of his legate Quintus Pedius. Caesar would follow on soon after with his Legions. Within two weeks, he was on the borders of the Belgic lands where the Remi tribe asked for protection. Caesar agreed but that brought the wrath of the Belgae down on the Remi who begged Caesar for help. The Roman general advanced with his Legions and set up defensive positions on the banks of the River Aisne. The Belgic tribes attacked but Caesar hit them as they tried to cross the river, resulting in a crushing defeat for the Gauls. As often happened with Gallic alliances, defeat split them apart. The surviving warriors returned to their villages to await Caesar's wrath.

If Caesar thought his troubles were over, he was sadly mistaken. Once into the morass of tribal politics and diplomacy, there was no easy way out. Caesar encountered new tribes, one of which was the Nervii who had no intention of submitting to Roman rule. They joined with the Atrebatas and Viromundai to spring an ambush on the unsuspecting Caesar across the River Sabis, traditionally but probably incorrectly identified as the River Sambre - the identification of this battle depends on the interpretation of

Caesar's strategic movements, though the Sabis is the most likely river in that regard rather than the Sambre. The bulk of the Roman army was in camp with only foraging parties out along the riverbank when the enemy Warbands poured out of the woods in a headlong charge across the river. The Romans in the path of the warriors fought desperately as Caesar brought the bulk of the Legions out to fight. The resulting battle was a very close run affair with Caesar himself fighting in the front line and haranguing his troops to greater feats of arms. The attack slowed and petered out as the Romans got organized and offered a more disciplined resistance. The Nervii clung on, fighting to the bitter end, but they too fell under the Roman counter-attacks. Barely a Nervii warrior made it home alive. With this crushing defeat on the Sabis, the Belgic resistance was ended and Caesar could turn his attentions to the rest of Gaul. However, he would not have it all his own way.

Now that he had attacked deep into Gaul to solve the Belgic problem, Caesar found himself almost surrounded by problems. To the east, the Germanic tribes were always restless, while the Gauls down the Atlantic coastline had the advantage over the Romans of being superior seafarers. Caesar spent the majority of 56BC, therefore, building a fleet and launching combined operations down the coast against the Veneti and their allies. The following year, he addressed his German concerns by crossing the Rhine and attacking the Suebi. He followed that with a lightning reconnaissance of





“Gaul is subdued.”

Julius Caesar in a letter informing
the Roman Senate of his victory over
Vercingetorix in 52 BC



Britain, though he had to follow up across the Channel again in 54BC with a much larger force and bigger mission. Caesar's aims were twofold; to extend the Roman Empire while indulging in political self-promotion in Rome, and to shore up his strategic position in northern Gaul. But in the process, Caesar had left his internal security arrangements dangerously thin, and they would soon be dangerously exposed in the most serious rebellion yet against the great General's authority.

The trouble began for Caesar in the winter of 54-53BC when the Eburones tribe, who lived between the Rhine and Meuse rivers, rose up under their cunning leader Ambiorix and destroyed 15 Roman cohorts in a stunning ambush. This was a result of Caesar's strategic error in dispersing his forces too widely in their winter camps where they could not support each other if attacked. Ambiorix, basking in his success, persuaded his neighbouring tribes to throw off the Roman yoke and attack the other Roman camps. Desperate fighting followed as the Gauls tried to destroy the Roman camps before Caesar arrived with his main army. Caesar raced to the scene in a series of forced marches, arriving in the nick of time to extract the remaining Roman forces. An incensed Caesar stayed with his army through the winter while disturbances flared amongst the still unconquered Gallic tribes. The biggest show of defiance came from the Treveri, but Caesar began his campaign season earlier in the Spring than usual and surprised the Gauls before pursuing the remnants into Germanic territories. Caesar refrained from over-pursuing and, for the moment, all was quiet; but that would not last long.

Caesar may be forgiven for thinking the worst was behind him as he conquered these new territories for Rome and crushed all opposition, but the worst was yet to come. The catalyst for the next onslaught against Rome was a warrior firebrand named Vercingetorix of Gergovia in the territory of the Averni. At the beginning of Spring 52BC, Vercingetorix persuaded his neighbouring tribes to fight back against Rome. However, rather than go out to meet the Romans in the field, Vercingetorix adopted a strategy of attrition to bleed the Romans dry and starve those who survived. To that end, Vercingetorix burned towns and villages ahead of the Romans in a 'scorched earth' policy, and withdrew his forces into

heavily defended oppidi, or fortified towns. In addition, Vercingetorix used his superior mobility and knowledge of the country to harass Caesar's army as it marched around seeking battle. The Romans built their reputation on being relentless campaigners, however, and ground down the rebellious Gauls before setting an example of their ruthlessness when they destroyed the town of Avaricum and killed almost everyone in it. Vercingetorix struck back at Gergovia, defeating the Romans although losing too many of his own commanders in the process. The Gallic hero withdrew to the stronghold of Alesia with Caesar in hot pursuit.

The siege of Alesia was Caesar's most famous victory before the Roman Civil Wars against Pompey and his supporters. His chastening at Gergovia and the evident strength of Vercingetorix's force reduced any desire Caesar might have had to launch an immediate assault. But he had the Celtic leader trapped exactly where he wanted him. Caesar therefore settled down to construct a complete ring of siege works around Alesia. However, Caesar knew he was in effect besieged himself with a turbulent Gaul all around and ready to come to Vercingetorix's relief. To protect his siege lines, Caesar built a second circuit around the first but this one would face out rather than in. Once he had everything in place, Caesar settled down to his siege. The Gauls, however, were not about to sit back and let the Roman dictate the action, but they found it difficult to coordinate attacks with Vercingetorix on the inside of the siege and unable to get orders out. Nevertheless, when the Gallic relief force arrived it did so in huge numbers and Vercingetorix brought out his full army from the town to attack at the same time. Caesar was extraordinarily hard-pressed and found himself in the front line again to rouse his battered troops and prevent the Gauls from joining and breaking the siege. As happened so often in Caesar's career, his timely arrival with fresh soldiers created the crisis point for the enemy. The Gauls usually failed this test, and so it would prove at Alesia. With his hopes of relief dashed, Vercingetorix had no choice but to surrender and be led off into captivity. Caesar had come to Gaul, seen, and conquered. His march into the pantheon of great Romans was already assured, but in his success Caesar had created powerful enemies in Rome, and it would not be long before they took action to bring down the upstart General.

GALLIC WARFARE

The Gauls did not utilize a formal military structure. When fighting collectively, the Gauls fought in kinship networks which in turn formed part of their tribal warband. Moreover, they were a warrior culture where individual prowess in battle improved the warrior's social and political standing. The need to impress fellow warriors resulted in a ferocious initial charge and desperate, reckless fighting. However, such a discharge of energy could not be sustained for long and Gallic attacks often petered out against determined and disciplined armies such as the Romans. Nevertheless, the Gauls were not rigid in their tactics and by the time they faced Caesar some evolutionary steps had taken place.

By the 1st Century, the Gauls had abandoned their two-horse chariots in warfare and switched to cavalry tactics at which they excelled. Their cavalry was especially useful in reconnaissance and raiding, demonstrating acquired strategic knowledge. In addition, the prominence of missile-throwing skirmishers to soften up the enemy formations before the main charge suggests greater tactical nuance than previously encountered. Most telling, however, are the changes in arms and armour, particularly for the elite warriors. Most Gauls still fought without armour because of the expense involved, but the elite now routinely wore chainmail armour and helmets into battle, therefore survival had become more important than reckless disregard for safety in pursuit of victory. Moreover, many warriors carried spears into battle where previously the long, iron sword was the weapon of choice for the brave. That the spear is a weapon best used with other men holding spears is indicative of a more collective approach to battle. The Gauls facing Caesar had learned much from

their contacts over the centuries and were slowly evolving better massed army battle tactics, but crucially their warrior culture had not changed and consequently they retained their weakest faults when facing the Romans.

GALLIC SWORDS

The early Gallic swords were long and thin, around three feet long, and made of iron. They were designed that way for slashing down on enemy heads as the warrior rushed into combat. However, these swords were not water-hardened but work-hardened and were notoriously soft, especially against armoured opponents. By the time of the wars against Caesar, Gallic swords were shorter and useful more for stabbing. In keeping with much of the development of Gallic weapons and tactics, the sword evolution probably came from their contacts with the Romans.

GALLIC SPEARS

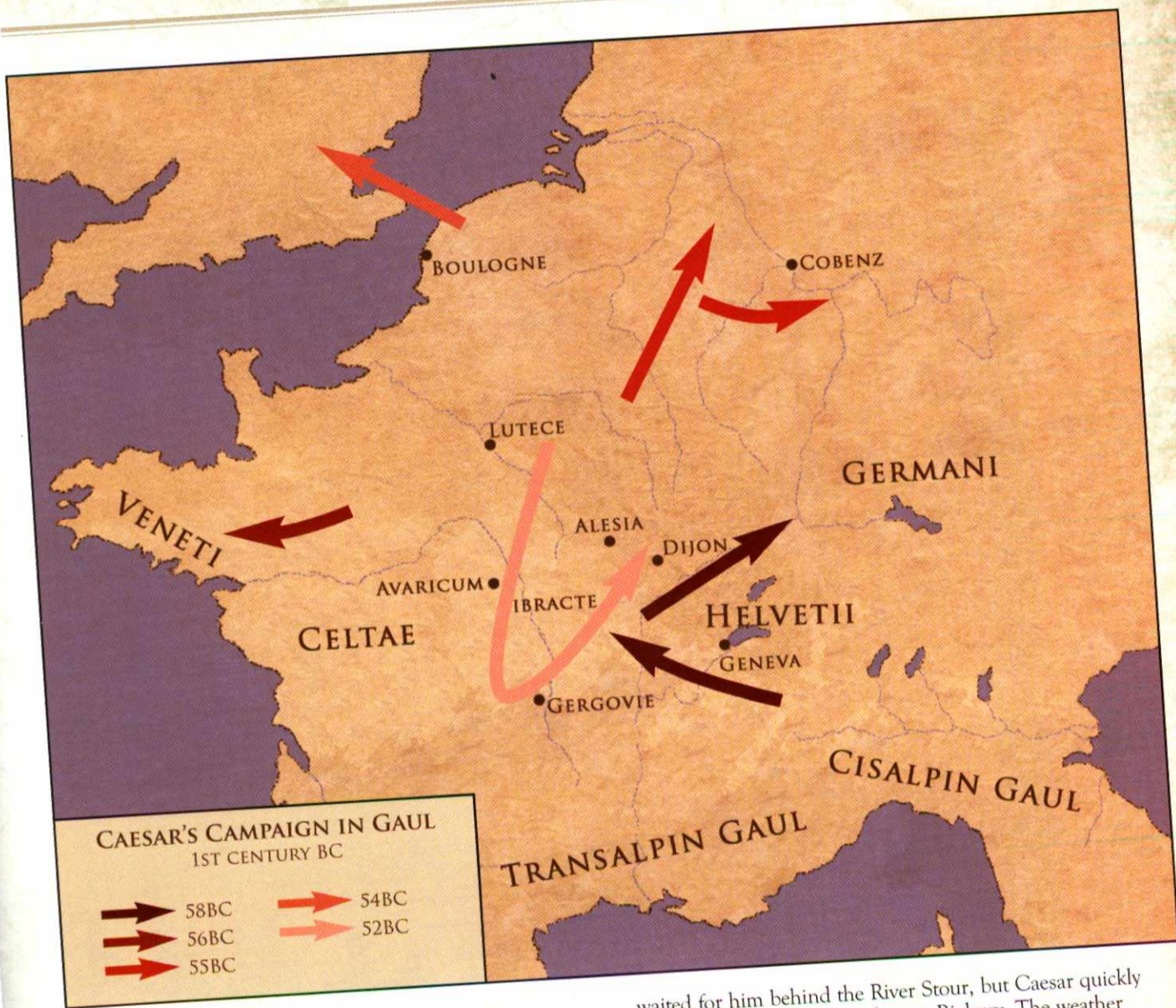
The Gallic spear measured around six feet in length with a vicious leaf-shaped blade attached. The leaf shape made it easier for the blade to slide through the Roman chainmail, and perhaps more importantly, to extract in the chaos of battle. Skirmishers often carried javelins into battle, which were shorter and lighter for throwing.

GALLIC SHIELDS

Gallic shields were usually oval or round, though some Germanic influence also led to angular shields being used. The shield was made of thick, heavy wood, oak or lime usually, with a metal boss in the centre. The inside of the shield had a circular hole dug out behind the boss to allow the shield to be wielded by hand. The Gauls decorated their shields with colourful designs, though the more ornate shields discovered by archaeologists were almost certainly ceremonial.



Ambush! Roman Legionaries are set upon by the Germanic tribes.



CAESAR'S BRITISH INTERLUDE

Caesar's concern with pacifying the Belgic tribes and those down the Atlantic coast led him to explore the island of Britain with a view to further conquest. To that end, he embarked two Legions on transport ships in August 55BC and sailed across the Channel. The British tribes watched from the clifftops as the Romans arrived then moved along the shore to greet them with violence. Caesar fought the British tribes off quite easily, while no doubt casting a curious eye over the British chariots that had not been seen in continental warfare for generations. Unfortunately for Caesar, a storm brewed up, scattering his reinforcing cavalry and destroying some of his ships. That left him vulnerable in his beachhead and unable to conduct the reconnaissance he badly needed. With the expedition in tatters, Caesar abandoned this attempt and returned to Gaul. But he would be back.

The expedition of 55BC gave Caesar the opportunity to calculate his needs for a second effort the following summer. He therefore arrived near present-day Deal with five Legions and 2000 cavalry on 800 ships. With such a major force under his command, Caesar had no qualms about marching inland to fight and subdue his enemy. The British tribes

waited for him behind the River Stour, but Caesar quickly drove them into their oppidum at Bigbury. The weather intervened again, however, causing more damage to Caesar's ships. Caesar retreated to the beach where he built a fort before progressing around the coast now that his ships were protected from the elements and the enemy. The British had organized, meanwhile, and were again at the River Stour, but this time in much greater numbers. They attacked Caesar but failed to defeat him and were forced to negotiate. Caesar understood the benefits of a diplomatic settlement in this case and was happy to leave Britain pacified. With that, he returned to Gaul. Britain would have to wait for nearly a century before the Romans invaded again, this time for good.



SCENARIO II: SLAUGHTER ON THE SABIS

Caesar is campaigning deep in Gallic territory, but so far the natives have shown little enthusiasm for the fight. Seemingly unconcerned, Caesar orders his army to make camp near the banks of the River Sabis. Foraging parties have been sent out from the Legions while the rest of the army complete their tasks to get the camp ready and prepare for the next day's campaigning. None of the Romans show any concern at the stillness in the forest across the river, assuming they will have plenty of time to organize should they be attacked. The Gauls,

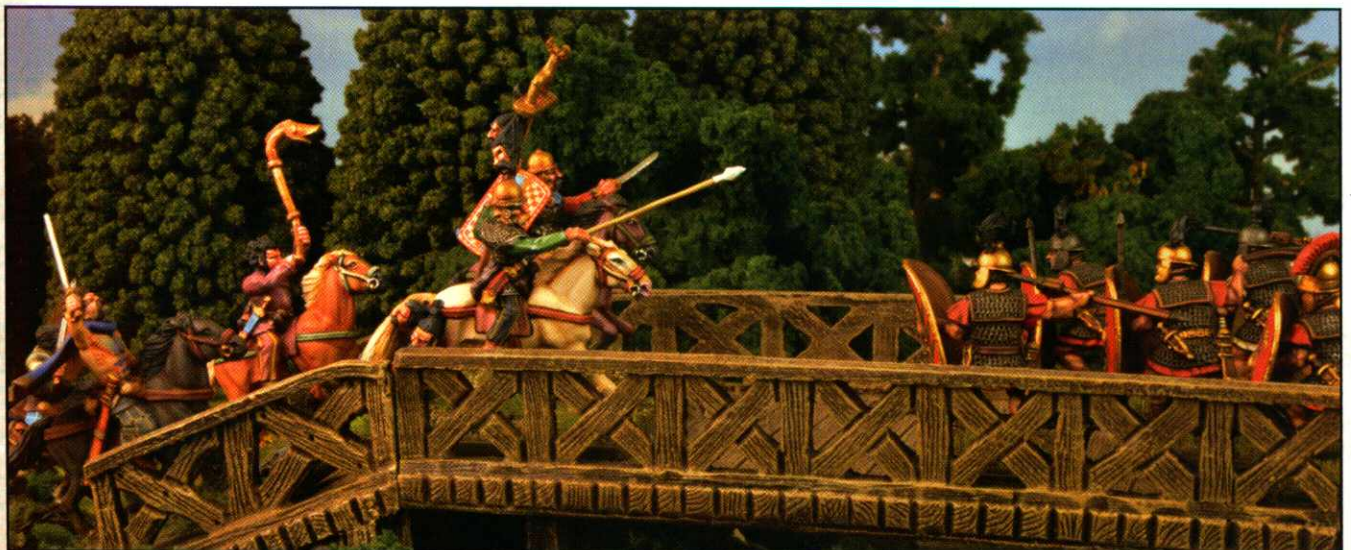
however, see an opportunity. The Romans have failed in their intelligence and three Gallic tribes have come together almost under the enemy's hooked noses. The Roman foraging parties across the river are just too juicy a target to pass up, and perhaps the Gauls can destroy the whole of Caesar's invading force in detail. The warriors gather in the forest, the carnixes are raised to the heavens, and with a mighty roar the Gauls surge forward across the river. Will Caesar save his army, or will his bones too litter the banks of the Sabis?

THE GAULS - BODUOGNATUS (9)

TRIBE I (ATREBATES COMMIUS THE ELDER COMMANDING)	Combat				Morale		Special
	Clash	Sustained	Short R.	Long R.	Save	Stamina	
3x Medium infantry warband with spears and javelins	9	6	2	0	5+	6	Wild fighters
1x Fanatic medium infantry warband with spears and javelins	9	6	2	0	5+	6	Wild fighters, Fanatic, Frenzied Charge
1x Skirmishers with javelins	3	2	2	0	0	4	

TRIBE II (NERVII BODUOGNATUS COMMANDING)	Combat				Morale		Special
	Clash	Sustained	Short R.	Long R.	Save	Stamina	
3x Medium infantry warband with spears and javelins	9	6	2	0	5+	6	Wild fighters
1x General's Guard infantry warband with spears and javelins	9	6	2	0	5+	6	Tough fighters, Stubborn, Valiant
1x Skirmishers with javelins	3	2	2	0	0	4	

TRIBE III (VIROMANDUI NOMDEGUERREIX COMMANDING)	Combat				Morale		Special
	Clash	Sustained	Short R.	Long R.	Save	Stamina	
4x Medium infantry warband with spears and javelins	9	6	2	0	5+	6	Wild fighters
1x Skirmishers with javelins	3	2	2	0	0	4	
1x Light Cavalry with javelins	5	3	2	0	6+	4	



Celtic cavalry make an enthusiastic attack across a Roman bridge.

REPUBLICAN ROMAN - JULIUS CAESAR (10)

LEGION IX (MARK ANTONY COMMANDING)	Combat				Morale		Special
	Clash	Sustained	Short R.	Long R.	Save	Stamina	
5x Legionary heavy infantry (2 Front line Cohorts, 2 Second line Cohorts, 1 Third line Cohort)	7	7	3	0	4+	6	Drilled
1x Skirmishers with javelins	3	2	2	0	0	4	
1x Roman Scorpion bolt-thrower	1	1	2	2	0	3	Drilled

LEGION X (DRILLED, CAESAR COMMANDING)	Combat				Morale		Special
	Clash	Sustained	Short R.	Long R.	Save	Stamina	
5x Legionary heavy infantry	7	7	3	0	4+	6	Drilled
1x Auxiliary Gallic medium cavalry	8	5	3	0	5+	6	Tough fighters
1x Skirmishers with javelins	3	2	2	0	0	4	

LEGION VIII (TITUS LABIENUS COMMANDING)	Combat				Morale		Special
	Clash	Sustained	Short R.	Long R.	Save	Stamina	
5x Legionary heavy infantry	7	7	3	0	4+	6	Drilled
1x Auxiliary Gallic medium cavalry	8	5	3	0	5+	6	Tough fighters
1x Skirmishers with javelins	3	2	2	0	0	4	

ADDITIONAL SUPPORT:

1x Auxiliary Gallic medium cavalry to be deployed at the beginning of the game wherever Caesar chooses. This unit, while acting independently, belongs to Caesar's Division and takes its orders from him.

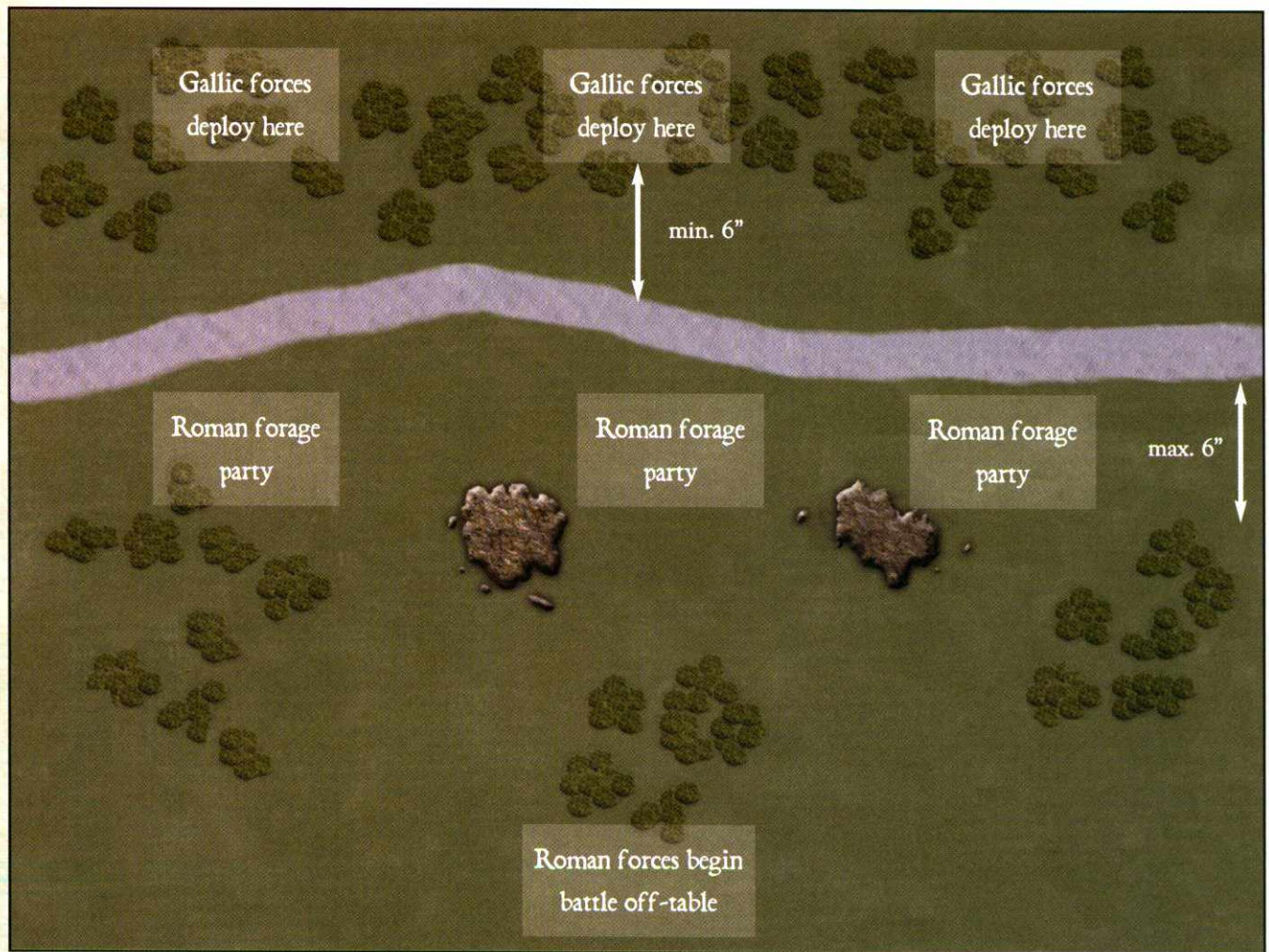


Gladius' Ready! Roman Legionaries await the enemy

BATTLEFIELD & DEPLOYMENT

The battlefield is the standard 8'x6' with a shallow river about two inches wide running across the length of the table about a third of the way across from the Gallic edge. The river is an important part of the game and we therefore adopted a new rule to reflect the problems involved in charging across water into combat. The Gallic commander has the tactical dilemma of either charging across, thereby risking the dislocation of his warband, or staying together and attempting to cross more cautiously but as a disciplined division. The Gallic side of the river is heavily wooded while the Roman side has isolated woods and some rocky outcroppings but nothing else that will impede movement. The Gauls begin the game in the forest no

closer than six inches from the river. Note that we opted to use woods for historical reasons and to allow the Gallic commander to disguise his deployment (see Scenario Rules). Thus, the forests are for screening purposes only and do not hinder formations or movement as they would under normal Hail Caesar rules. The Roman forage parties consist of Legionary Heavy Infantry Cohorts drawn from across the army i.e. one Cohort from each Legion. They begin the game Disordered and within six inches of the Roman side of the river's edge. The bulk of the Roman army is off-table at the start of the battle but organized and ready to come on.



VICTORY CONDITIONS:

- Whoever holds the line of the river at the end of the game is the winner.
- If Caesar destroys the entire Gallic army, or forces them all off the table, he earns a Triumph.
- If the Gauls destroy the entire Roman army, Caesar is held hostage and his career in Rome is over.
- The river is quite shallow and deemed crossable. However, each unit is dived for separately when attempting to cross and D6 inches is deducted from their movement until the entire unit has cleared the river.
- A throw of 1 on the D6 means the entire unit ends its move Disordered in the river and must make another attempt to cross on its next turn. That Disorder has no effect on any other units attempting to cross.
- A throw of 6 on the D6 means the unit is not affected by the river and conducts its normal movement.

SCENARIO RULES:

- All Division Commanders are rated as 8 for Orders purposes.
- The Gauls begin the game in the forest. Their deployment therefore may be marked with three cards rather than revealing the full host at this time.
- The Gauls begin the Battle.
- The Roman foraging Cohorts begin the game Disordered, though they lose that status at the end of the first Turn. For the purposes of this scenario, they may act independently to defend themselves but can only move subject to their parent Division's orders.
- The Roman Legions may enter the table within six inches either side of the midpoint of the Roman table edge, and do so by Order i.e. if they fail their Orders they may not enter the table until their next Turn.

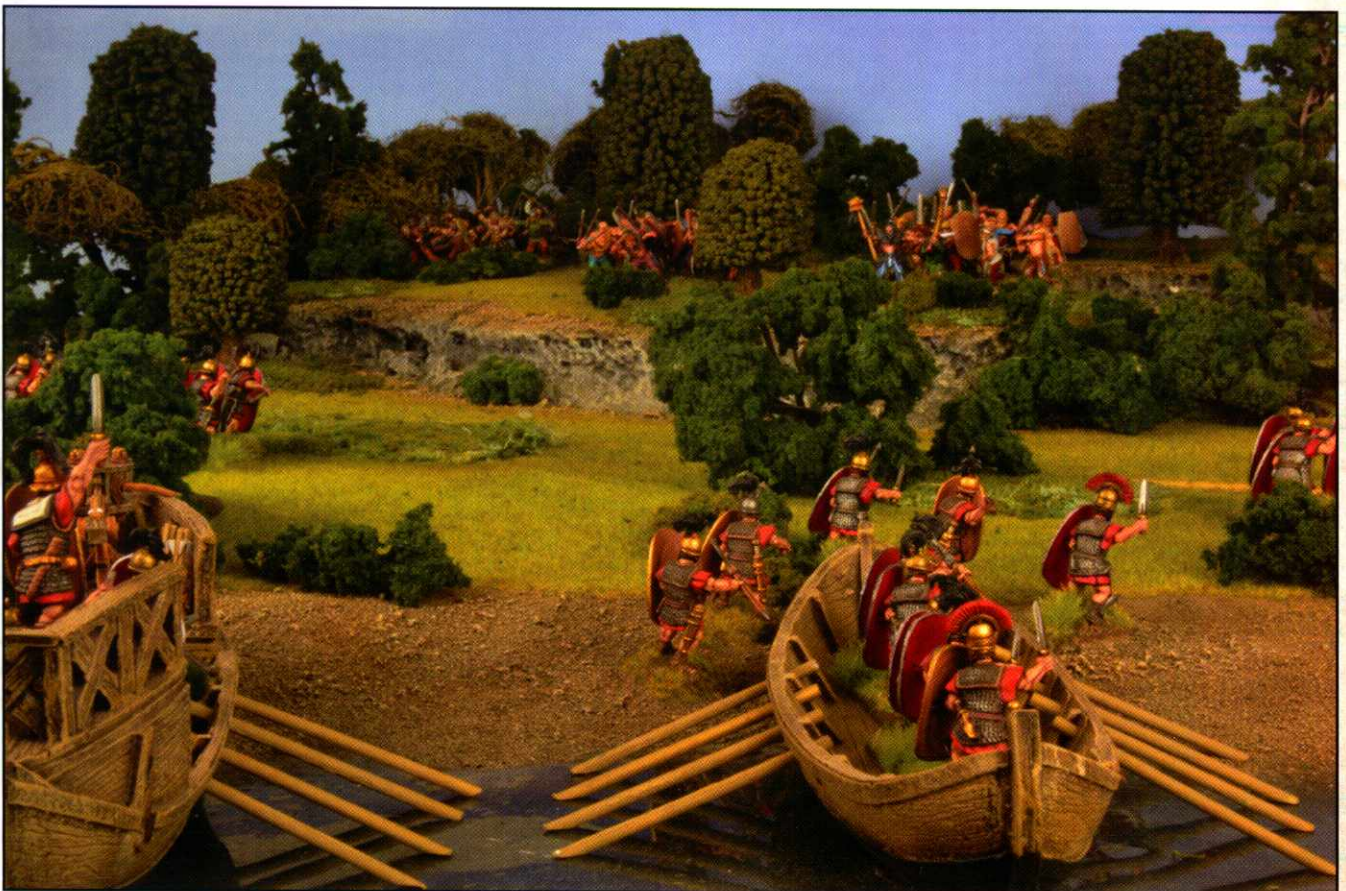
BATTLE REPORT: CRY ME A RIVER!

In keeping with their tactical strength, the Gallic alliance formulated a simple plan: attack with all speed, sweep away the foraging Romans, and hit Caesar's Legions before they could fully deploy. Caesar, on the other hand, needed his foraging units to hold up the Gauls while he brought his Legions out into the open. Therefore, as with most Hail Caesar battles, any thoughts of subtlety were met with considered stroking of long moustaches and a Gallic shrug of the shoulders: "We're here to fight," came the refrain, "show us the Romans!"

Despite their aggressive intent, and fearsome poses, the Gauls stumbled leaving the comfort of their woods. The Viromundai on the left failed completely, while the Nervii in the centre complained about getting their feet wet. It was an inauspicious start for those tribes who maybe should have rechecked their pre-battle entrails readings before setting off, but then you can only tell so much from a sacrificed squirrel. Commius, commanding the Atrebetes on the right frowned at his comrades, but ploughed on over the river before smashing into the startled Roman foragers of the IX Legion. The subsequent shooting by the foremost Gauls resulted in two Roman foragers going down in the centre. Rather unsportingly, however, the Roman foragers from IX Legion refused to break despite being Disordered and losing their first round of combat. Indeed, the disruption to their gentle afternoon of wood-gathering would be taken as something of an insult by all the Romans.

Caesar's reinforcing Legions shot out of their blocks with a more familiar sense of urgency, especially after the German debacle against Ariovistus. The VIII Legion charged out to the right flank for three moves while the other two Legions advanced at a slightly more sedate two moves to the centre and left. The resistance shown by the IX Legion foragers more than unsettled the Atrebetes warband who thought they had nothing better to do than crush this small unit before getting to the good things in life such as killing lots of Romans. Instead, it was the warband that suffered a humiliating defeat, failing their break test after a 4-1 loss in combat. The now wary Atrebetes opted to hold the IX foragers with skirmishers and steered a course round them with the rest of the tribe. The Nervii surged forward, using Initiative moves, except for the skirmishers who dipped their toes in the river and decided it was too cold for them to cross and join in the developing battle. The Viromundai, however, decided to get into the game and charged across as if the river did not exist. Nevertheless, only a cold bath could account for the lacklustre shooting that followed across all the Gallic tribes, leading to increasingly louder Roman sneers and jeers. Even when the Nervii smashed into the foraging unit from the X Legion, the Roman luck seemed to hold, throwing a 6,6 on their Break Test.

The relieving Roman Legions continued to move into position behind their gallant foraging comrades. Caesar's X Legion marched forward one move, as did Mark Antony's Legion. He also sent his skirmishers out wide on the left to occupy some woods. Labienus continued to expand the Roman front on the right though without yet coming to grips with the



Hitting the beach Roman-style - the Legions make an opposed landing.

enemy. To ensure the warbands could not break into the open, Caesar committed his 'independent' unit of cavalry to combat in the centre. The startled warband to their front lost the combat and retired back towards the river. The tide seemed to be turning against the Gauls who could not break free of the irritating foraging units, and their attempts to remove the pesky Romans failed in two more combats on the left and right. Only on the Gallic left did it look like the Gauls might get to grips with the supporting Legions, but Caesar was now about to spring his tactical surprise, much to the consternation of Boduognatus.

Just when it looked like a general engagement might take place along the line, Caesar pulled in his right flank VIII Legion to act defensively as a screen while he swung X Legion out to the left to assist Mark Antony's IX Legion. Suddenly the Atrebetes were faced with two Legions bearing down on them and still those annoying foragers would not see reason and run away as they should have three turns ago! Commius the Elder's cavalry unit was soon beating a hasty retreat, scared off by mere skirmishers. Then his foremost Warband took a beating from Caesar's legionaries, losing four casualties and giving ground in disorder. Out on the Gallic left, Nomdeguerreix could not see what all the fuss was about on the other side of the table. His tribe marched forward smartly and correctly, for Gauls anyway, but glancing to his right he could see the Nervii trying to organize themselves into some sort of military order while still engaged with the small Roman cavalry and infantry units, and Nomdeguerreix positively scratched his head at the growing shambles on the right flank.

Commius the Elder's problems intensified when his other warband shattered under the onslaught of X Legion. He was now in desperate trouble and help seemed a million miles away. Caesar, on the other hand, was happily rotating units and bringing them into contact, while out on the right Labienus prepared to face the onrushing Viromundai, and he was close enough now to successfully order his foragers to march back into the fold of their Legion comrades. In a last desperate attempt to relieve the pressure on the Gallic right, the Viromundai swung into the centre. That brought about the destruction of Caesar's 'independent' cavalry unit but also opened up the Viromundai flank, and in any case, it was all a bit too late. In the next combat, IX Legion broke the remaining Atrebetes warband, destroying the Tribe in the process. Caesar now realigned facing the centre and right, and Labienus put his VIII Legion into motion to cut off the Gallic rear. More combat followed, including the final demise of the centre Roman foragers, but the battle had fully tilted against the Gauls. The Nervii and Viromundai could barely hold on under increasingly relentless pressure from the rampant Romans. Combat after combat pushed them back into and across the shallow river, and when Caesar broke a Nervii warband that had become Disordered on entering the river, the Gauls as a whole turned and fled. Under normal Hail Caesar rules, this would have ended the battle, but Caesar was after his Triumph. The Romans followed up, therefore, inflicting more casualties and breaking more warbands, but the battle was already won and all agreed that Caesar had earned his Triumph.

Excerpt from Caesar's Gallic War (unabridged version)

"The impertinence of those Barbarians to attack Caesar's army while in the process of peaceful wood-gathering! They soon found out what Romans are made of though: steel, grit, determination, and inspired dice-throwing. The Gallic commanders complained that the river disordered their advance, but that is what rivers do. Indeed, it was the stoic defence by our isolated units, and the presence of the goddess Fortuna, that slowed down the Gauls. They could also have bypassed the foragers or at least tried to. Moreover, it was the great Caesar's tactical genius in loading up the left flank that led directly to Gallic defeat, highlighting the importance of supporting units in combat!"



SCENARIO III: THE ALESIA TWO-STEP

Chasing the rebellious Gauls down had been a long and mostly frustrating campaign, but with the siege-lines set around Alesia, Caesar has settled down to wait for the entrapped Gauls to realize they have no choice but to surrender. The Gauls inside the town, on the other hand, have no intention of submitting. They have studied Caesar's fortifications and believe they have found a weakness. A message has been sent to the approaching Gallic relief force and a coordinated attack plotted. That would be easier said than done in the ancient era with a hostile force holding well engineered defences between the two armies. However, the time has come for an all-or-nothing attempt to break through the walls and ditches surrounding Alesia and relieve the beleaguered town. At the prearranged signal, the Gauls sweep out of Alesia to assail the walls, while on the other side the Gallic Relief Force rushes forward to join their besieged allies and present a united front against the Romans. So it is that an

astonished Mark Antony, making a surprise inspection of the troops around the walls, sees the two clouds of Gallic warriors. He quickly gathers his nearest available forces and sends an urgent message to Caesar to come and save the day.

This scenario is set up for four players, each commanding two Divisions, or eight each commanding one Division. We tried it with four. The Roman players commanded either the garrison or Caesar's relieving force, while the Gallic players commanded either the Gauls trying to get out or the siege-lifting force trying to get in. We did this to provide an alternative scenario to the usual six player games and because the scenario lent itself to such a division of responsibilities on both sides. Moreover, because of the different tactical roles required by the various commanders, players can experience this scenario in different ways by replaying it as a different commander.



An all too familiar sight for the enemies of Rome - an almost impenetrable wall of shields.

ALESIA - VERCINGETORIX (9)

ARVERNI I (VERCINGETORIX COMMANDING)	Clash	Combat			Morale Save	Stamina	Special
		Sustained	Short R.	Long R.			
3x Medium infantry warband with spears and javelins	9	6	2	0	5+	6	Wild fighters
1x General's Guard infantry warband with spears and javelins	9	6	2	0	5+	6	Tough fighters, Stubborn, Valiant
1x Fanatic medium infantry warband with spears and javelins	9	6	2	0	5+	6	Wild fighters, Fanatic, Frenzied Charge
1x Skirmishers with javelins	3	2	2	0	0	4	

PARISII (HECTORIX COMMANDING)	Clash	Combat			Morale Save	Stamina	Special
		Sustained	Short R.	Long R.			
3x Medium infantry warband with spears and javelins	9	6	2	0	5+	6	Wild fighters
1x Fanatic medium infantry warband with spears and javelins	9	6	2	0	5+	6	Wild fighters, Fanatic, Frenzied Charge
1x Skirmishers with bows	2	2	2	2	0	4	
1x Skirmishers with javelins	3	2	2	0	0	4	

RELIEF FORCE - VERCASSIVELLAUNUS (8)

ARVERNI II (VERCINGETORIX COMMANDING)	Clash	Combat			Morale Save	Stamina	Special
		Sustained	Short R.	Long R.			
4x Medium infantry warband with spears and javelins	9	6	2	0	5+	6	Wild fighters
1x Skirmishers with javelins	3	2	2	0	0	4	
1x Light cavalry with javelins	5	3	2	0	6+	4	

SUESSIONES (CHOCOLIX COMMANDING)	Clash	Combat			Morale Save	Stamina	Special
		Sustained	Short R.	Long R.			
4x Medium infantry warband with spears and javelins	9	6	2	0	5+	6	Wild fighters
1x Skirmishers with bows	2	2	2	2	0	4	
1x Skirmishers with javelins	3	2	2	0	0	4	



Chariots to the fore as the British hurl themselves at the Roman battlelines.

“Antony was not long in getting the hearts of the soldiers, joining with them in their exercises, and for the most part living amongst them and making them presents to the utmost of his abilities.”

Plutarch, *Antony*

RELIEF FORCE - JULIUS CAESAR (10)

LEGION XII (DRILLED) (TITUS LABIENUS COMMANDING)	Combat				Morale Save	Stamina	Special
	Clash	Sustained	Short R.	Long R.			
5x Legionary heavy infantry	7	7	3	0	4+	6	Drilled
1x Auxiliary Gallic cavalry	8	5	3	0	5+	6	Tough fighter
1x Skirmishers with javelins	3	2	2	0	0	4	

LEGION X (DRILLED, CAESAR COMMANDING)	Combat				Morale Save	Stamina	Special
	Clash	Sustained	Short R.	Long R.			
5x Legionary heavy infantry	7	7	3	0	4+	6	Drilled
1x Auxiliary Gallic cavalry	8	5	3	0	5+	6	Tough fighters

GARRISON - MARK ANTONY (9)

LEGION IX (MARK ANTONY COMMANDING)	Combat				Morale Save	Stamina	Special
	Clash	Sustained	Short R.	Long R.			
3x Legionary heavy infantry	7	7	3	0	4+	6	Drilled
2x Auxiliary light infantry with spears and javelins	5	5	3	0	6+	6	
2x Skirmishers with javelins	3	2	2	0	0	4	

ADDITIONAL SUPPORT:

1x Roman Scorpion artillery is assigned to Mark Antony's Division and he can place it wherever he chooses inside the Roman defences.



BATTLEFIELD & DEPLOYMENT

The Battlefield is the standard 8'x6'. The double-sided Roman siegeworks occupy the centre of the table with the walls nine inches from the long edges. The walls are linear obstacles, though we decided against making them too imposing because we did not want a fight for the walls, and we wanted to reflect the idea that the Gauls had found a weakness. Moreover, crossing the wall in this scenario is not as per the Hail Caesar rulebook. Rather, a movement penalty is assessed but the crossing proceeds as if the attackers are in constant motion. The reason for that, and the Romans beginning in Disorder

(see below), is we did not want the Romans to be able to hold the Gauls at the walls; instead, we wanted the Gauls to have the opportunity to 'surprise' the Romans and break into the defences. The Roman task then is to expel the Gauls rather than repel them. There is nothing to impede movement inside the walls. The Roman garrison begin the game in the centre of the table, having just been summoned by Mark Antony to organize for an attack. They begin the game Disordered. The Roman Relief Force begins off-table but ready to march and may enter from either side by Order on Turn 2. The Gauls begin the game at the edge of the table but not within six inches of the Roman walls.



VICTORY CONDITIONS:

- If a warband crosses from one side of the defences to the other and its line of retreat is uninterrupted for a full Turn, the Gauls win the game. To do this, at least half the warband must be on the non-Roman side of the wall after having crossed the intervening space between the walls.

SCENARIO RULES:

- All Division Commanders are rated as 8 for Orders purposes.

- Both sides deploy simultaneously but if an umpire is present the Romans must declare to him their intended reinforcement entrance points - this is to prevent the Romans adjusting their deployment after they see the Gallic deployment.
- The Gauls begin the Battle. Orders are given as usual, but as each unit reaches the wall and attempts to cross they roll a D6 with the resultant number equalling the reduction in inches of that unit's movement across the wall. If the unit cannot completely cross the wall it is considered Disordered for combat purposes and remains so as long as it straddles the wall, but it may attempt to complete its movement across the wall in its next turn as if the Disorder no longer applied.

BATTLE REPORT: MIND THE GAP!

In their deployment, our Gallic and Roman commanders produced a remarkably symmetrical array of forces. Caesar had informed the umpire he intended to bring his relief force on from both eastern and western edges, which might have helped the Roman cause more if Mark Antony had not shut his eyes along with the Gallic commanders while this message was transmitted! For his part, Antony split his forces so that they faced the north and south walls somewhat equally, though he loaded his Legions to face the south wall and his artillery and Auxiliaries against the relieving forces. His plan was to hold on until Caesar provided the forces necessary to drive a wedge between the Gauls and then destroy them in turn. The Gauls too split their tribes equally so that one tribe would attack from each of the quadrants. Their plan was to swamp Antony before dealing with Caesar's reinforcements and waltzing a warband from the interior to exterior walls thus relieving the siege. This promised to be a veritable Hail Caesar bloodbath, and so it proved.

The Gallic plan started off well with Vercingetorix's tribes leaping the walls. The Parisii, in particular excelled themselves and rushed forward into firing range. They hit Mark Antony's skirmishers for one casualty - the battle was on! The relieving force proved somewhat more timid. Vercassivellaunus brought his Arverni over the wall easily enough, but the Suessiones decided to have a tribal meeting before getting into the fighting and promptly failed their orders. The symmetry of this battle continued with the Romans charging into the fray except for Caesar's X Legion that moseyed on as if they were on a Sunday stroll, leading some to speculate that the great commander may have been delayed by some dodgy Gallic cooking; such are the hazards of foreign invasions. Mark Antony, on the other hand, was gung-ho, commanding his legionaries to hit the Parisii while his artillery picked off two



Arverni skirmishers and the Auxiliaries braced for the Gallic assault. The charge of Antony's Legionaries took one warband by complete surprise and sent them packing back over the wall with four fewer figures than they started.

The symmetry in this battle soon splintered into multiple combats all across the field. Vercingetorix split his Arverni so that they could go target hunting. One Warband charged Antony's skirmishers only to see them evade such a clumsy manoeuvre. The Arverni cavalry, meanwhile, galloped towards the centre in anticipation of a good fight. The relieving force took a more measured approach, attacking to their front while designating one Warband to move to the flank and screen off the rapidly arriving Roman reinforcements. This more thoughtful and quite unbarbarian tactic brought immediate dividends when a Warband of the Suessiones destroyed the Auxiliaries opposite with a casualty count of 7-1. Antony's other auxiliaries fared slightly better, being only pushed back with one casualty against a second Suessiones warband. Though one might think that Legionaries should stand up better to half-naked Gauls, Mark Antony's Legions proved the exception to the rule. His first Cohort took four casualties and his second five, though both stayed just the right side of healthy and able to continue the fight.



THE GALLIC NEMESIS: VERCINGETORIX

Of all the rebel leaders who fought against the Romans, Vercingetorix stands out as the greatest threat to Caesar's conquest. He was born into Celtic nobility around 75BC and trained as a warrior chief from boyhood – his name means 'great warrior chief'. His father, Celtillus, ruled the Averni but over-reached himself in pursuit of extending his tribe's power and was executed by his rivals. They sent Vercingetorix into exile, but when Caesar invaded Gallic territory, many of them welcomed him back as a potential leader of the resistance. Vercingetorix consequently staged a coup and persuaded his neighbouring tribes to fight the Romans. The rest, as they say, is legend. For *Hail Caesar* purposes, Vercingetorix should be rated as a 10 in open battles and 9 for siege scenarios.



Undaunted by his setbacks, Antony charged again. But there is a fine line between heroics and foolishness that Mark Antony crossed in doing so. Though the Legionary unit he was with only lost the subsequent combat by one, they failed their Break Test, and a well-aimed Gallic spear accounted for the Roman commander. By then Caesar was on the field and Roman hopes were raised, only to be dashed again when Caesar's foremost infantry failed their orders. On the other flank, Labienus managed to outdo Caesar by having his infantry Blunder almost back off the table. It appeared at this stage that the only Romans having any fun were the artillerymen who inflicted another casualty on the Parisii. Roman and Gallic units were soon back in contact, however, with mixed results. Labienus's cavalry in particular wreaked havoc, pushing back an Arverni warband before following up into another Arverni warband with the same result. Vercingetorix did not seem to grasp the lesson of warband against Cavalry combat and promptly sent one of his Parisii warbands to their doom against Caesar's amused horsemen: the result was a 5-0 beatdown and the ragged remnants of a warband skittering back over the wall. The Suessiones opted not to fight cavalry and fared better against Labienus's infantry, knocking them back in good order. The battle was very much on a knife-edge, but the tide was about to turn against the now disjointed Gauls.

The rot began when the Parisii, having suffered numerous casualties at the hands of the artillery, ran into the all-conquering Roman cavalry, losing another warband in the process. The Romans then caught the Parisii archers who had no room to manoeuvre and their 4-0 loss was enough to destroy them. That meant the end of the Parisii as a fighting force. The Roman vice began to squeeze the remaining Gauls aided by their advantage in being Drilled troops and moving

forward at least one move. The Gauls were far from finished, however, though their charges looked increasingly desperate. Vercassivellaunus unleashed his Fanatics against Labienus's isolated and obviously tired cavalry, scoring ten hits and nine casualties: where once stood horses, nothing remained. But there was little Vercassivellaunus could do to save the Suessiones who now found themselves facing Caesar's suddenly rampant Legionaries. The Romans were merciless, destroying first one warband then a second in a majestic Sweeping Advance. With that, they too became a Broken tribe, leaving the Gauls with just two tribes to fight on. The end, as the chroniclers say, was nigh.

Caesar urged his units forward into combat with Vercassivellaunus's hard-pressed Arverni. The first warband struck went down meekly 5-0. The warband to the rear of that fiasco just managed to hold on but were Shaken on a 5-2 loss. Labienus's Legionaries got in on the action, taking down the fanatics 5-1. The Gauls managed one last 'hurrah', however, when Labienus's other Legionary unit took on a warband from Vercingetorix's Arverni. The Romans struck for eleven hits but the Gauls saved ten of them and pushed the Romans back on a 2-1 victory! Sadly, though, the Gallic cheer that ensued was cut short by the destruction of the rest of Vercingetorix's Tribe and the death of the greatly moustached Gallic leader. Caesar now called for the remaining Gauls to halt the slaughter and surrender, which they did. All around the table agreed that Caesar had met the conditions for a Triumph, having reduced the might of Gaul to a lamentable shadow of its former glory. The great Roman had won a signal victory, though in the pell-mell fighting taking place in such a confined space, Fortuna could have smiled on the Gauls rather than the Romans, such is the small margin between disgrace and a well-earned Triumph.



Excerpt from Caesar's Gallic War (unabridged version)

“It is striking how battles that look finely balanced can suddenly swing against one side. Of course, it helps when one side is commanded by a genius such as Caesar. The Gauls should also have taken better care of their casualties because in Europe away Gauls count double! The impertinent Gauls thought the scenario might have been improved by attempting to transit a single figure between the inner and outer walls but Caesar is not here to improve the chances of mere barbarians. Caesar also thought there may have been more nuanced deployment options and was particularly concerned at Mark Antony splitting his forces and weakening both in the process. If this encounter should happen again, we Romans may attempt to load up one flank, though we would have to be wary in case the Gauls attempt to do the same!”



“Victory in war does not depend entirely upon numbers or mere courage; only skill and discipline will insure it. We find that the Romans owed the conquest of the world to no other cause than continual military training, exact observance of discipline in their camps and unwearied cultivation of the other arts of war. Without these, what chance would the inconsiderable numbers of the Roman armies have had against the multitudes of the Gauls? Or with what success would their small size have been opposed to the prodigious stature of the Germans? The Spaniards surpassed us not only in numbers, but in physical strength. We were always inferior to the Africans in wealth and unequal to them in deception and stratagem. And the Greeks, indisputably, were far superior to us in skill in arts and all kinds of knowledge.”

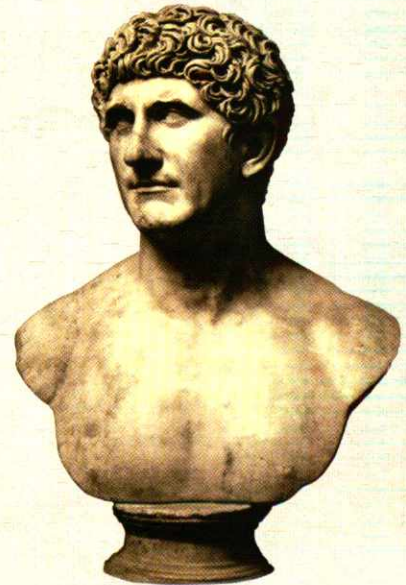
Publius Flavius Vegetius Renatus, *De Re Militari*



Vercingetorix throws down his arms at the feet of Julius Caesar, Lionel Royet (Musée Crozatier du Puy-en-Velay)

ROME'S GREATEST GENERALS III: MARK ANTONY (83BC - 30BC)

Perhaps known more for Shakespeare's 'Friends, Romans, Countrymen' speech, Mark Antony (more properly named Marcus Antonius) was nonetheless one of the Roman Republic's finest generals. Brought up in the chaos of Rome, Mark Antony showed more promise as a street thug than an army officer. That changed in 57BC when Antony became a cavalry commander in Syria. He was soon winning victories in the East. In 54BC, Mark Antony hitched his wagon to Julius Caesar's rising star and his political and military careers took off. After a break in Rome, Mark Antony returned to command Caesar's cavalry at the siege of Alesia, cementing his military reputation and earning him the command of two full legions. After securing Gaul when Caesar left for Rome, Mark Antony followed his leader and became Caesar's political guard-dog, but he was soon back in the saddle as Caesar's second-in-command when the Civil War broke out with Pompey in 49BC. At the climactic Battle of Pharsalus, the following year, Mark Antony commanded Caesar's left flank, holding off the Pompeian assault until Caesar could secure victory on the right. Caesar appointed Mark Antony to govern Rome in his stead while he resolved a political crisis in Egypt; however Mark Antony made a mess of his new role and fell out with Caesar in the process. The two reconciled, but Caesar soon lay dead on the Senate floor and conflict over his legacy began between Mark Antony and Caesar's heir Octavian. That would lead to a battle in which Mark Antony was defeated but he and Octavian reunited to fight Caesar's assassins. Mark Antony assumed command for the decisive defeat of Brutus in 42BC at the Battle of Phillippi. With the opposition destroyed, and after a little more in-fighting with Octavian, Antony took command over the East, resulting in war against Parthia in 40BC. The continuing Parthian problem through the ensuing decade brought Mark Antony and Octavian into conflict once more but this time the breach was too severe and civil war ensued. Octavian defeated Antony and his lover Cleopatra of Egypt at the naval Battle of Actium in 31BC. Mark Antony and Cleopatra committed suicide soon afterwards. For Hail Caesar, Mark Antony should be rated 10 when facing anyone in open battle except Octavian who seemed to have the edge over him whenever they met. For sieges, Mark Antony is rated 9, principally based on his command at Alesia.



Bust of Mark Antony
(Museo Vaticano)



CROSSING THE RUBICON: CAESAR'S CIVIL WAR

While Caesar campaigned against the Gauls in the 50s, his Optimates enemies in the Roman Senate sharpened their knives, literally and metaphorically, in anticipation of his return. They intended to prosecute him for his populist positions and drive him out of Roman politics. They built their confidence on the military reputation and power of Caesar's 'ally' in Rome Gnaeus Pompeius Magnus, or Pompey the Great. He and Caesar had been part of the First Triumvirate with Marcus Licinius Crassus, but that was an uneasy partnership, and when Crassus was killed at the Battle of Carrhae in 53BC, it was only a matter of time before Caesar and Pompey came to blows. In 50BC, that moment came when the Senate ordered Caesar to disband his army and return to Rome. Caesar had other ideas.

The fateful date was 10 January 49BC. Julius Caesar stood on the banks of a small river in north Italy known as the

Rubicon. To cross with his army meant a declaration of war against the Roman Republic because a commander could not leave his province in charge of an army. He literally had no authority to do so. Caesar weighed the risks then ordered his legionaries to cross - his famous phrase on doing so will resonate well with Hail Caesar players, "Alea iacta est..." ("The die is cast"). If Pompey and the Senate thought the Roman people would rise up at such an outrage and fight Caesar, they were sadly mistaken. Pompey had the forces but overestimated Caesar and took to his heels, retreating down the Italian peninsula and across to his strongholds in Greece. With Pompey out of reach for the moment, Caesar reversed his course to attack Pompey's legates in Spain. He crushed them at the Battle of Ilerda, pacifying Spain, and building his army from those he defeated. Back in Rome, Caesar assumed the role of Dictator before becoming Consul for 48BC. The chase to bring down Pompey now



Caesar briefly halts his army as he takes in the enormity of crossing the Rubicon.

began in earnest. To do that, Caesar would have to go into the lion's Greek den.

A confident Pompey awaited Caesar in Greece. But for too long he had trusted his reputation to carry him through and now he would pay the price for such hubris. Caesar landed in Epirus with 15,000 troops but Pompey's control of the sea left him cut off. In the end, that may have favoured Caesar who had no choice but to go on the offensive. He besieged Pompey in the port town of Dyrrhachium, but he had not finished the siege lines fully when Pompey led an attack with six Legions and broke through. Caesar's army was on the verge of routing, but he rallied them and withdrew in the direction of the town of Pharsalus. Pompey therefore had to pursue Caesar to try and maintain the initiative. After a short period of rest and recuperation, or dithering, depending on whose side you are on, Pompey mustered his army and set off in search of the decisive battle. He would find it on the plain of Pharsalus on 9 August 48BC, but he would not get the result he expected.

At Pharsalus, Pompey's army outnumbered Caesar's almost 2 to 1 but they were generally less experienced in combat. That meant his deployment would be deeper and overlap Caesar's right flank, but the inexperience of his troops reduced Pompey's tactical options if the battle did not go according to plan. Pompey intended to crush Caesar's front line through weight of numbers while his cavalry disposed of their counterparts on Caesar's right then envelop Caesar's infantry. Caesar's army was at the end of its tether, being both undermanned and running out of supplies. This would therefore be a do-or-die battle for them and Caesar made sure they knew what was at stake. He was also well aware of the tactical problem on his right, but in typical Caesar fashion he risked everything with a bold, disguised deployment that took infantry from his third rank to create a fourth rank and moved them out to the right behind his cavalry. Caesar hoped to use Pompey's weight against him through this transfer of force to the key point.



When both armies had deployed, Pompey pressed his attack all along the line, his ranks of ten deep smashing into Caesar's ranks of six deep. Through poor communications and control, however, Pompey lost the fight to protect his flank: his cavalry could not cope with the combined assault of Caesar's cavalry and infantry and Pompey did not send in a reserve force to alleviate the situation. With Pompey's cavalry dispersed, Caesar, who had posted himself out to the right to be present at the crucial point of the battle as he often did, seized the chance to turn the tables on Pompey and roll up his line from the suddenly open flank. The battle was quickly over and, seeing the writing on the wall, Pompey quickly fled the scene only to meet an ignominious death at the hands of an Egyptian assassin. Caesar's victory over Pompey was total but he still had a great deal of fighting to do to defeat the Pompeian faction that still included many of his senatorial adversaries. Caesar's quest for absolute control over Rome would therefore take him across the Mediterranean into Africa.

Though Caesar's main priority was the dispersal of Pompey's supporters and consolidating his own position, he still had to conduct the business of Rome. The status of Egypt, embroiled in civil war, caused Caesar considerable concern. He sided with the young queen Cleopatra, so much so that together they produced a son! Cleopatra's rival, Ptolemy XIII, besieged Caesar in Alexandria but the Roman's luck would hold again when his ally Mithridates the Pergamene, who had been recruiting in Syria for Caesar's cause, came to his assistance. Once out of his shackles, Caesar crushed Ptolemy in open battle. Caesar did not have long to celebrate his victory before leaving for Pontus to take down Pharnaces II, who as a loyal ally of Pompey had staked his claim to the throne. Pharnaces had swept the Romans out of the province of Asia but was having problems securing his gains. Caesar was in no mood to sympathize and soon had Pharnaces on the run after defeating him at the Battle of Zela. With Pharnaces taken care of, Caesar embarked for Rome where he persuaded four veteran, but mutinous, Legions to join him for his forthcoming decisive campaign in Africa.

Caesar arrived in the province of Africa to begin his new campaign against a formidable alliance of Pompeian Romans and King Juba I of Numidia. The latter was significant because of the excellence of the Numidian light cavalry who controlled the interior of the province. That deficiency nearly put an end to Caesar's ambitions when he was caught on the march near Ruspina by a combined enemy army under the command of Caesar's erstwhile legate Titus Labienus. Caesar was heavily outnumbered and a long way from his

supporting base. Moreover, his deficiency in light cavalry and infantry left his command highly vulnerable to the enemy's missile troops. His only tactical advantage lay in seizing some nearby high ground and attempting to hold it as if in a siege situation. However, he could not prevent the Numidian cavalry riding up to throw their javelins then retire unmolested. The Numidian light infantry also took their toll of Caesar's infantry. Only the counter-attacking actions of his cavalry kept the Numidians at arm's length, but that was a far cry from winning the battle. Slowly but surely, Caesar's legionaries found their numbers dwindling and panic seemed about to set in. At one point, Caesar grabbed a soldier about to flee and pointed at Labienus's army to remind him where his responsibilities lay. But just when all hope seemed lost Labienus foolishly rode out in front of Caesar's troops to gloat at their situation. One of Caesar's legionaries from the X Legion, formerly commanded by Labienus, stepped forward and killed Labienus's horse with his pilum, resulting in a loss of face for the Roman commander and a ripple of anguish running through his army. Caesar's army, on the other hand, took heart and when Caesar about-faced every second cohort that had been facing the rear and ordered a charge, the Pompeian army's morale collapsed and they fled. The Battle of Ruspina was a desperate victory for Caesar, and one which he scarcely deserved, but the decisive battle was still to come.

After Ruspina, Caesar scurried with the survivors back to his main base to wait for reinforcements that would bring his army up to eight Legions. He would need every one of them to fight the Pompeian army that now mustered over 70,000 and dozens of war elephants. Once his forces were gathered in April 46, Caesar marched out towards the city of Thapsus. Waiting for him was Metellus Scipio with the entire Pompeian army. While elephants look like big, scary beasts, Caesar had a plan for them. He aligned his archers to unleash a barrage of arrows that drove the elephants to distraction. Those elephants that could attack met with a ferocious defence from V Legion and were driven off. With the elephants gone, Scipio's Numidian allies were not too far behind and fled the field even as Caesar's Legions rolled relentlessly forward. The battle was soon over. The rump of Scipio's army begged to surrender but Caesar's traditional lenience had come to an abrupt end and the prisoners were massacred. With that the war in Africa was over, but Caesar still had work to do. He chased the Pompeians into their last strongholds in Spain and brought them to battle at Munda in March 45BC. The result was like all the others in this war, a crushing defeat for Caesar's enemies. The Civil War was over and Caesar ruled the Roman world.



Roman Legionaries prepare to loose their pilum javelins

ROME'S GREATEST GENERALS IV: POMPEY THE GREAT (106BC - 48BC)

Gnaeus Pompeius Magnus was perhaps the most precocious of Rome's preeminent generals in the late Republic. His first taste of military command came under his father Gnaeus Pompeius Strabo during the Social War of 90-88BC. On his father's death in 87, Pompey switched his support to Sulla. His inherited greed and lust for power and glory led Pompey to raise three Legions for Sulla's attack on Rome in 83. Sulla rewarded him with his stepdaughter in marriage and command against the opposing Marian faction in Sicily and Africa. Pompey swept all before him and inveigled Sulla into giving him a Triumph, his first of three over his career. Pompey spent most of the 70s fighting the Marian general Sertorius in Spain before returning to put an end to the slave revolt led by Spartacus in 71. Pompey's fame and power increased with his defeat of the Cilician pirates before he set off for the East and his greatest victories in the Third Mithridatic War. His settlement of the Asian provinces brought Pompey great wealth and boosted his reputation still higher, so that he became the most powerful man in Rome alongside Crassus. But with power comes arrogance and Pompey failed to perceive the extent of the threat posed by the upstart Julius Caesar. When the First Triumvirate broke down and the Civil War began, Pompey thought he only had to stamp his feet in Rome to raise a loyal army, but he was mistaken. Caesar chased him down and defeated him in Greece. Pompey fled only to be assassinated in Egypt in 48BC. For *Hail Caesar* purposes, Pompey should be rated 10 as a General with the option to reduce to 9 when facing Caesar.



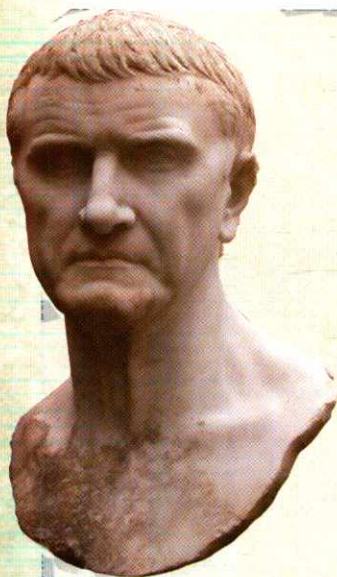
Head of Pompey
(Carlsberg Glyptotek)



Pompeian troops prepare to face Caesar's legions.



Marcus Crassus organises his troops into defensive positions.



Bust of Crassus
(Carlsberg Glyptotek)

ROME'S GREATEST GENERALS V: CRASSUS (115BC - 53BC)

Marcus Licinius Crassus is remembered more for being a wealthy, very wealthy, Roman politician than for his military exploits. However, in keeping with his contemporaries, Crassus's political career rested heavily on his military experience. He burst onto the scene as a prominent commander under Sulla. Indeed, it was Crassus who commanded Sulla's right flank at the Battle of the Colline Gate in 82BC, saving the day for Sulla and ensuring his takeover of Rome. Crassus was also one of Sulla's chief rottweilers in the ensuing proscriptions of political enemies, leading to Crassus amassing a huge fortune. Crassus's military abilities were overshadowed by Pompey's exploits, but when the chance came to prove himself in the slave revolt led by Spartacus, Crassus reminded Rome, and the slaves, that he was no slouch. After a sketchy beginning to the campaign, Crassus trapped Spartacus at the Battle of the Siler River and crushed him. But again, Crassus was cursed by the arrival of Pompey who mopped up and took the credit. Nevertheless,

Crassus entered into the ruling First Triumvirate alongside Pompey and the upstart Julius Caesar before going on to proconsular command in Syria. It was perhaps his continued desire for military glory, and his unquenchable greed, that led him to pick a fight with the Parthians in 53BC. Crassus died at the disastrous Battle of Carrhae where the Romans could not overcome the superior Parthian hit-and-run tactics. For *Hail Caesar*, Crassus is either an underestimated General worthy of being rated a 10, or a tactical mistake waiting to happen and therefore rated at best an 8. Given his vast wealth, a coin toss before the battle might be appropriate.

SCENARIO IV: SHOWDOWN AT PHARSALUS

Pompey has the upstart Caesar exactly where he wants him: trapped, desperate, and starving along with his withering army. And now the puppy had come out to fight against Rome's greatest hero and finest ever soldier. And they are in Pompey's backyard at Pharsalus in Greece where people worshipped him as a deity. How could he lose? Caesar understood all of that, but instead of dwelling on his disadvantages, Caesar saw the opportunity: in such dire straits, he had nothing to lose except his life, and what price was that against glory? Caesar would transmit that message to his outnumbered soldiers, but he also had a battle plan that he was sure would work against the arrogant Pompey. And so the stage was set for a final battle that would determine the fate of the Roman Republic once and for all, maybe.

Because the battle would be settled on Caesar's right flank, we decided that would be the most profitable area to game. We would therefore assume that the rest of the battle would

depend on the outcome of this action. Though it is quite possible to play out the entire battle, we also wanted to aim the scenario at the same end of the resource scale as the others in this supplement. In addition, we decided that Caesar would take on Labienus in this scenario as he did in the actual battle; however, for a more even contest between commanders Pompey may be used with a command rating of 9. The crux of this engagement lies in how well the Pompeian cavalry do against the Caesarian combined cavalry and infantry force. While we have attempted to 'equalize' the forces to provide a better game, players are free to manipulate the forces to bring about their own emphasis on how the battle might have worked historically.



POMPEIAN - TITUS LABIENUS (8)

LEGION I (CAIUS TRARIUS COMMANDING)	Combat				Morale		Special
	Clash	Sustained	Short R.	Long R.	Save	Stamina	
5x Legionary heavy infantry (2 Front line Cohorts, 2 Second line Cohorts, 1 Third line Cohort)	7	7	3	0	4+	6	Drilled
1x Skirmishers with javelins	3	2	2	0	0	4	

CAVALRY DIVISION I (TITUS LABIENUS COMMANDING)	Combat				Morale		Special
	Clash	Sustained	Short R.	Long R.	Save	Stamina	
3x Light cavalry with spears and javelins	7	5	3	0	6+	6	
2x Spanish medium cavalry	8	5	3	0	5+	6	Tough fighters

CAVALRY DIVISION II (LUCIUS DOMITIUS AHENOBARUS COMMANDING)	Combat				Morale		Special
	Clash	Sustained	Short R.	Long R.	Save	Stamina	
2x Light cavalry with spears and javelins	7	5	3	0	6+	6	
3x Spanish medium cavalry	8	5	3	0	5+	6	Tough fighters

Pompey's legionaries prepare for action



CAESARIAN - JULIUS CAESAR (10)

NOTE:

the Heavy Infantry in Legions II and III may be redistributed before the battle begins, so that up to five Cohorts may be deployed in one Legion if so desired with the other Legion having a minimum of one Cohort to ensure they are part of a Division of four units (see also Scenario Rules)

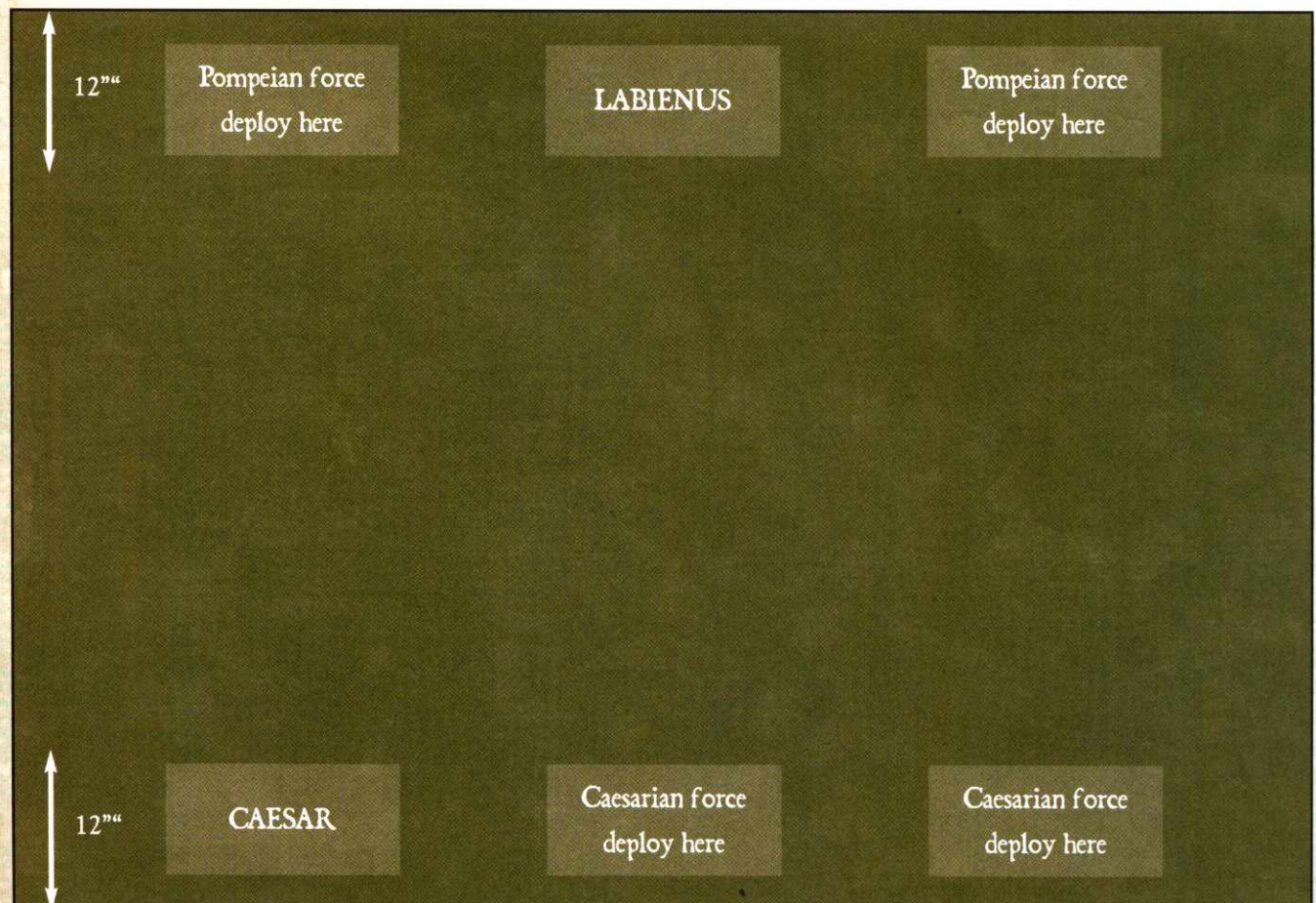
LEGION I (DRILLED) (CAESAR COMMANDING)	Combat				Morale Save	Stamina	Special
	Clash	Sustained	Short R.	Long R.			
3x Legionary heavy infantry (no Third Line Cohorts)	7	7	3	0	4+	6	Drilled
2x Skirmishers with javelins	3	2	2	0	0	4	

LEGION II (DRILLED) (PUBLIUS CORNELIUS SULLA COMMANDING)	Combat				Morale Save	Stamina	Special
	Clash	Sustained	Short R.	Long R.			
3x Auxiliary Gallic medium cavalry	8	5	3	0	5+	6	Tough fighters
3x Legionary heavy infantry	7	7	3	0	4+	6	Drilled

LEGION III (DRILLED) (QUINTUS FUFIVS COMMANDING)	Combat				Morale Save	Stamina	Special
	Clash	Sustained	Short R.	Long R.			
3x Auxiliary Gallic medium cavalry	8	5	3	0	5+	6	Tough fighters
3x Legionary heavy infantry	7	7	3	0	4+	6	Drilled

BATTLEFIELD & DEPLOYMENT

The Battlefield is the standard 8'x6' with very little terrain to obstruct movement. All of the Pompeian forces are deployed on the table up to 12 inches from the table-edge. Caesar's army is also deployed except for the Heavy Infantry of his II and III Legions that are kept off-table until revealed in the course of the scenario.



VICTORY CONDITIONS:

- Caesar wins if he has three intact and unshaken Cavalry units at the end of the battle. If he does not then the Pompeian faction wins the battle.
- Caesar wins a Triumph if he completely destroys Pompey's army – the game may therefore continue beyond the rules requirement of two thirds losses if the players have agreed to do so before the scenario commences.

SCENARIO RULES:

- Both sides deploy one Division at a time starting from their left flanks.
- All Division Commanders are rated as 8.

- Pompey begins the battle.
- Caesar's Heavy Infantry from Legions II and III are 'invisible' until they are ordered to move or a Pompeian unit comes within nine inches of their position. This is done using twelve markers instead of deploying the Cohorts on the table, six of which are marked as real Cohorts and the other six left blank. The markers are moved as if they are real units until they are revealed. When the condition is met to reveal these Cohorts, they must all be placed on the table immediately. They then act in accordance with Hail Caesar rules. The reason for this is to represent the surprise for the Pompeian cavalry when they ran into a hail of pila from unexpected infantry opposition. However, because the victory conditions are only set on the status of Caesar's cavalry, the scenario might become a race against time for the Caesarian side and therefore he may choose to reveal his infantry voluntarily.

Roman Onager



BATTLE REPORT: THE PHARSALUS FOLLIES!

Labienus's plan was simple; advance rapidly all along the line and steamroll everything in his way. His greater numbers would be brought to bear on Caesar's hapless minions and they would melt away in the presence of such power. Labienus therefore deployed his army evenly along the line with the emphasis on going straight ahead into battle. If he considered how Caesar's heavy infantry might be arranged, or even if he had any, Labienus did not show it, much to the commendation of everyone else in the game for staying in character. Caesar surmised that Labienus would lumber forward and prepared a trapdoor arrangement with his forces for Labienus to fall through. He deployed Legion I on his left flank to hold on as long as possible and allow for the trap to be sprung. For his other two Legions, Caesar put his cavalry into the front line with the hidden Heavy Infantry markers split evenly between his two other Legions and held back at 45 degrees from the outside flanks. When Labienus advanced against Caesar's cavalry, they would retire and the suddenly revealed Heavy Infantry would hit the Pompeian Legions in the flanks as they rumbled forward in pursuit of the cavalry.

Labienus's advance did not get off to the chariot-paced rush he expected with his flanks moving forward only once and his cavalry in the centre twice. Caesar watched this with studied indifference and a casual look at his wrist where someday someone would invent a timepiece to wrap round it. Labienus trundled steadily forward to the point where Caesar could open his trapdoor by withdrawing his cavalry to the rear and turning them to face the enemy. They now formed up on the flanks of the as yet unseen heavy infantry: the unwary Labienus was doing exactly what Caesar wanted. When Labienus pushed further forward to within range of Caesar's hidden cohorts, the prominently-nosed commander informed the umpire that he would now reveal his hidden heavy infantry and did so by replacing six of the markers with units, three cohorts for each Legion, and declared charges all along the line. The battle was on in earnest.

As expected, when the fighting started, Caesar's Legion I matched up well with Labienus's Legion, and equally poor dice rolling by both commanders resulted in a stalemate, which suited Caesar for the moment. His cavalry in Legions II and III charged forward into Labienus's front line horsemen, allowing the now revealed heavy infantry cohorts to burst out onto their flanks and rear. Labienus uttered some loud,

probably Latin derived, profanities and gnashed his teeth like an angry canis. Good dice rolls for Caesar now would probably have ended the affair almost before it began, but like the vigiles urbani, they are never around when you need them! Labienus's cavalry held against the subsequent desultory dice rolls and for those listening carefully a little squeak of delight could be heard from Caesar's former protégé - Labienus being the same Labienus that had fought so well for Caesar in Gaul but who was now with Pompey and the Optimates. Despite his sudden joy, however, Labienus was far from safe.

Out on his left flank, and against all the odds, Caesar's infantry initially pushed Labienus's bemused Legions back, but that could not last. Before too long, Labienus's clever rotation of support units began to tell, and it was Caesar's men who were forced to fall back in good order, such are the vagaries of war and battle. Still Caesar's line held and the great General scoffed at Pompeian ineptitude, not for the last time either. In the centre, both sides pitched in to each other with gusto, wearing each other out without achieving the decisive breakthrough. For the moment then, it looked like that might come on Caesar's right flank where Labienus's beleaguered cavalry began to crumble under the sustained pressure of Quintus Fufius's heavy infantry assault.

With the situation deteriorating rapidly, Labienus pitched in with his centre cavalry Division in what seemed like a last

ditch effort to positively affect the outcome of a losing battle. Most of the units on both sides were by this time heavily degraded, though Fufius's heavy infantry cohorts had weathered the storm better than most. They charged again and, to the accompaniment of stifled unSenatorial giggles, Labienus found himself on the wrong side of a tanning and unfortunately for him caught a bad case of mortuus. Upon Labienus's demise, Caesar launched a furious new attack on the disintegrating left flank of the Pompeian army. Fufius's heavy infantry cohorts were simply too powerful for the enemy cavalry and soon destroyed the last two units. Fufius set his heavy infantry cohorts into a defensive line to make sure his flank was secure and turned his cavalry inwards to overwhelm the Pompeian centre.

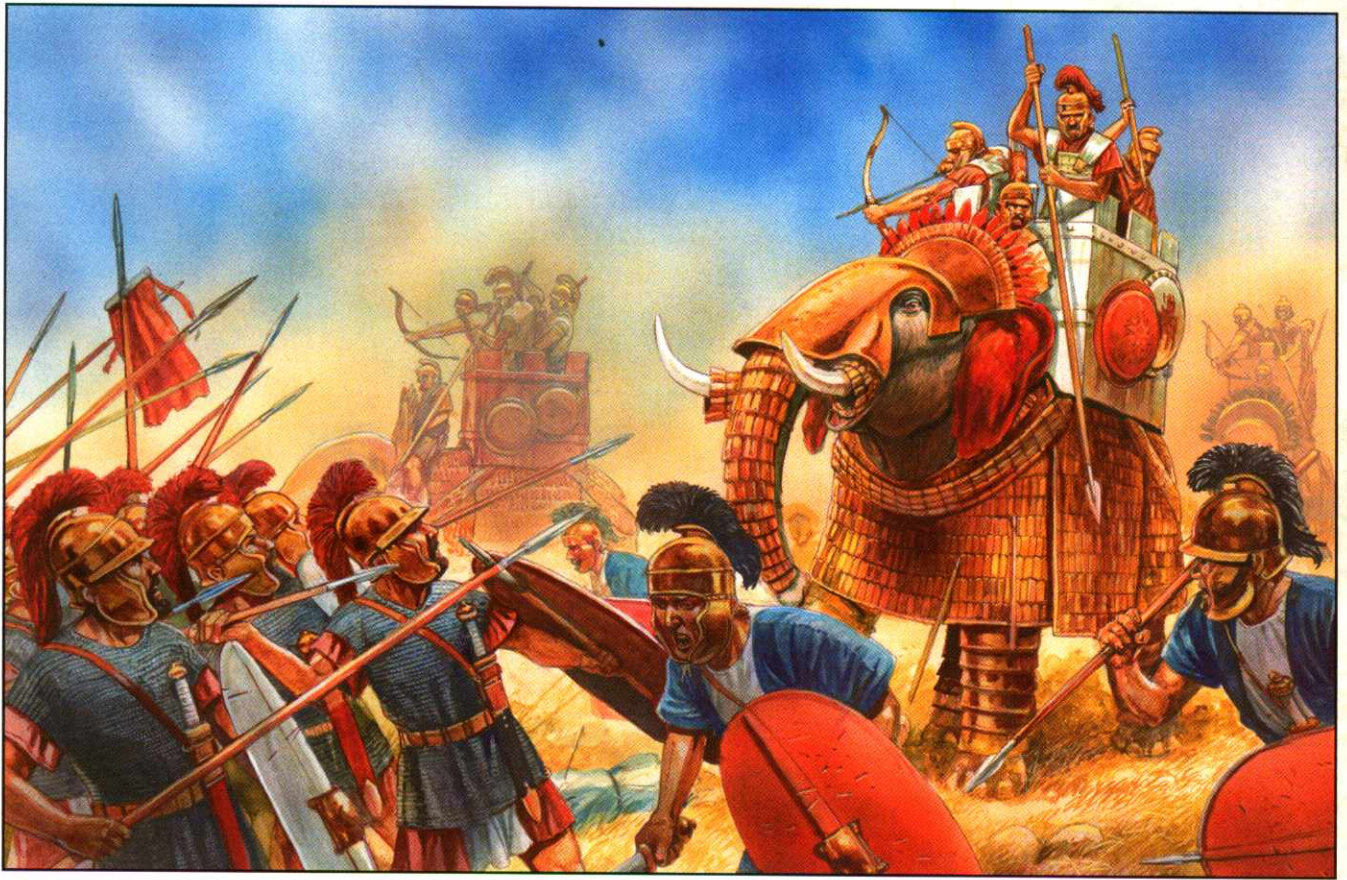
The action on the flank of the Battle of Pharsalus was quickly turning into a rout. All of Labienus's cavalry were soon destroyed or so weakened they were unable to participate. Only the infantry engagement on Labienus's right had gone in his favour, but that was before Caesar's all conquering, though quite dented, cavalry swept into them as well, scattering them to the winds. Labienus lay in his armour, dead on the battlefield. His flank attack that he hoped would crush the upstart Caesar had ceased to exist and it was only fitting that Caesar would claim his well-earned Triumph.

Excerpt from Caesar's Gallic War (unabridged version)

“That treacherous fool Labienus, thinking all he had to do was march up to pilum range and Caesar would fold like a cheap toga. Of course, it might have been different if he already knew about my brilliantly hidden heavy infantry cohorts, but maybe he did and decided he could brush them



aside? Perhaps a wiser deployment on his part, and a more cautious battleplan, would have yielded better results, though that could work both ways; bluff and double-bluff is the name of this particular game. Who cares? Caesar triumphs again!”



POMPEY'S ROMAN ARMY IN HISTORY AND *HAIL CAESAR*

By Caesar's day the organisation and tactical handling of the Roman legions was well established. The Roman army had gradually evolved from a militia of farmers and landowner, equipped at their own expense and serving only for the duration of a campaign. As Rome's ambitions grew, wars took troops away from home for years at a time, an untenable position for small-land owners whose farms needed constant work. Many farmers abandoned their livelihoods and fled to the cities. On the other hand, the aristocratic politicians who led Rome's armies became ever richer thanks to the booty of foreign wars and lucrative governorships of conquered lands. These wealthy men bought up the abandoned farms and turned them into vast estates worked by slaves. As the small-scale farmers dwindled in number the recruitment basis of the old-style Roman armies was undermined. Towards the end of the second century BC Roman commanders probably began to recruit from ordinary citizens, equipping and training them at their own expense. In this way, the Legions developed into full-time armies of professional soldiers who owed their loyalties primarily to their commanders. Successful commanders were able to reward their men with substantial bounties. Ambitious commanders borrowed heavily to recruit and pay their troops, staking everything on successful military and political careers that would one day make them rich men.

Caesar's conquest of Gaul had given him command of about ten legions at the start of the civil war. These were now veterans with all the skills one would expect of Roman

SPANISH LEGIONS IN *HAIL CAESAR*

We can represent Pompey's Spanish legions in a number of ways. One method would be simply to treat them as ordinary units of heavy infantry without the special Drilled rule we normally give to legionaries. This would put them at a disadvantage compared to Caesar's veterans, and is probably a realistic way of representing these inexperienced legionaries. In larger games, where we may expect these things to even out, we could apply the freshly raised rule, but this seems a little harsh and is not entirely true. Even if they lacked the experience of Caesar's men, there is no reason to believe these troops lacked discipline. Another option would be to disallow the normal close ranks rule for heavy infantry to reflect the supposed looser formation of these Spanish legions (see page 66 of the *Hail Caesar* rulebook for how this works).

ITALIAN GARRISONS IN *HAIL CAESAR*

There were no battles in Italy and only a limited amount of skirmishing, but we might allow ourselves the luxury of imagining what would have happened if Pompey had marched north to support Ahenobarbus at Corfinium. Pompey had two legions under his command, the first and third, and these were veteran troops even if their loyalty was in doubt. The rest of his troops were garrison cohorts. As some of these were later formed into legions they were probably equipped as legionaries or were heavy-infantry of some sort. They can be represented by poor quality legionary units, perhaps with clash/sustained combat values reduced to 5 and stamina reduced to 5 to emphasise their fragility. There would also be a number of raw recruits, hastily assembled and barely trained units, which we would wish to give similarly reduced stats as well as the militia special rule, reducing their mobility compared to ordinary troops. We might go even further and impose a -1 modifier to the command value of any order given to them, although this does risk imposing an unsatisfying level of inactivity on the army. Be prepared to take the dispositions of troops and scenario objective into account before imposing such a severe penalty.

soldiers. Not only were they trained to fight in disciplined formations, to obey their officers, and to use the standard arms of a legionary, but they were also seasoned campaigners, accustomed to the rigours of camp life, of siege craft, fortification and construction. In addition to his legions, Caesar also had auxiliary units raised from local tribes and allies. Where legionaries were – in theory – Roman citizens, auxiliaries were non-citizens who would be granted citizenship when discharged as part of their terms of service. However, this distinction would largely go to the wall during the civil war, especially in the Pompeian army where four ‘legions’ would be raised by the Numidian King Juba, the Galatians, and many of the other client states and allies from the recently conquered territories of the east. Caesar himself formed some of the twenty-two cohorts of auxiliaries raised in Transalpine Gaul into a new legion, the Legio V Alaudae – or Larks. The distinction between a legionary cohort and an auxiliary cohort may not always have been that great, with auxiliaries often trained and equipped in the same way as legionaries.

Pompey was confident that his reputation and his immense patronage would enable him to raise fresh legions to face Caesar. He was equally confident that the legions he had raised and led in past times would lend their support to his cause. This included legions currently commanded by Caesar that had been ‘loaned’ to him to serve in the Gallic wars. Pompey boasted to the senate that he has only to ‘stamp his foot’ for legions to emerge from the soil of Italy. It was to prove a vain boast. Caesar had done a thorough job of winning over his troops, generous with (other people’s) money, successful in battle (and better still at making sure everyone knew it), Pompey’s new army failed to materialise. There was, however, one important desertion from Caesar’s camp, his legate and right-hand man Titus Labienus. Labienus had fought many a battle on Caesar’s behalf, but he may well have owed his career to Pompey to whom he felt a debt of loyalty.

Pompey’s main military strength lay in Spain where he had control of seven legions as well as a large number of auxiliary troops. These Spanish legions lacked the experience of Caesar’s troops and are described as fighting in a looser formation. Perhaps their only fighting was skirmishing against local hill tribes and bandits, and they had adapted to local styles of warfare. Pompey also enjoyed tremendous support from the territories brought under Roman control as a result of his campaigns in the east. The civil and military officials in these areas were all Pompey’s men. What’s more these were some of the richest regions in the ancient world. Given time, the money, supplies and fresh armies that Pompey could call upon would far exceed those available to Caesar. Time, however, was something that Caesar would not allow him.

Caesar advanced down the length of Italy with only a single legion, the thirteenth, but Pompey and his optimate supporters were ill-prepared to resist. The garrisons that he encountered went over to Caesar or retreated before him. These were hardly battle-hardened troops and clearly knew themselves to be no match for Caesar’s legionaries. At Iguvium five cohorts of raw recruits fled the town and subsequently deserted upon the advance of Caesar’s commander Curio with a similar number of troops. There was little resistance until the thirteenth, now joined by the twelfth, arrived at Corfinium where Domitius Ahenobarbus had gathered a force of thirty cohorts. Pompey knew that these raw recruits stood no chance against Caesar’s legions, and urged Ahenobarbus to bring his troops south, where Pompey was building an army based upon two veteran Italian legions. As Caesar moved to lay siege to Corfinium, Ahenobarbus’s troops discovered that their leader was making plans to desert them, and decided that a more sensible option on their part was to change sides. These same men under Curio would go on to fight in Sicily and Africa on behalf of Caesar. Caesar’s clemency following the capitulation of Corfinium, giving

captives their freedom (Ahenobarbus continued to fight against Caesar despite the latter sparing him) and restraining his troops from plundering the countryside did a great deal to build up support for Caesar. It also made it clear that troops who went over to Caesar would be welcomed and rewarded. Desertions from the enemy boosted Caesar's forces and depleted those of Pompey.

With the loss of the troops at Corfinium to Caesar, the equivalent of three legions, Pompey assembled what remained of his army and took ship from Brundisium across the Adriatic. There he would build a new army to oppose Caesar. His best and most reliable troops, the Spanish legions, were separated from their commander and isolated.

With the Spanish armies isolated from their commander Caesar mounted a swift campaign to subdue the province before turning eastward to deal with Pompey in the east. There were seven legions in all in Spain, but two – those under the command of Marcus Terentius Varro – took no part in the fighting. The remaining five, under the command of Marcus Petreius and Lucius Afranius comprised the Pompeian forces together with an auxiliary force of 10,000 cavalry and 80 cohorts of Spanish auxiliaries. The latter were predominantly heavy infantry (scutati) armed in a manner comparable to the Roman legionaries, but also included light javelin-armed infantry with small shields suitable for skirmishing (caetrati). Caesar describes the Spanish legions as advancing rapidly with scant regard for their formation. This is an interesting comment that may have been intended merely to suggest his opponents were undisciplined and therefore 'un-Roman', but it may have reflected a more common Spanish fighting style.

The Spanish campaign did not last long, but this was where Pompeian and Caesarian forces were well matched. The Spanish were fighting on home ground and had the advantage of a numerous cavalry arm. There is no indication that their troops were at a huge disadvantage overall, even if they were outclassed by Caesar's best legions. In the end the Pompeians were out-maneuvred rather than outfought, separated from their supplies and surrounded by enemy, and with morale collapsing, Caesar accepted their surrender. The Pompeian leaders were dealt with mercifully, but like Ahenobarbus in Italy were to continue their opposition to Caesar regardless. Ahenobarbus himself, who had once more taken up arms against Caesar despite accepting his mercy at Corfinium, was fortunate to escape by ship and avoided capture a second time.

While Caesar dealt with the armies in Spain, Pompey gathered troops from all over the Roman east to form his new army. These were lands that had only recently been annexed by Rome. Pompey himself had brought the bulk of these territories under Roman rule – although most at least maintained the pretence of independence as 'allies'. Other regions, such as Syria, had been incorporated as provinces, and had their own legions. Pompey pulled every string at his disposal to gather money, supplies and troops from all over the eastern Mediterranean. As a result his army was something of a hodgepodge affair, a mix of the troops salvaged from Italy as well as those raised locally.

Pompey had nine legions ready to oppose Caesar. These included the veteran Italian legions, but were otherwise recruited from Greece and Asia Minor. At this point it is worth considering what these legions amounted to. Were they



Pompey the Great looks on as his troops deploy for battle.

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trained and disciplined like Caesar's legions, were they equipped in a comparable manner, and how effectively could they manage siege-works, fortifications, and construction projects? The truth is we cannot know for certain, but given the short period of time allowed to Pompey it seems likely that at least some of these troops were little more than hastily assembled auxiliary units dignified with the name of legion more for organisational purposes than anything. In this sense a new Pompeian legion may have been little different than a 'brigade' of troops with no special abilities to distinguish it as a Roman legion in the sense we would normally use that word. Certainly few were 'Roman' at all. However, we do know that Pompey took great pains to train and prepare his troops, even training alongside the new recruits with a vigour and enthusiasm that must have been impressive for a man in his late 50's.

When Caesar landed in Epirus the Pompeians were initially discouraged to find local towns capitulating and their garrisons joining their former enemies. The action soon coalesced around the Pompeians' main supply base at Dyrrachium. Both sides built complex defence lines and manoeuvred for position around the port. Pompeian archers and slingers menaced the Caesarian soldiers at night by shooting towards their camp fires. This anecdote does suggest something of the troops available to Pompey, with numerous archers coming from the eastern parts of Rome's domain, and light troops easily assembled from local forces in Greece and the adjoining lands. Pompey's legions may not have been a match for those

THE RAPID ADVANCE IN *HAIL CAESAR*

We have already suggested how Spanish legions might be considered to be less disciplined in *Hail Caesar*, and it is only fair to take consideration of their 'rapid advance' too. This might be reasonably held to be a characteristic fighting method of the Spaniards, as this was certainly the case in previous times, when dispersed infantry would swarm from the hills - readily adapting their formation to the rugged terrain. An interesting way of presenting our Caesar with a surprise is to allow any Spanish units given a 'charge' order to add +1 to the command value, basically giving them a bonus that will make it more likely they will move as fast as possible. This will both encourage and reward rash behaviour by the Pompeians that might just catch Caesar off his guard!

of Caesar, but they were more likely to enjoy the support of lightly equipped missile-armed auxiliaries. The Pompeians also had more cavalry, although no way of exploiting their mobility amongst the closed siege lines around the port. If the Pompeians found their attacks easily repulsed then they need not worry, for Caesar faced huge problems of supply whilst they were well provisioned for a siege. Eventually, following the failure to settle the matter by a costly attack, Caesar abandoned the fight. The Pompeian force did not press their advantage, allowing Caesar's army to escape, something which Caesar himself would describe as a crucial mistake. Considering that Pompey had command of a large cavalry force, compared to a mere 400 horsemen supported by legionaries in Caesar's rearguard, it is tempting to speculate what might have happened had he been bolder.

As Caesar pursued his attack on Dyrrachium, Pompey's supporter Metellus Scipio arrived in Greece with large numbers of native archers, slingers and cavalry assembled from Greece, Crete, Asia, and Syria. He also brought two Syrian legions. The Syrian legions were a necessary defence against the Parthians. Pompey had concluded a swift peace with the Parthians in order to allow him to move troops westward. He may even have received active support in the form of troops, although there is no evidence to support this speculation. This now substantial Pompeian army would face Caesar in the decisive battle of the civil war - Pharsalus.

It is interesting to consider the Pompeian deployment because it tells up much about the Pompeian forces as well as the abilities of their commanders. Pompey's main force consisted of eleven legions, including his two best legions the first and the third which had come over with him from Italy. These held the left of the line with the mass of Pompey's cavalry on the adjoining flank supported by large numbers of light infantry. The Syrian legions were placed in the centre. Pompey's right flank was made up of legions levied from Asia Minor and cohorts from Spain. The Asian legions included one formed from two weak Cilician units. There were also units formed from retired soldiers who had served Pompey in past wars and who were now resident in the eastern provinces. These veterans were dispersed throughout the army.

Despite their advantage in numbers the Pompeians accepted battle on a battlefield that was fairly narrow, relying upon his cavalry to win the day by driving off their opposite number and falling upon the enemy's flanks. The Pompeian infantry were expected to do no more than pin the enemy in place. Extraordinarily, the Pompeian infantry were ordered to form up ten ranks deep, a far deeper than normal formation that would scarcely allow them to move, but which had the advantage of making it almost impossible for men fighting at the front of a formation to flee from the enemy. The Pompeian infantry were also ordered not to charge the enemy as they approached, but to receive their opponents' charge at the halt, a tactic that was probably intended to stop them losing formation at the point of contact. Caesar considered this a mistake, as it denied troops the advantage of impetus as the two sides clashed, and it must have made it also impossible for the Pompeians to throw their pila with any force prior to contact.

POMPEY'S ARMY IN *HAIL CAESAR*

We must not force Pompey's mistakes upon our players, but we can reflect something of the character of his forces with a few simple rules. The Syrian and Italian legions we can consider the equal of the majority of Caesar's forces, if not his very best troops. The remaining heavy infantry, we might reasonably downgrade as newly recruited and untried troops, perhaps by applying the freshly raised special rule (page 100 of the *Hail Caesar* rulebook). This would introduce a degree of uncertainty over the performance of Pompey's legionary infantry without putting them at too severe a disadvantage.

The cavalry present us with a different probably. Clearly the issue here was one of command and control, which might have been easily overcome had Labienus organised and committed his forces in a more thoughtful manner. We might also consider the disadvantage of trying to command a force made up of disparate nationalities, unused to working together and liable to fall into confusion. The Pompeian horse certainly succeeded in its aim of driving away the enemy cavalry, so they were initially effective at least.

To represent these considerations we can introduce the notion of 'exhaustion' for our cavalry. Once a unit has fought a round of hand-to-hand combat whether victorious or not it becomes exhausted on the dice roll of a 1, 2 or 3. On a score of 4, 5 or 6 there is no effect, but the same unit must roll again at the conclusion of every round of hand-to-hand fighting. Once exhausted a unit stays exhausted for the remainder of the game. A suitable marker will be needed to mark exhaustion, unless players wish to trust to their memory, of course! The following rules apply.

1. All successful orders given to exhausted cavalry units, or divisions that include one or more exhausted units, result in **one** move only. Failed orders and blunder results are not affected.
2. Exhausted cavalry units **cannot countercharge** an enemy charging them. Note that this means they can be charged by infantry without the latter becoming disordered.
3. If taking a break test for any reason, exhausted units roll 3 dice and the **two lowest scoring dice** apply. For example, a roll of 6, 4, and 1 is a score of $4+1 = 5$.



The defeat at Pharsalus resulted from the failure of the Pompeian cavalry led by Labienus. Perhaps there were just too many horsemen in too confined a space to maintain control over them. The fact that they combined units of numerous nationalities drawn from all over the eastern provinces cannot have helped. It is possible too that the condition of the horses was poor following the privations of campaigning, so that they became very quickly exhausted and vulnerable to Caesar's carefully planned counter-attack with infantry reserves placed on his flank for just that purpose. Either way, Labienus lost control of his cavalry and the entire attack degenerated into a seething mass of disordered men and horses. Caesar's sudden attack sent the whole lot into rout. Their accompanying light troops were easily cut down by Caesar's men. With their battle-winning cavalry gone the Pompeians found their own flanks menaced by Caesar's reserves. The battle ended with the Pompeians crushed and Caesar triumphant.

The Pompeian armies of North Africa present us with the most exotic combination of all. Here, the remaining Pompeians made common cause with King Juba, raising an army that combined both Numidians and Roman troops. Caesar eventually landed

in North Africa with a small force and was soon to encounter the very different fighting style of the Numidians, with their fleet light cavalry and hordes of skirmishing infantry. If that was not bad enough the Numidians also fielded a number of elephants, something of a rarity by that time. King Juba had raised four legions of his own, equipped and trained in the Roman style, although given how poorly these troops were to fare against Caesar's battle-hardened men it is hard to imagine they were 'legion' in anything but number.

The Pompeians could also field conventional Roman troops, but if the army at Pharsalus was a combination of experienced and raw troops this new army was an even sorer affair. It was, however, not small. Scipio has ten legions at his back as well as those of King Juba. He also had command of a strong cavalry force including Gauls and Germans. At the decisive battle of Thapsus not even the 120 elephants fighting for the Pompeians could save the day. Indeed. It was these creature that – taking flight before a hail of missiles – sowed pain and disorder in the enemy ranks, precipitating the collapse of the Pompeian army.

CAESAR IN AFRICA

Following the defeat at Pharsalus and Pompey's flight to Egypt and subsequent assassination, the remaining Pompeians consolidated in North Africa. North Africa was already garrisoned by a substantial army including two newly raised legions and allied Numidians. Although Pompey himself was dead, several key leaders of the optimate faction remained at large. Among them were some of Caesar's oldest and most implacable foes.

Publius Attius Varus had taken over as governor of Africa. He had raised two new legions to fight for Pompey. With the help of the forces of the Roman ally King Juba, Varus had already seen off a Caesarian invasion led by Gaius Scribonius Curio, but only after suffering an initial defeat at the Battle of Utica, during which the inexperienced North Africans had fled in the face of an uphill charge led by Curio himself.

Titus Labienus, Caesar's former right-hand man and most able commander, responsible at least in part for Caesar's many victories in the Gallic Wars, fled to Africa following the disastrous battle of Pharsalus. Caesar's senior legate probably thought the proconsul had exploited his own victories, hogging all the glory and denying Labienus the honours that rightly belonged to him. When Labienus deserted Caesar's forces to join with his enemy, Caesar arranged for all of Labienus's baggage to be sent on after him.

Another survivor of Pharsalus was Metellus Scipio, Proconsul of Syria, blue-blooded optimate and another bitter enemy of Caesar. He appears to have little skill when it came to military matters (he commanded the centre at Pharsalus) and quite why he took over command of the Pompeian war effort in Africa is unclear. Given his propensity towards bullying, extortion, and self-aggrandisement one can only assume he elbowed his way to the top as a matter of family honour. Scipio escaped in company with German and Gallic cavalry to add to the forces in Africa.

The most renowned and respected of the surviving optimates, the few 'good men' who opposed Caesar and his 'populares', was Marcus Porcius Cato. Cato - known as Cato the Younger to distinguish him from his illustrious forebear - was a zealous republican, idealist, and utter prig whose hatred of Caesar went back to the days of the Cataline conspiracy. Cato and Caesar were opposed about the fate of the conspirators. Caesar argued for mercy while Cato maintained they were traitors and should be executed as a lesson for all those who would dare oppose the republic. As the Senate debated the affair, Caesar received and read a private note. Spotting this, Cato accused Caesar of being in communication with the rebels. Caesar merely offered the note for Cato to read. It was a love letter to Caesar from Cato's sister, Caesar's mistress Servilia. In the civil war Cato had done his best to defend Sicily, had



King Juba leads a hunt - will his prey be Roman?

commanded the port of Dyrrhachium, and after the defeat at Pharsalus he fled to Africa, bringing fifteen cohorts from the town's garrison to swell the Pompeian forces there.

Other Pompeians in Africa included Pompey's son-in-law Faustus Sulla, only surviving son of the Dictator Sulla. He had also fled the field at Pharsalus following Caesar's decisive victory. Pompey's sons Gnaeus and Sextus Pompeius joined the army in Africa following their father's brutal murder in Egypt. They would survive the fighting in Africa and go on to lead the resistance against Caesar in Spain and against the second Triumvirate in Sicily after Caesar's assassination.

Following the victory of Pharsalus and the assassination of Pompey in Egypt, the position of Caesar and his supporters appeared unassailable. Caesar himself was less concerned with dealing with the remaining threat from the Pompeians in North Africa than in settling affairs in Egypt, where his intervention eventually secured the throne for Cleopatra. It may be that Caesar believed the civil war was already over: his only serious rival was dead and now the wealth and power of Egypt was secure too. Still, there was trouble afoot. The Pontic kingdom had been subjugated by Pompey. Upon the collapse of the Pompeian armies its ruler Pharnaces took the opportunity to expand his borders into Roman territory. With the region depleted of troops by Pompey, the remaining Romans were soon overcome. Pharnaces pillaged Roman property and ordered that captives be castrated. Caesar, now the sole representative of Roman power in the world, could hardly let such behaviour go unpunished. The Pontic ruler had already met and defeated one of Caesar's generals Cnaeus Domitius Calvinus, whose motley army of recently recruited ex-Pompeian legions put up a poor fight. Caesar realised he would have to deal with Pharnaces in person. This led to what must be his shortest campaign and most famous quotation, 'Veni, Vedi, Vici!' – came, saw, conquered! It was the classical world's equivalent of 'been there, done that, bought the T-shirt'. So rapidly and so effortlessly were his opponents overcome that Caesar was heard to remark how easy it must have been for such as Pompey to earn their exalted reputation fighting foes like these.

Upon his return to Italy, Caesar had to deal with four mutinous legions before he could move against his enemies. Eventually, in December of 47BC he was ready. He had assembled a force of about 30,000 infantry, 2,000 cavalry and a fleet to transport it to Africa. This was still a small army compared to the forces raised by the Pompeians and their ally King Juba of Numidia, but as always Caesar's legions were experienced, well-led and confident of success. Winter weather made the journey a hazardous one, but – impatient as ever – Caesar dared the passage. As a result of strong winds the invasion fleet was badly scattered, and only Caesar and about 3,000 troops with a few cavalry made it to Africa, where they landed near Hadrumentum.

Caesar's foot-hold was tenuous to say the least. With a tiny force, surrounded by enemy held towns, and no supplies, the Romans' first priority would be to gather enough food to keep themselves alive. Lacking the resources to begin a siege or to assault a town, Caesar moved on from Hadrumentum,

whose governor refused to surrender, and established his base at Ruspina. It was while leading a large-scale foraging expedition that Caesar's first sizeable encounter with the enemy took place. The hit-and-run tactics of the Numidian horse supported by large numbers of infantry had already overcome Curio's army at the Battle of Bagradas in 49BC. Caesar's expert handling of his largely heavy-infantry force would at least save him from Curio's fate. By turning about some of his cohorts he was able to fend off the enemy even though he had been effectively surrounded. By retaining control of his troops Caesar was able to mount a coordinated attack that succeeded in driving away the Numidians. Showing considerable discipline, Caesar halted the pursuit and began to withdraw back towards Ruspina. Before he could reach safety, more Pompeians arrived to reinforce the Numidians, and they began to harry the retreating Romans. Once more Caesar turned his forces to face the enemy, driving them away in a short, aggressive action that may well have seen both enemy commanders, Petreius and Labienus, carried from the field wounded. By now it was the end of a long day of fighting and both sides were exhausted. The engagement ended and Caesar was able to reach his camp and safety. The battle was a set-back for Caesar but he had survived his first encounter with the Numidians in a battle that could easily have been a massacre.

After the encounter at Ruspina Caesar recognised the need for lightly armed, skirmishing troops to counter those of his enemy, and took measures to equip sailors from his fleet with slings and javelins. Meanwhile, Caesar's supply problems remained. Fodder was in such short supply that seaweed was gathered from the shore and fed to the horses mixed with what little grass could be found. The camp at Ruspina was fortified, war machines were mounted into its towers, and its defences made as formidable as possible. The Pompeians gathered their forces and the two armies probed each other's lines. Caesar's army was hugely outnumbered, although defections from the enemy must have added to the ranks. Things improved when a convoy brought two more legions, Gallic cavalry and about 1000 light infantry, as well as much needed supplies. Suitably reinforced, Caesar led his army out towards a line of hills that lay between the enemy and their supply lines. After some fighting the few defenders were driven away, leaving Caesar occupying this strategic position. The next day a mass of enemy cavalry attacked the hills and there was a short battle. Caesar's men sent the Numidian cavalry away in rout, exposing the flanks of accompanying Gallic and German horsemen who were badly handled as a result. The Pompeians were demoralised by this and refused to give battle.

In response, Caesar advanced towards the town of Uzitta, the Pompeian's chief source of water. Metellus Scipio deployed his forces to confront Caesar, but neither side was prepared to initiate battle. Instead, Caesar began to construct fortifications and to invest the town, both sides manoeuvring for position over the following days. In a series of skirmishes the Caesarians had the best of the fighting even though heavily outnumbered. Two further legions arrived from Sicily to join Caesar's forces. More desertions also bolstered his numbers. Furthermore, he was able to persuade some Gaetulian leaders to abandon King Juba and support his own cause, forcing the

THE POMPEIAN ARMY IN AFRICA IN *HAIL CAESAR*

We need not devise any new rules in respect of this conclusive phase of the Civil War, for the mix of Pompeian troops is enough in itself to lend colour and authenticity to any encounter. It would be appropriate for the Pompeian legionaries units to be a mix of units with the freshly raised special rule, reduced combat stats (as discussed for Italian garrisons), with a few ordinary but raw legionary units to bolster the line (lacking the drilled special rule which legionary units generally have).

The ease with which the Caesarean legionaries overcame their foes, once the elephants had been driven away, could perhaps be represented by making the Pompeians fragile, with a stamina value of only 5. This is really setting the army up to fail, however, and even if we might consider it realistic, it seems a cruel imposition on a player. With some or all of the additions suggested above, the fighting units will be unable to match their enemy, leaving the Pompeians to make skilful use of their numerous light cavalry, skirmishing infantry, and elephants if they are to defeat the mighty Caesar!



enemy to detach troops from their main force. Although there were a number of actions around Uzitta, including a battle between cavalry and skirmishers in which the Pompeians gained the upper hand, neither side was prepared to fully engage the other. The Caesarian position was too easily defended and the Pompeians too numerous and with a huge advantage in cavalry. With little chance of either securing the town or of drawing the enemy onto ground of his own choosing Caesar struck camp.

Despite Caesar's lack of conspicuous success, towns continued to go over to him, giving Caesar the opportunity to put his own garrisons in place and gather provisions. Supplies continued to be a problem for both sides, and opposing forces clashed more than once as they foraged for food. The Numidian cavalry continued to harass Caesar's forces, which Caesar countered with specially prepared infantry units supporting his own cavalry. The enemy-held town of Sarsura was stormed and Metellus Scipio did nothing to intervene, even though it was an important supply base. The town's granaries did much to ease the food shortages amongst Caesar's troops. The Pompeians shadowed Caesar's movements, looking for an opportunity to force Caesar into a position where they could attack at an advantage.

The final clash came at Thapsus, where Caesar prepared to besiege the town, positioned in a narrow spit of land between the sea and the salt-water lagoon of Moknine. The Pompeians probably thought they had caught Caesar at last, trapping him on the narrow spit with their own forces holding both approaches. Metellus Scipio deployed for battle and Caesar prepared to confront him. The narrowness of the frontage favoured Caesar's better troops, and it restricted the ability of the enemy to outflank his forces with their more numerous cavalry. It is possible that most of the Numidian forces, including the cavalry, were still with King Juba, who was

holding a position on the opposite side of the spit. Once deployed, the battle started in a confused manner, with Caesar's troops so eager to attack their foes their commander was unable to prevent a headlong advance. The resulting rush into combat might have been an undisciplined affair, but the Pompeians could not stand before Caesar's legions, and soon their whole army was in flight. It might be that Caesar's apparent lack of control was due to an epileptic fit that overcame him at the start of the battle. Either way, Caesar's troops ran amok, cutting down Pompeians who tried to surrender, and even turning on their own officers when they tried to restrain them. Ten thousand enemy were slaughtered for the loss of a mere fifty.

Thapsus ended any hopes the optimates might have had of holding on to Africa or defeating Caesar. Most of the Pompeian leaders were soon dead – choosing suicide rather than be captured by Caesar. Cato, who had not taken part in the fighting, was so appalled by the prospect of being taken captive and pardoned by Caesar that he stabbed himself in the stomach. His wounds did not prove instantly fatal, and a surgeon was called to staunch the blood and stitch him back together. Cato waited for an opportune moment, tore away the stitches and pulled out his own entrails. Upon hearing of Cato's death Caesar remarked, 'Cato, I grudge you your death, as you would have grudged me the preservation of your life!'

There was one last campaign to be fought in Spain, where the remaining Pompeians were defeated at the Battle of Munda, but its result was never in doubt. Sextus Pompeius would continue his opposition to Caesar and subsequently to the Second Triumvirs from his base on Sicily where he built up a powerful fleet. In 36BC Sextus was driven even from Sicily following a short but hard-fought naval campaign, feeling to Miletus in Anatolia where he was caught and executed on the order of Antony.

SCENARIO V: WOULD JUBA 'LIEVE IT! THE BATTLE OF RUSPINA

Has Caesar's famous luck finally run out? Titus Labienus probably thought so when his scouts reported the great General with an apparently weakened force marching straight towards them. Labienus had immediately ordered his army into line of battle and advanced. Caesar, quickly realizing his predicament, ordered his depleted army into line of battle around a crown of high ground. His tactical problem would be how to combat the light cavalry of Labienus's ally King Juba with barely any cavalry of his own. Labienus, however, would also have the difficulty of coming to grips with Caesar's legionaries, but he might never get a better opportunity to claim a decisive victory over his former commander but now hated adversary.

FORCES:

As with our other scenarios, we opted to give both sides a fighting chance. Therefore, while Caesar was historically outnumbered, we reduced the imbalance. However, we retained Labienus's advantage in light cavalry and light infantry in the hope of reproducing the tactical issues at stake in the Battle of Ruspina, i.e. the missile threat of Labienus against the heavy infantry response of Caesar's Legions. To get a more authentic experience of being outnumbered and out-missiled, subtract Caesar's skirmishers and a cohort from each Legion.



Consummate light troops, the Numidians harry the Romans before disengaging.

POMPEIAN - TITUS LABIENUS (8)

NOTE:

To represent the poorer quality of the Pompeian legions we have given them a mixture of stats and removed the Drilled rule from some. These have been allocated to specific divisions, but you can mix them up if you prefer.

LEGION I (TITUS LABIENUS COMMANDING)	Combat				Morale Save	Stamina	Special
	Clash	Sustained	Short R.	Long R.			
5x Legionary heavy infantry	7	7	3	0	4+	6	Drilled
1x Numidian skirmishers with javelins	3	2	2	0	0	4	
2x Numidian light cavalry	5	3	2	0	6+	4	Feigned flight

LEGION II (MARCUS PETREIUS COMMANDING)	Combat				Morale Save	Stamina	Special
	Clash	Sustained	Short R.	Long R.			
5x Legionary heavy infantry	7	7	3	0	4+	6	
1x Numidian skirmishers with javelins	3	2	2	0	0	4	
1x Numidian light cavalry	5	3	2	0	6+	4	Feigned flight

LEGION III (LUCIUS AFRANIUS COMMANDING)	Combat				Morale Save	Stamina	Special
	Clash	Sustained	Short R.	Long R.			
5x Legionary heavy infantry	6	6	3	0	4+	6	
1x Numidian skirmishers with javelins	3	2	2	0	0	4	
1x Numidian light cavalry	5	3	2	0	6+	4	Feigned flight

“Stop quoting laws, we carry weapons!”

Pompey to the defenders of a besieged city
who were crying outrages, according to Plutarch

CAESARIAN - JULIUS CAESAR (10)

NOTE:

All Caesar's Legion Heavy Infantry are Drilled. In addition, you can choose any one unit of legionaries and make them Tough fighters.

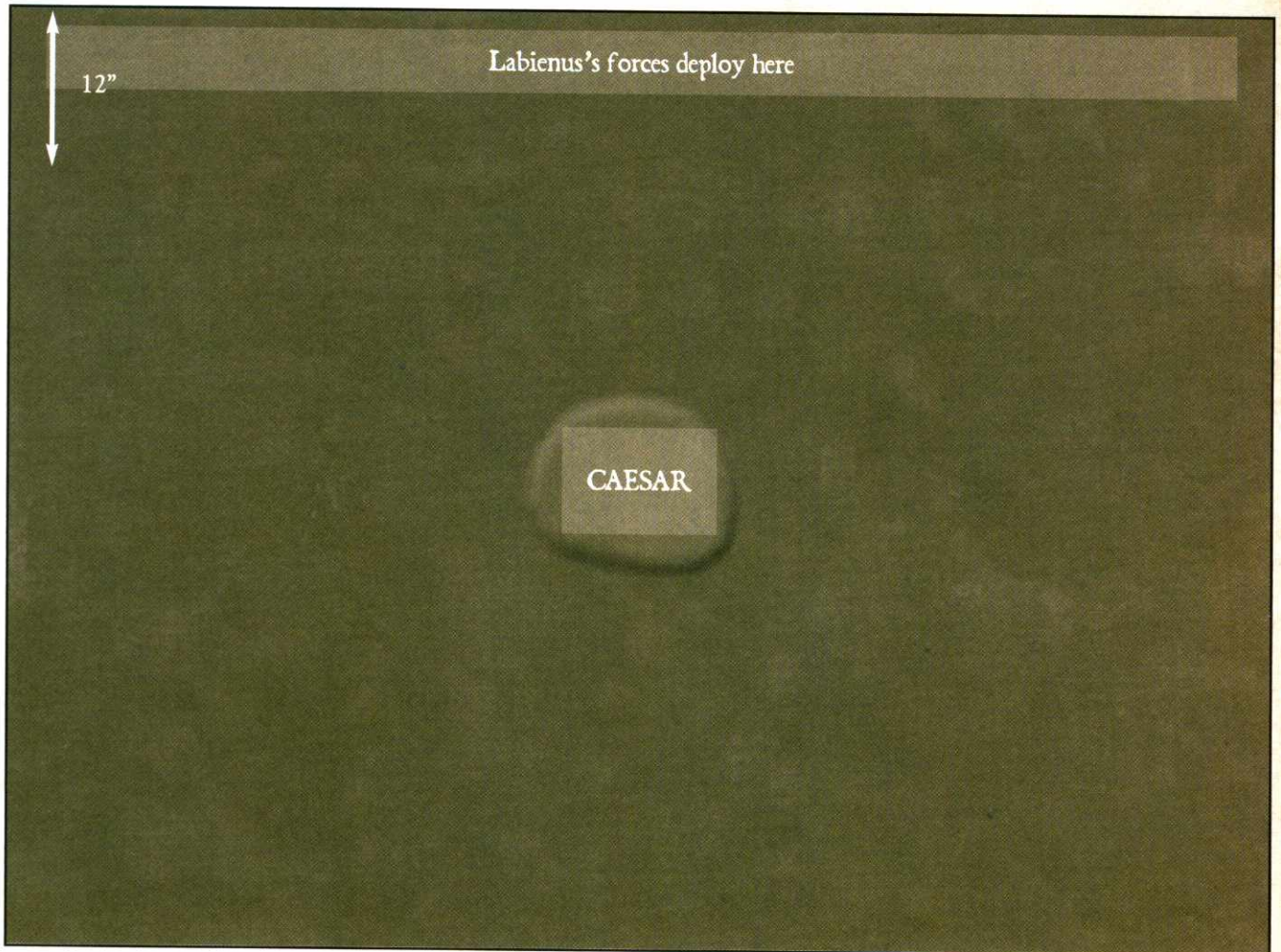
LEGION X (CAESAR COMMANDING)	Combat				Morale Save	Stamina	Special
	Clash	Sustained	Short R.	Long R.			
5x Legionary heavy infantry	7	7	3	0	4+	6	Drilled
1x Skirmishers with javelins	3	2	2	0	0	4	

LEGION XII (DECIMUS CALVINUS COMMANDING)	Combat				Morale Save	Stamina	Special
	Clash	Sustained	Short R.	Long R.			
5x Legionary heavy infantry	7	7	3	0	4+	6	Drilled
1x Auxiliary Gallic cavalry	8	5	3	0	5+	6	Tough fighters

LEGION XIII (GAIUS FABIVS COMMANDING)	Combat				Morale Save	Stamina	Special
	Clash	Sustained	Short R.	Long R.			
5x Legionary heavy infantry	7	7	3	0	4+	6	Drilled
1x Auxiliary Gallic cavalry	8	5	3	0	5+	6	Tough fighters

BATTLEFIELD & DEPLOYMENT

The Battlefield is the standard 8'x6' with very little terrain to obstruct movement. All of the Pompeian forces are deployed on the table up to 12 inches from the table-edge. Caesar's army is also deployed except for the heavy infantry of his II and III Legions that are kept off-table until revealed in the course of the scenario.



VICTORY CONDITIONS:

- Caesar wins a Triumph if he destroys Labienus's army utterly (see also Scenario Rules).
- Any other result is a victory for Labienus and the end of Caesar's political hopes.

respective army within 24" of the General. The General must declare this act before they roll 2D6 and, in the case of a countermanded order, immediately upon that order being given. The result must be less than their Command Rating. If it is higher, the Leadership roll fails and the General is rendered inactive for one full turn. This is especially useful if the order is a Blunder or falls short of the intended goal in the case of a charge.

SCENARIO RULES:

- All Division Commanders are rated 8.
- Caesar deploys first, but also begins the battle once both sides are deployed.
- Leadership: Caesar and Labienus may perform one act of Conspicuous Leadership. At any point in their army's turn, they may add or countermand an order for any unit or Legion in their



BATTLE REPORT: FORTUNA'S FAVOURITE!

With Labienus's army fast approaching, Caesar's Legions took up positions on a small hill. However, Caesar had no intention of remaining on the defensive. The great general occupied the centre with X Legion, facing the enemy. XII Legion deployed perpendicular to Caesar's left and their deployment was copied on the right by Fabius' XIII Legion. Both flanking Legions placed their cavalry inside the three-sided 'square' ready to burst out when ordered. Caesar's intention was to attack before Labienus could fully deploy for battle. Thus both XII and XIII Legions would swing out into line when given the signal. A properly coordinated attack by Caesar's Drilled troops would surely sweep away the oncoming rabble, or so Caesar claimed. Labienus had no idea of Caesar's plan and stretched out his line to envelop the Romans on the hill and bleed Caesar with his skirmishers until the great traitor would be forced into action. I Legion moved out on to the left with II Legion in the centre and III legion on the right. This orthodox deployment, however, would prove Labienus's undoing.

The failure of both Labienus's centre and right to move when ordered, and a single move forward by his own Legion, created the room necessary for Caesar's deployment to unfold. XIII Legion swung out smartly into line, and XII Legion's Drilled infantry moved out one move too despite their failed order. Both of Caesar's cavalry units failed to move off the hill, reducing Caesar's mobility on his flanks, though in the end all

that did was reassure Caesar that a bold initiative was required in the centre. Caesar therefore threw out his skirmishers to keep Labienus's centre at bay while he awaited his flanking Legions. They need not have bothered because the best Labienus's three Legions could do on their next turn was move once along the line. His skirmishers ran forward, however, to fight Caesar's skirmishers but to no great effect. The action was, however, about to heat up.

On the second turn, Fabius ordered his XIII Legion to charge but they could only advance one move. His cavalry, however, decided to participate and thundered out onto Fabius's left flank. Calvinus's cavalymen must still have been feeding their horses because they were going nowhere. His infantry took another move forward, but it was in the centre that the drama began to unfold. With great aplomb, Caesar ordered his X Legion to charge straight at Petreius's II Legion, much to the latter's shock. Indeed, his skirmishers just managed to evade the onslaught while his Numidian cavalry evaded off the table! Caesar's legionaries smashed into Petreius's centre, sending one unit flying backwards in disorder and causing 6 casualties on another. Labienus's rapidly deteriorating mood was not helped when Afranius's III Legion failed its next set of orders, and with II Legion cramped for space by Caesar's assault, it was up to his I Legion to relieve the sudden pressure. He despatched his skirmishing cavalry and infantry out to the left to harry Fabius's advance then ordered his third line cohort into the flank of Caesar's third line cohort, pushing them back one move but in good order. Labienus's third line cohort followed up and destroyed their enemy who could retreat no

Excerpt from Caesar's Gallic War (unabridged version)

"In this battle, Labienus discovered the full cost of betraying history's greatest general. And the impertinence of expecting Caesar to stand around waiting to be ground down by mere skirmishers beggars belief! We showed Labienus what cold steel could achieve when properly applied. Never forget how important effective support and rotation of drilled units can be to create an almost unstoppable force. It helped that Labienus stretched his line so that Caesar could break him in two. Perhaps an attack weighted on one end might have helped, but then Labienus was not expecting a charge. Such are the risks of war. Another option might have been to give Juba an independent command and see what he could do with his Numidian cavalry acting without infantry to hamper them. I have no doubt though that Caesar's mighty Legions would have dealt with them as they have done with all our other enemies."

KING JUBA'S WAR

King Juba of Numidia owed his position and the power that came with it to the great Roman general Pompey. After all, it was Pompey who came from Rome to reinstate Juba's father King Hiempsal II in 81BC. Juba also had cause to hate Julius Caesar who had provoked him while on a visit to Rome. When war broke out between Pompey and Caesar, Juba's loyalty to the Pompeian cause was certain. Caesar's apparent unconcern at that proved the downfall of his emissary Gaius Scribonius Curio whom he sent to take control of Numidia.

Curio travelled to Africa more in expectation than hope. He easily dealt with anything the sitting Pompeian Governor could throw at him, but when he launched an ill-considered attack on Juba's army, Curio soon realized his mistake. The Numidians must have been surprised at Curio's



audacity in attacking them but recovered quickly: hardly a Roman escaped with his life. Curio didn't. Juba was jubilant and prepared to fight with his Roman allies against Caesar when the latter landed in Africa. However, Caesar was not Curio. When Juba joined Publius Cornelius Scipio before the Battle of Thapsus, the two failed to coordinate their attack on Caesar, resulting in a stinging defeat for Scipio and Juba fleeing the scene with his army. Humiliated with nowhere to turn, Juba did the honourable thing and committed suicide. Such was the effect Caesar had on his enemies by now that though he had barely laid a glove on Juba, his victory over the Numidian king was total.

further. Caesar's frontline infantry were, however, too busy slaughtering Petreius's legionaries to notice. This was no time for Labienus's cavalry units to fail, so they promptly did!

Caesar, meanwhile, rotated his frontline troops and joined in the fighting himself to achieve the breakthrough he needed before turning his attention to the flanks. His ambition was helped when both Labienus's and Afranius's infantry failed their orders; though their skirmishers were beginning to inflict worrying casualties on Caesar's flanking Legions. Labienus's third line cohort now found themselves fighting Calvinus's front line cohortes to no great effect, but they were now deep in the heart of Caesar's army and very vulnerable. Out on Caesar's left, Calvinus's cavalry charged the opposing Numidians off the table while Caesar's infantry in the centre continued to push against Petreius's increasingly fragile Legion. Labienus's isolated Third line Cohort came under attack from Calvinus's front line cohortes and were promptly destroyed, as were the unfortunate skirmishers caught by the Front line Cohortes' sweeping advance. With no more help arriving in the centre, Petreius could not hold on: Caesar broke first one unit then a second to leave Petreius's Legion broken. Labienus now made the fatal error to swing his Legion into the centre, hoping to take Caesar in the flank but in doing so he exposed his own. Fabius would not miss the

opportunity Labienus had just presented and ordered his whole Legion to charge. Labienus's skirmishers, whom he depended on to hold off Fabius, folded like a cheap toga! And on Fabius's victorious troops surged. The critical moment had arrived.

Out on the other flank, things were not going so well for Caesar. Although Calvinus had followed Caesar's orders to get into combat, Afranius was proving quite adept at organizing his troops and using Follow Me orders to bring his force to bear where it could do the most damage. Indeed, such was the pressure on Calvinus that his Legion was destroyed in double-quick fashion as one unit succumbed after another to superior tactics and decidedly inferior dice-throwing on his part. But it was all a little bit too late for Labienus. His flanking attack on Caesar's X Legion barely made a dent but Fabius's XIII Legion was suddenly rampant and cutting swathes through Labienus's stunned legionaries. One after another, Labienus's units melted before the onslaught until they too were broken and their Legion with them. With that, Caesar, his dander up, declared total victory and defied anyone to tell him otherwise. Caesar's final battle of his *Hail Caesar* career had ended in another triumph, though it was a closer run thing than he would care to admit. Thus Fortuna smiled once more on her favourite.

CONCLUSION: AN ERA OF WARFARE

In our brief survey of Julius Caesar's military career, we have barely scratched the surface of all he achieved. Scenarios abound, therefore, to cover all the battles the great General fought and the enemies who attempted to defeat him. Julius Caesar fought two major, protracted wars that are well documented, especially by himself, but he also fought smaller campaigns on behalf of Rome at every point of the Roman imperial compass. If you like, you can march with Caesar against the Pirates, or go to Spain in the West or Pontus in the East. You can trek across the desert, or fight your way through mountain passes and across rivers. You can add all sorts of auxiliary units to Caesar's army, from his often used Gallic cavalry to native skirmishers drawn from wherever he happened to be campaigning. You can even fight with Caesar's Legions on the sea against Gauls. A careful reading of Caesar's accounts of his victorious campaigns also reveals a plethora of potential wargaming engagements: read between the lines and you will discover the greatest general of the ancient world often found his skills sorely tested. However, Caesar was not the only Roman campaigning during this period. Crassus's disastrous expedition against the Parthians, ending at the Battle of Carrhae, is the most obvious example,

but Caesar's lieutenants too came out to fight; Curio against the Numidians leaps to mind, but also Caesar's legates who found themselves facing the terrifying Gauls when Caesar was not around. With *Hail Caesar* to help you, all of those battles are within reach; all you will need is a little imagination, some figures, and a few friends grouped around a suitable table. May you celebrate many Triumphs in your pursuit of a legendary career like that of Julius Caesar.



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“...the rule of Caesar, although during its establishment it gave no little trouble to its opponents, still, after they had been overpowered and had accepted it, they saw that it was a tyranny only in name and appearance, and no cruel or tyrannical act was authorized by it; nay, it was plain that the ills of the state required a monarchy, and that Caesar, like a most gentle physician, had been assigned to them by Heaven itself. Therefore the Roman people felt at once a yearning for Caesar, and in consequence became harsh and implacable towards his murders...”

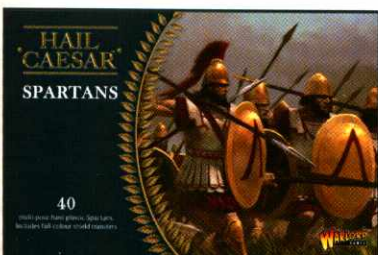
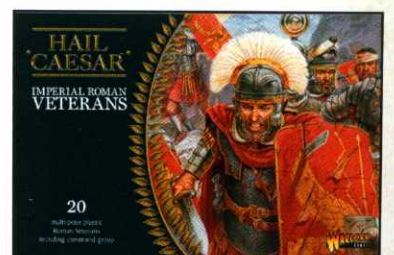
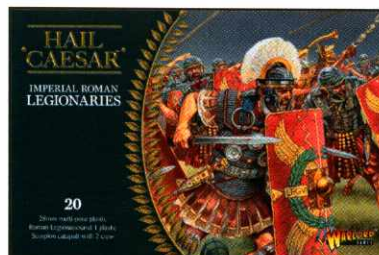
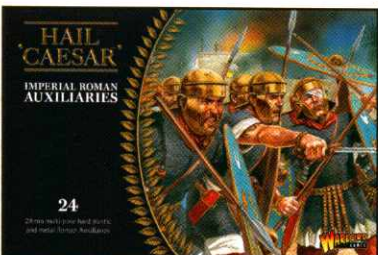
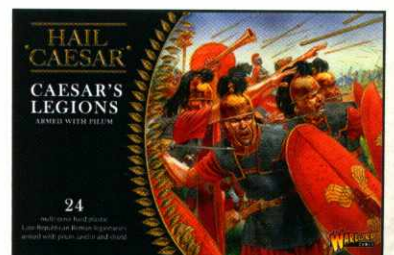
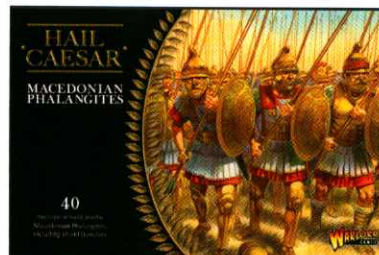
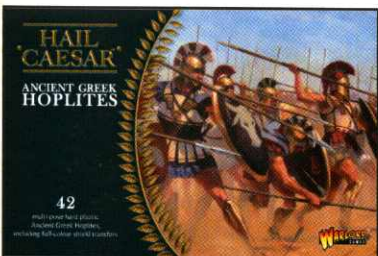
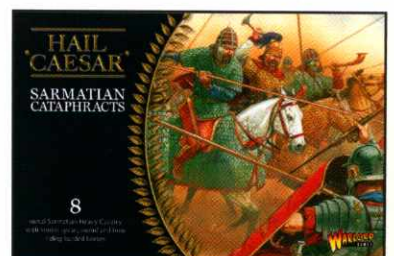
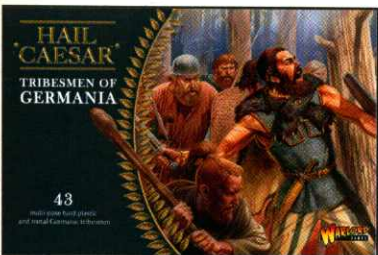
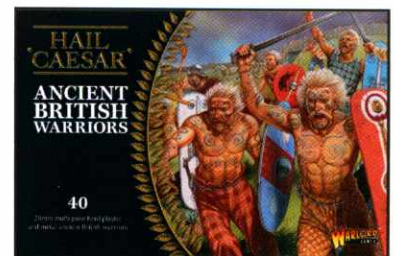
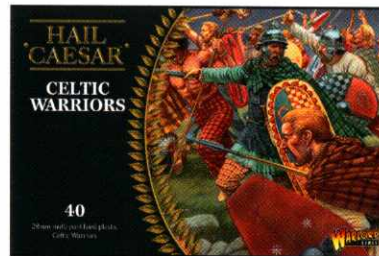
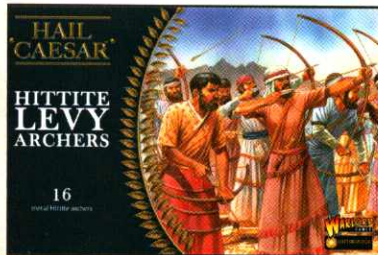
Plutarch, *Parallel Lives*

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Legionaries take up defensive positions as the Roman cavalry crosses the river.



Civil War - the legions of Pompey and Caesar clash.

· HAIL CAESAR ·

AGE OF CAESAR



Gaius Julius Caesar was surely the most famous Roman of all time – conqueror, statesman and founder of an empire that would shape the destiny of the world. What's more, we know just how great a commander he was because he took the trouble to write and tell us so, recording his heroic exploits in all their gloriously impressive detail.

Join the mighty Caesar at the beginning of his glittering career of conquest and refight one of his most famous battles against those heinous enemies of civilisation the dreaded Germans led by none other than that ambitious fiend Ariovistus of the Suebi.

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With this supplement for *Hail Caesar* we invite you to come, see and conquer for yourself in a series of new scenarios representing key battles in the career of Julius Caesar. We take a detailed look at the armies of Rome and her enemies, and we consider the lives of some of the greatest Roman commanders of them all, together with suitable rules to represent them on the tabletop.

A copy of the *Hail Caesar* rulebook is required to use this supplement.

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