ALESIA

THE EPIC BATTLE OF THE ANCIENT WORLD

I. INTRODUCTION—

In 58 B.C., following his consulship, Gaius Julius Caesar became proconsul of the Roman province of Cisalpine Gaul, the only part of Gaul under Rome's control. In that summer Caesar was drawn into Gallic tribal politics by protecting not only the Roman possessions but also certain Gallic tribes which begged for salvation from the invading Germans. One campaign led to another, and by 52 B.C., all parts of Gaul had been loosely brought under Roman control. In that spring civil disorders reached a peak in Rome, and while Caesar was in northern Italy on the circuit court a general uprising took place in Gaul, with Vercingetorix (pronounced ver-sin-jet-or-ix) of the Averni as "commander-in-chief."

Caesar hurried north with new recruits and managed to join Labienus, his able lieutenant, and the scattered legions. Vercingetorix with a sizable force (featuring formidable cavalry) ravaged the countryside. Caesar caught up with him and fought three major battles. The Gauls decisively lost two of these and Vercingetorix retreated to the town of Alesia in east-central Gaul. Skirmishes there revealed that his 100,000 men were no match for Caesar's, although he certainly outnumbered the Romans. Consequently he withdrew into Alesia and prepared for a siege. Before Caesar could finish investing the town Vercingetorix sent off his 15,000 cavalry to enlist the aid of the rest of Gaul.

Knowing that a relief force was due, Caesar built a defensive perimeter facing outward to match the inner perimeter facing the town. He hoped that these two defensive lines (14 miles long on the outside, 11 miles long on the inside) would both prevent the Alesia force from breaking out of the siege and keep the relieving force from breaking into Alesia.

The relieving force—over a quarter of a million strong—with the Alesia group gave the Gauls approximately a six to one superiority in head count, but Caesar's men were superbly trained , equipped, and organized, and the thorough defenses were awesome. The battle would be decisive in determining Gaul's destiny.
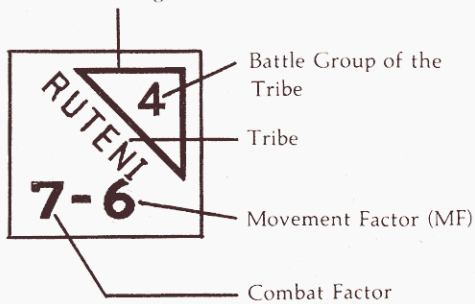
2. UNIT COUNTERS—

2.1 The die-cut cardboard counters represent the military formations which took part in the battle. Each counter contains information essential to the play of the game.
2.2 Types:

GALLIC:

If this triangle is filled in black the unit is part of the besieged Alesia force.

Battle Group of the Tribe
Tribe
Movement Factor (MF)
Combat Factor

Vercingetorix—the key to victory

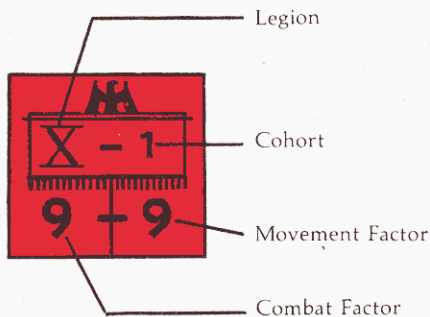First assault group of the Aedui—among the fiercest warriors of the Gauls—part of the besieged Gallic force

Seventeenth assault group of the Averni—one of the major tribes contributing infantry—part of the relieving Gallic force

First squadron of Gallic cavalry—part of the relieving Gallic force

ROMAN:

Legion
Cohort
Movement Factor
Combat Factor

First cohort of the Tenth Legion—Caesar's "body guard"

Second cohort of the Tenth Legion—Caesar's finest
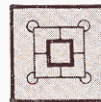
Eighth cohort of the North Italian recruits

Third group of Caesar's mercenary Numidian archers

Ninth group of Caesar's mercenary Balearic slingers

First squadron of Caesar's mercenary Germanic cavalry

Roman fort (contains gravity and spring-powered missile engines)

Combat Factor
Movement Factor

First group of Caesar's Numidian Light Infantry

Labienus

Caesar

2.3 All Gallic unit counters containing a black enclosed triangle in the upper right hand corner constitute the besieged Gallic force with Vercingetorix.
2.4 The combat factor is a unit's basic fighting strength whether attacking or defending. (*Exception: See archers and slingers, Rule 20.*)
2.5 The movement factor (hereafter referred to as MF) is the basic number of hexes a unit may be moved over clear terrain in one turn.
2.6 Information relating to Tribe, Battle Group, Legion, and Cohort are for historical reference only. It plays no role in the play of the game.

3. PREPARE TO PLAY—

3.1 Superimposed over the mapboard is a hexagonal grid which is used to determine movement, range, and the proximity of units to each other. Refer to the *Terrain Effects Chart* for an explanation of the terrain features printed on the mapboard.
3.2 The Roman player places all of his unit counters anywhere on the mapboard he wishes, except in or adjacent to the town of Alesia. EXCEPTION: Forts may not be placed within 7 hexes of Alesia.
3.3 The Gallic player places all of his unit counters which constitute the besieged Gallic force and the Vercingetorix counter inside the town of Alesia. The remainder of the Gallic units constitute the relief force and start off the edge of the map in off-board zone I of the *Off-Board Movement Chart* (hereafter referred to as *OBMC*).
3.4 The Gallic player arranges the OBMC beneath the box lid so that only he can see it. The Roman player may not adjust or inspect the OBMC until the break between Assault Periods.

4. SEQUENCE OF PLAY—

4.1 The Gallic player moves all of his units currently on the board that he wishes to move. Then additional units may appear on the board from the OBMC. The Roman player resolves defensive fire from fort missile engines, archers and slingers *during* the Gallic movement phase.
4.2 The Gallic player conducts all Off-Board movement he wishes to make and then updates the Off-Board Gallic Presence indicators on the chart of the same name.

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4.3 Determine the effect of the Outer Works on all Gallic units in Roman zones of control.

4.4 Resolve all battles caused by Gallic movement on the Hand-to-Hand Combat Table. Units permitted to advance or forced to retreat as a result of combat do so immediately upon resolution of the battle in which they are involved.

4.5 The Roman player moves all of his units he wishes to move.

4.6 Resolve all battles caused by Roman movement on the Hand-to-Hand Combat Table. Units permitted to advance or forced to retreat as a result of combat do so immediately upon resolution of the battle in which they are involved.

4.7 This ends one full turn. Advance the "TURN" counter one box on the Assault Period Chart and repeat steps 4.1—4.7 till game conclusion.

5. MOVEMENT—

5.1 In the movement portion of your turn you may move as many units as you wish; all, some, or none.

5.2 Units are moved *one at a time* in any direction or combination of directions up to the limit of their movement factors. The die has nothing to do with movement, it is used only to resolve battles.

5.3 Each unit is permitted to move a number of hexes equal to its movement factor, although this may be increased (*See 7.1*), or restricted (*See 8*) by terrain, or the presence of enemy units (*See 6.2*).

5.4 Movement factors are not transferable from one unit to another, nor can they be accumulated from one turn to the next.

5.5 You may move over or stack on top of your own units, but you may never move onto a hex occupied by an enemy unit.
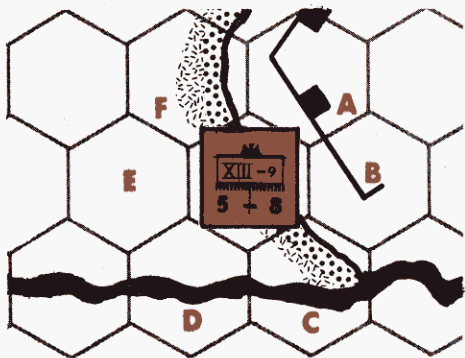
6. ZONES OF CONTROL—

6.1 Every unit (except leader counters, units inside Alesia, forts and units occupying forts) has a Zone of Control (hereafter referred to as *ZOC*) which consists of the six adjacent hexes (A-F in the diagram). A unit's ZOC extends across all types of terrain and units except the town of Alesia, forts, and off the board.

6.2 Units must stop upon entering an enemy ZOC and must attack those enemy units exerting the ZOC. EXCEPTION: *See 15.3—Battle Rages.*

6.3 Units which begin their turn in an enemy ZOC must attack those units exerting the ZOC or withdraw. EXCEPTION: *See 15.3—Battle Rages.*

6.4 Movement from one enemy ZOC directly into another ZOC of the same or another enemy unit is not allowed. EXCEPTION: *See 16.1.*

6.5 The presence of friendly units or a river does not negate the ZOC of an enemy unit.

6.6 Disruption caused by missile fire or Battle Rages results may temporarily cancel a unit's

ZOC or some of the specific properties of that ZOC.

7. MOVEMENT BONUSES—

7.1 All units move twice as fast as normal when crossing hex*sides* along a perimeter rampart and/or camp rampart (hereafter jointly referred to as ramparts for movement purposes). Thus a unit with a movement factor of 6 could move 12 hexes along ramparts.

7.2 A unit may combine rampart and non-rampart movement in any fashion. When doing so, consider each rampart hex moved into *from a connecting* rampart hex to expend ½ of a MF. Unused fractions may be carried over from movement on one portion of rampart to movement on a different portion of rampart in the same turn, but at the end of movement a unit may not use a fractional MF to move through a non-rampart hex*side*.

7.3 When moving from a rampart hex to another rampart hex not directly connected by the rampart across the hex*side* being traversed, a unit expends one full MF.

7.4 In some cases black and brown ramparts may not physically touch due to slight printing errors but the intent of connecting ramparts should be obvious due to the extreme proximity of the two colors (less than 1/32"). *See Appendix A for further clarification.* The three instances of non-connecting ramparts occur in regards to the camp rampart southeast of Mt. Rea.

8. TERRAIN MOVEMENT RESTRICTIONS—

8.1 Units may not cross rivers or hexes of the *Isolated Trench* in one turn, but must stop on them. The next turn they may move off the hex in any direction at the normal movement cost.

8.2 Movement along rivers or hexes of the isolated trench is considered normal movement. Crossing of such a barrier requires that the unit start its turn on that hex. It may then move off in any direction or along the barrier before moving off but once off it may not recross the barrier that turn.

8.3 Any hex containing a portion of river or isolated trench which does not touch two hexsides of that hex does not restrict movement in the above manner, although units defending against units attacking from such a hex are still doubled on defense.

9. MOVEMENT WITHIN ALESIA—

9.1 No Roman unit may ever enter the town of Alesia.

9.2 The location or deployment of the besieged Alesia force within the town is never known to the Roman player. Gallic units are merely piled within the town in random fashion.

9.3 The Gallic player may send any besieged unit or units out of the town at any time (EXCEPTION: See 18) from any wall hex, as long as they conform to movement and stacking rules once outside the town. In any given turn no more than two Gallic units may appear on the same wall hex of Alesia from within the city without costing a MF. All additional units (in multiples of 2) appearing on that wall hex must pay an additional MF. Thus, if 7 units were to appear on the same wall hex, the 7th would do so at a cost of 3 MF, the 5th and 6th at a cost of 2 MF, etc.

9.4 A unit may not enter and leave the town in the same turn (but it may leave and then re-enter the town in the same turn). For example, a Gallic unit north of the town could not move to an area south of the town by passing through Alesia. It

would have to stop inside the town and not exit from it until the next turn.

9.5 Gallic units on the walls of Alesia attacking adjacent Roman units may stack only two units high. Roman units may never attack Gallic units which are on or within the walls of Alesia.

10. STACKING—

10.1 The Roman player may stack up to three of his units together in a single hex; the Gallic player may stack only two units.

10.2 Units may move over friendly stacks, as long as at turn's end no stack is in excess of the limits prescribed in 10.1. Any stack in excess of the stacking limits at turn's end must eliminate sufficient units to bring the stack back within legal limits. The owning player may determine which units to eliminate.

10.3 Players may break up or recombine units into different stacks at any time during the movement phase or as a result of combat.

10.4 Forts and leader units (Caesar, Labienus, Vercingetorix) are *not* counted towards stacking limitations. All other units count equally towards stacking limits regardless of strength or type.

10.5 Leaders, archers and slingers must be placed on top of any stack they are in.

11. OFF-BOARD GALLIC MOVEMENT—

11.1 The mapboard is divided into ten off-board zones which correspond with the the Roman numerals I through X around the edge of the board. The triangular symbols "△" arranged around the edge of the map between the off-board zone numbers, designate the borders of each off-board zone. A unit in a given off-board zone may enter the playing area from the edge of the map between *or on* the two symbols corresponding to its off-board zone. Placement on the outermost hex row of the board from the OBMC costs 1 MF. In any given turn no more than two Gallic units may be placed on the same outermost hex row of the board from the OBMC at a cost of 1 MF. All additional units (in multiples of 2) appearing per individual hex must pay an additional MF. Thus, if 7 units were to appear on the same mapboard hex, the 7th would do so at a cost of 4 MF; the 5th and 6th units at a cost of 3 MF, etc.

11.2 Whenever Roman units occupy the outermost hex row of the board they are subject to attack from Gallic units occupying that *OBMC* zone during the Gallic turn. These Gallic units are considered in the OBMC zone during and after combat. Should this occur an additional imaginary hex row is added to the fringe of the board which Gallic units starting their turn in that *OBMC* zone may occupy (up to normal stacking limits) and attack from. Units are *never* doubled on defense when attacked from off the board.

11.3 Only the Gallic player may move units off the map. To use off-board movement units must either be off the map or within range of the edge of the board at the beginning of their turn. EXCEPTION: See Assault Periods, 12.3.

11.4 During the movement portion of his turn, the Gallic player may enter the mapboard from any edge hex of the off-board zone corresponding to the box it occupies on the OBMC—OR—move to an adjacent box on the OBMC—OR—stay in the same box on the OBMC—OR—enter the OBMC from the board. No specific Gallic unit can perform more than one of these options in the same turn.

EXAMPLE: A Gallic unit is two hexes from the edge of the map adjacent to off-board zone X. It

may move off the board into off-board zone X that turn. The next turn it may move either to zone IX or zone I on the OBMC. Assuming it moved to zone IX, on the third turn it may move onto the map from zone IX, or it may move to zone VIII, or back to zone X, or remain in zone IX.

11.5 There are no "half hexes" in *CAESAR;* such a position is considered off the mapboard.

A unit already on the mapboard may move onto the OBMC by reaching the outermost row of hexes of the mapboard with at least one MF remaining, or being advanced or retreated off the board as a result of movement after combat. It is then placed on the OBMC box corresponding to the off-board zone exited. It may not be moved further that turn.

11.6 Any number of units may use off-board movement at any time.

11.7 No unit may leave the board and re-enter in the same turn.

11.8 At the end of the *First Assault Period* the Roman player may study the Gallic dispositions. This is the only time the Roman player may see the OBMC.

11.9 The Gallic player must disclose the off-board zones in which he has unit(s) every turn, but need not tell the type or number of units in each zone. This disclosure is indicated automatically by placing a blank counter on the *Off-Board Gallic Presence Chart* over the square of the off-board zone in which he has forces. The counter must be removed at the end of the Gallic movement phase if no Gallic unit occupies the OBMC zone—even if there are Gallic units on the board in that area.

12. ASSAULT PERIODS—

12.1 There are two Assault Periods of 12 turns each in the game which represent the two days of the battle. Taken together these two Assault Periods constitute the maximum duration of the game.

12.2 At the end of the last turn of the First Assault Period the surviving besieged Gallic units are automatically returned to the town regardless of where they are on the mapboard.

12.3 At the end of the last turn of the First Assault Period the surviving relieving Gallic units are automatically moved off the board regardless of where they are on the map. Each unit is moved to the box on the OBMC corresponding to the off-board zone it is nearest. Nearness is calculated by the distance from the unit to the various off-board zones on the edge of the map, measured by the number of hexes in a straight line regardless of terrain restrictions. When the unit is equidistant from two or more off-board zones, the Gallic player decides to which off-board zone that unit will move. No further Gallic movement is allowed.

12.4 At the end of the First Assault Period both sides may revive up to 10% of the combat *strength* (Note: factors—not units) of their respective eliminated forces anywhere on or off (in the case of the Gallic player) the mapboard. Fractions are rounded downwards. Losses must be counted by unit type; i.e., cavalry losses cannot be counted among infantry losses. Therefore, no cavalry can be replaced unless 10 or more cavalry units have been eliminated. Similarly, archer and slinger units and the Lt. Numidian Infantry cannot be replaced. Legion and recruit cohorts can be counted together as one type to determine replacements.

12.5 Gallic replacements must be divided between the besieged and relieving forces in direct proportion to the percentage of factors lost by each force. Excess replacement factors of each group are lost. The Gallic relieving replacements

may be placed anywhere on the OBMC, but must be placed prior to seeing the new Roman starting positions.

12.6 At the end of the First Assault Period *after* the reorganization of Gallic forces the Roman player may relocate any and all of his surviving units (except forts) as he wishes anyplace on the mapboard except in or adjacent to Alesia, and inspect for the first and only time the OBMC. When he has finished this, play proceeds to the Second Assault Period.

13. HAND-TO-HAND COMBAT—

13.1 Whenever your units end their turn in an enemy ZOC they must attack those units exerting the ZOC. (EXCEPTION: 21.2 and 15.3—*Battle Rages*) The player moving his units is the attacker; his opponent is the defender for that player turn.

13.2 Before resolving combat the attacking player may move as many units as stacking limits and the rules of movement will allow into attack positions. You may make as many attacks as you wish in one turn but no unit may attack more than once per turn. EXCEPTION: missile fire.

13.3 After all movement is completed the attacker resolves all battles one at a time in any order he chooses, executing all movement after combat of each attack before proceeding to resolve the next.

13.4 The combat factor of a unit is never doubled for any reason while attacking.

13.5 The combat factor of a unit is sometimes doubled while defending. (See the Terrain Effects Chart on the back of this manual) The defensive benefit of terrain is not cumulative; i.e., a defender on a rampart being attacked from a river hex is still only doubled—not quadrupled.

14. MULTIPLE UNIT BATTLES—

14.1 When two or more units attack one defending unit the factors of the attacking units are added into one combined attack factor.

14.2 When one unit attacks two or more defending units the factors of the defending units must be combined into one defense factor.

14.3 When several units attack several defending units the attacker has the choice of how to divide combat provided:

14.31 he attacks every defending unit in whose ZOC he has a unit,

14.32 all his units in enemy ZOC attack some enemy units,

14.33 each attacking unit is adjacent to the specific defending unit it is attacking.
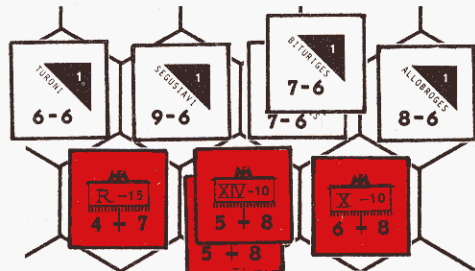
EXAMPLE: The Gallic player could divide combat in a number of ways but he must divide combat into three attacks since his "6" and "8" aren't adjacent to the Roman "5's" but must attack other Roman units they are adjacent to. Thus, the Gallic "6" must attack the Roman "4" and the Gallic "8" must attack the Roman "6", and at least one of the three remaining Gallic units must attack the Roman "5's." The Gallic player is free to utilize the remaining two Gallic units as he sees fit so long as they attack an adjacent Roman unit. The Gallic player in our example has decided to attack at 3-1 (15-4), 1-2 (7-10), and 2-1 (15-6).

14.4 When defending units are stacked in the same hex, the attacker may not divide combat

against them, but must attack them as one combined defense factor. *EXCEPTION: 20.5— Missile Fire.*

14.5 Attacking units in the same hex may divide their stack to make separate attacks against defending units on separate hexes.

14.6 The combat factor of an individual attacking unit cannot be split and applied to more than one battle.

14.7 You may attack with one or more units at unfavorable odds in order to gain more favorable odds over other defending units. This tactic is called *soaking-off.* The 1-2 (7-10) attack in the above illustration is an example of a soak-off attack

14.8 No unit, attacking or defending, can fight more than one Hand-to-Hand battle in any one player-turn, even if it finds itself adjacent to enemy units after all combat has been resolved. Such units are simply left adjacent and it becomes the other player's turn.

15. RESOLVING HAND-TO-HAND COMBAT—

15.1 Once he has decided how to divide all combat, the attacker resolves each battle one at a time. First the "odds" of each battle must be reduced to the basic odds shown on the Hand-to-Hand Combat Table. To do this, divide the smaller combat factor both into itself, and into the larger combat factor. The resulting two numbers (one of which is "1") are expressed as a strength ratio , placing the number which represents the attacker first in the ratio. Fractions of any size are "converted" either up or down to the whole number most favorable to the defender in each attack. Examples: Attacker 14, defender 8; dividing both by 8 yields attacker 1 6/8, defender 1. Since 1 6/8 is rounded off in favor of the defender this becomes 1:1. 8 to 14 becomes 1:2; 14 to 6 becomes 2:1; 4 to 14 becomes 1:4.

15.2 The odds thus determined, the attacker rolls the die and cross-indexes the result with the proper odds column of the Hand-to-Hand Combat Table. Example: A Roman cohort with a strength of 5 is stacked with a cavalry squadron (strength of 2), and they are attacked by three Gallic units; two 8-6's and a 6-6. The odds would be 22-7 or 3-1 on the Hand-to-Hand Combat Table. Assuming a die roll of "4" the Roman units would have to retreat one hex.

15.3 The various combat results are defined as follows:

AR# —The defending player retreats the attacking units the indicated number of hexes, passing through each only once. The path of retreat may not be into enemy ZOC or through restrictive terrain if other non-blocked routes exist. Units unable to retreat the prescribed number of hexes due to enemy ZOC or restrictive terrain are eliminated instead.

AA# —The attacker may advance any of his attacking units into the defender's *vacated* hex and barring enemy ZOC or restrictive terrain may continue his advance up to the indicated number of hexes. The vacated enemy hex counts as the first hex of advance.

AE—All attacking units are eliminated.

DE—All defending units are eliminated.

DA#—The defender may advance any of his defending units into the attacker's vacated hex and, barring enemy ZOC or restrictive terrain, may continue his advance up to the indicated number of hexes. The vacated

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enemy hex counts as the first hex of advance. Advance is not possible unless the attacker's hex is completely vacated.

DR#—The attacking player retreats the defending units the indicated number of hexes, passing through each only once. The path of retreat may not be into enemy ZOC or through restrictive terrain if other, non-blocked routes exist. Units unable to retreat the prescribed number of hexes due to enemy ZOC or restrictive terrain are eliminated instead.

MELEE—No advance nor retreat. Both sides remain adjacent, the player moving next either counter-attacking or withdrawing in his turn.

Battle Rages—All participating units (attacker and defender) are inverted and the battle must be refought in the *attacker's* next turn, *unless* the defender chooses to counterattack in his own attack phase. All units affected by a Battle Rages result may move no further until after the attack (The attack odds may differ from the original attack due to reinforcement by either the attacker or defender.) is repeated in the next turn or the defender exercises his option to counterattack. Inverted units still retain their full combat factors and ZOC. Both sides have the option to reinforce the battle but must fight it with all of the original participating units as well.

The defending player may reinforce the Battle Rages situation without having to attack by bringing unaffected units into the hex or hexes of the defending unit(s). The defending player may even place new units in other nearby hexes without having to attack, providing that these reinforcing units are not moved adjacent to an uninverted enemy unit. The option to reinforce a battle does not permit the defender to ignore the presence of other uninverted enemy units in whose ZOC he moves.

If the defending player counterattacks any of the original attacking units in a Battle Rages situation, all of the original attacking units must be attacked. An attack on one of the original attackers in a Battle Rages result automatically releases the other original attackers from the effects of the Battle Rages. *See Appendix C for further clarifications.*

15.4 Whenever Gallic units are completely surrounded by adjacent Roman ZOC and attacked at odds of 2-1 or more they are automatically eliminated. Roman units involved in the attack may advance up to 4 hexes barring enemy ZOC or restrictive terrain. The first hex of advance must be the hex previously occupied by the eliminated defender.

15.5 Odds of 6-1 or better result in automatic elimination of the defender with the attacker eligible for an advance of up to 4 hexes.

15.6 Odds worse than 1-4 are treated as 1-4.

16. MOVEMENT AFTER COMBAT—

16.1 Victorious units which are allocated an "advance" capacity on the Hand-to-Hand Combat Table may always advance into the vacated hex of the defeated opponent, regardless of enemy ZOC. (NOTE: if the hex isn't vacant such as can happen when a unit not involved in that particular attack was stacked with the defeated attackers, no advance is possible.) Except for the occupation of the vacated hex of the defeated opponent, a unit's movement after combat is restricted by enemy ZOC and restrictive terrain in the same fashion in which these factors would inhibit movement.

16.2 Units which are unable to retreat the number of hexes specified by the Hand-to-Hand Combat table due to enemy ZOC or restrictive terrain are eliminated. Roman units which are forced off the board edge are eliminated. Gallic units may retreat off the board.

16.3 Units advancing or retreating *after* combat may be fired upon by missile units which have not yet fired during that turn.

16.4 The victorious player must always retreat his opponent's defeated units toward the losing player's own lines whenever possible.

16.5 An advance can always move *into* an enemy ZOC, but never through it. A unit forced to retreat into enemy ZOC is eliminated.

17. MULTI-PLAYER GAMES—

17.1 *CAESAR* can be played by from two to four players. When three players are involved, two must play the Gallic side. With four players, both sides get two players.

17.2 The Gallic commanders are given separate control of the besieged and relieving Gallic forces. Although the player assuming command of the besieged forces assumes the role of Vercingetorix, he may not order, or communicate in any manner, with the commander of the relieving force. Each player exercises an entirely independent command. There is no counter representing the relieving Gallic commander.

17.3 On the first turn of each Assault Period that the besieged Gallic forces leave Alesia, the besieged forces must move first. Thereafter, interior and exterior Gallic forces are moved simultaneously.

17.4 If there are two Roman commanders they assume the role of Caesar and Labienus (Caesar's second-in-command). Each commands half the Roman perimeter (defined as his *sphere of command*) facing any five contiguous off-board movement zones and exercises control over all Roman units within that area. Units moved from one Sphere of Command to another come under the command of the Sphere of Command moved into. These players may discuss strategy of a general nature, request reinforcements, etc. but may not move the other's pieces nor make specific tactical suggestions. Once established, a Sphere of Command cannot be changed, except between the First and Second Assault Periods.

17.5 If a Roman leader counter enters the Sphere of Command of the other Roman player it may assume direct control of all Roman units within 10 hexes unless the other Roman commander counter is also within a 10 hex radius, and refuses to grant that control. Example: assume the Roman players have divided their commands giving the Caesar player control of off-board perimeter zones I-V, and Labienus VI-X. The Gauls, wishing to concentrate their effort vs. Labienus attack opposite zone VII. The Caesar player is left with no apparent opposition on his front but he cannot aid his partner by helping him move his units unless the Caesar counter itself moves to that side of the perimeter and gains direct control over units within a 10 hex range.

18. GALLIC ATTACK COORDINATION—

18.1 Regardless of the number of players, the besieged Gallic force with Vercingetorix may not leave the town of Alesia during each Assault Period until the turn *after* ten or more relieving Gallic land on or traverse the Outer Works and at least one Hand-to-Hand Combat has been resolved. The ten units need not survive to fulfill this requirement.

18.2 In a two player game where only one person commands both the exterior and interior

Gallic forces, an additional delay must be enforced. The delay is determined by the Gallic player secretly drawing one of three counters (numbered from 1 to 3) and setting it aside until the Gallic interior force leaves Alesia. The besieged forces are then prohibited from leaving Alesia that many turns *after* the relieving force has landed ten units on the Outer Works.

Example: ten units land on the Outer Works on turn 2 and the "3" counter is drawn. The interior Gallic force may not leave Alesia until turn 6.

19. LEADERSHIP CAPABILITIES—

19.1 The Vercingetorix piece is used solely for victory determination. It has no special powers and is automatically eliminated if placed in a Roman ZOC, whether alone or *when accompanied by another unit.*

19.2 The Vercingetorix piece may not be moved within artillery range (3 hexes) of a fort. It may be moved within missile range of an archer or slinger unit but is subject to elimination by successful missile fire.

19.3 The two Roman leader counters (Labienus & Caesar) have special combat powers not shared by any other game piece. Roman leaders have no combat factors, cannot attack by themselves, and are automatically eliminated if placed *alone* in an enemy ZOC.

19.4 Anytime the Labienus counter is stacked with a unit involved in a Hand-to-Hand Combat attack (either while on offense or defense), it may call for an additional die roll. The Roman player may then choose the most advantageous of the two die rolls to determine the outcome of the battle.

19.5 Anytime the Caesar counter is stacked with a unit involved in a Hand-to-Hand Combat (while on offense or defense), it may call for two additional die rolls. The Roman player may then choose the most advantageous of the three die rolls to determine the outcome of the battle. Should both generals be involved in the same attack they would be entitled to three additional die rolls.

19.6 A Roman leader unit may aid as many attacks as the units they are stacked with are involved in. Conceivably, a leader unit could take part in as many as three attacks every turn. The leader unit may choose not to be affected by adverse combat results provided there are still other non-involved Roman units in the hex the attack is being made from.

EXAMPLE: Let's assume Labienus is stacked with three Roman cohorts. One of the cohorts is soaking-off at 1-4 odds and is eliminated by die rolls of 5 and 6. Labienus is not affected, even though his presence gave the Roman soak-off an extra die roll. Labienus will share the fate however of the two remaining Roman cohorts in their attack—whatever that may be, and his presence will allow them to have two die rolls also.

20. ARCHERS & SLINGERS—

20.1 Archers and slingers (to be referred to jointly hereafter as missile units) may never attack on the Hand-to-Hand Combat Table, although they may be attacked on it in which case they defend with a defense factor of 1.

20.2 Missile units may not advance into an enemy ZOC, even if accompanied by friendly,

non-missile units.

20.3 A missile unit which starts its turn in Gallic ZOC must retreat unless inverted due to a Battle Rages result. If unable to retreat due to enemy ZOC or restrictive terrain they may remain in position until the combat phase only if stacked with another non-missile unit. Otherwise, they are automatically eliminated before combat. If the accompanying non-missile unit is forced to retreat as a result of combat, the missile unit must accompany it in the retreat.

20.4 An inverted missile unit defending alone awaiting the outcome of a Battle Rages result may not attack in any manner. One which is defending with a friendly, non-missile unit in the same hex may still launch a missile attack during the opposing player's next turn provided that attack is against a unit already engaged in attacking it.

20.5 Missile fire occurs during the Gallic movement phase. A missile unit may fire once per turn using the Archer/Slinger Table at both the two hex secondary range and one hex primary range (adjacent) for a maximum of two attacks per turn. These attacks need not be against the same unit. As a Gallic unit moves into the missile unit's field of fire, the Roman player must decide whether or not to fire before the Gallic unit moves on, or that unit ceases movement and another Gallic unit begins to move. The movement of Gallic pieces must be clearly visible to the Roman player at all times with the Roman player given ample opportunity to state "fire" before the Gauls continue to move.
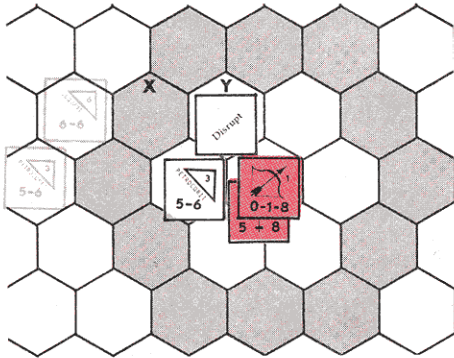
EXAMPLE: Missile Unit Field of Fire
The shaded hexes constitute the archer's secondary range. The Gallic player moves the 5-6 through both the secondary and primary range. The Roman player has withheld fire looking for a more worthwhile target. The Gallic player now moves his 6-6 into the secondary range at "X." The archer fires a "4" dieroll and misses. The 6-6 continues into attack position at "Y" where the archer again fires a "4" die roll at primary range and disrupts the attacker. The Gallic player with no more units to move, must now attack on the Hand-to-Hand Combat Table at 5-6 (1-2).

20.6 When the decision to fire has been reached, a die is rolled on the Archer/Slinger Table. If the attack is ineffective, Gallic units may continue their move. If the attack results in "E", the attacked unit is removed from play. If the attack results in "D", the target unit is inverted and remains in that hex for the remainder of the turn. *See 21, Disruption.*

20.7 Missile units may fire at only one unit per attack, regardless of range or other units in the target hex. Missile units may fire over intervening units and any type of terrain other than the walls of Alesia.

20.8 Ineffective missile fire at the secondary range does not preclude the missile unit from attacking the same unit again at primary range.

20.9 Other Gallic units may move over target hexes normally. The elimination of a unit in a hex due to missile fire does not affect stacking limits. The Gallic player may still have two units in the hex at the end of the turn.
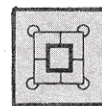
21. DISRUPTION—

21.1 Units attacked by any form of missile fire (archers, slingers, fort missile engines) may be disrupted. Disrupted units are inverted in the hex in which they are attacked and may move no further that turn. EXCEPTION: If attacked, they may retreat or advance normally although still inverted.

21.2 Disrupted units lose their ZOC and may not attack while disrupted. Roman units do not have to attack adjacent disrupted units, unless the disrupted unit is stacked with another Gallic unit that is being attacked.

21.3 Disrupted units still count towards stacking limits and defend at full strength if attacked.

21.4 Disrupted units are turned face-up at the beginning of the next Gallic turn.

21.5 Disrupted units in the same hex with another attacking unit neither advance nor retreat, regardless of the movement after combat generated by the attack.

21.6 A unit which is disrupted twice in the same turn suffers no additional adverse effects beyond those suffered by the first disruption.

21.7 When disruption occurs in the vicinity of a Battle Rages result confusion may occur as to the exact status of the inverted counter. "Disruption" counters are provided to place on top of disrupted units to indicate their status whenever any question could arise as to their status.
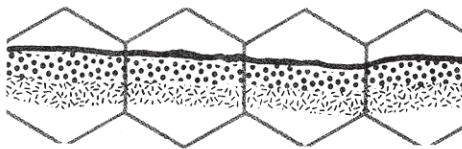

22. CAVALRY—

22.1 Cavalry units may never enter the Outer Works and are eliminated if forced to retreat on or through them. This prohibition pertains to any hex containing Outer Works symbols—even if on the opposite side of a river or in an apparent gap between two sections of Outer Works.

22.2 Gallic cavalry starts the game in OBMC zone I.

22.3 In all other respects cavalry functions in the same manner as infantry including doubled movement on ramparts.

23. OUTER WORKS—

23.1 Despite its formidable appearance the Outer Works have no effect on movement of non-cavalry units.

23.2 Gallic units on Outer Works hexes *which are in Roman ZOC* are subject to elimination on the Outer Works Table. The die is cast separately on this chart for *each unit* prior to Gallic Hand-to-Hand attacks. The Outer Works never effect Roman units.

23.3 Unlike some missile attacks, units eliminated by the Outer Works cannot be replaced in time to aid in attacks because the effect of the Outer Works are determined only after all Gallic units have finished movement; thus it can greatly affect the actual attack.

23.4 Even disrupted Gallic units and units involved in 'Battle Rages' must roll on the Outer Works table if in a Roman ZOC.

24. FORTS—

24.1 The Roman player has 23 immobile forts which he places at the beginning of the game. Forts may not be placed within 7 hexes of Alesia. Forts double the defensive strength of all units in them, regardless of terrain occupied by attackers. In addition, all *occupied* forts have a built-in missile engine capacity. Any unit *other than a leader* is a sufficient occupation force to activate a fort's missile engine capacity.

24.2 All missile engine volleys take place during the Gallic movement phase. Missile engine volleys resemble the rules of missile fire (See 20) except there are three different ranges instead of two. The fort may fire once per turn at each of its three ranges; tertiary (3 hexes), secondary (2 hexes), and primary (adjacent) up to a maximum of three attacks per turn. As each Gallic unit moves into the fort's field of fire the Roman player must decide whether or not to fire before the Gallic unit moves on or that unit ceases movement and another Gallic unit begins to move. *EXCEPTION: See 24.4* Failure to fire at a unit at a given range does not preclude the fort from firing at a different unit at that range later in the same turn. As with missile fire, the movement of Gallic units must be clearly visible to the Roman player, giving him sufficient time to say "fire" at which point movement is suspended while the Missile Engine Table is consulted for the result of the fire.

24.3 If the attack on the Missile Engine Table is ineffective, the missed Gallic unit may continue to move and may possibly suffer attack again at closer range.

24.4 Unlike missile fire, Missile Engine volleys can effect all occupants of a hex at the primary range. Therefore, the Roman player may wish to withhold his primary fire until the end of the Gallic movement phase. Forts unlike missile units, may always fire at the primary range at the end of the Gallic movement phase provided they have not used their primary range volley earlier in the turn.

24.5 Whenever Gallic units start their turn adjacent to a fort, the fort loses its secondary and tertiary range missile engine volley capability for the balance of that turn. Whenever Gallic units start their turn two hexes from a fort, the fort loses its tertiary range missile engine volley. *EXCEPTION: See 24.6*

24.51 Gallic units starting their turn within a field of fire cannot be fired upon until they move closer to the fort (or missile unit). *EXCEPTION: 24.6 and 24.52.*

24.52 Gallic units which start their turn within a field of fire and do not move during the turn may be fired upon at the end of the movement phase. In effect, their stand constitutes their movement.

24.6 Gallic units appearing on the edge of the board from the OBMC *inside* the maximum field of fire of any fort may suffer Missile Engine volleys from all ranges as if it had moved through the secondary and tertiary field of fire rather than appearing within it. Therefore, a Gallic unit moving onto the mapboard edge within two hexes of a fort could be made to suffer both secondary and tertiary Missile Engine volleys in his initial hex if the Roman player wishes to utilize his missiles in that manner.

24.7 As units in a fort have no ZOC and Gallic units cannot exert a ZOC over a fort, Roman units in forts need not attack adjacent Gallic units on the Hand-to-Hand Combat Table.

Neither does the Gallic unit have to attack an adjacent fort. Battle Rages and Melee results are negated if either the entire attacking or defending force occupies a fort.

24.71 Units attacking out of a fort do not exert a ZOC on any hex other than the fort itself.

24.72 Some units may attack out of a fort while others do not, regardless of the presence of enemy units.

24.8 Forts also act as bridges when placed on a river hex and serve to connect any rampart hexes in hexes adjacent to the fort. Movement through forts is double the normal rate, like ramparts.

24.9 Whenever a fort is taken by the Gauls it is removed from the board for the duration of the game. However, a Gallic unit may retreat through a vacant fort—using it as a shield from enemy ZOC. The fort is destroyed *after* the Gallic retreat. A fort can never be used as a bridge by Gallic units under any circumstances. *See Appendix B for an example of a Gallic assault on a fort.*
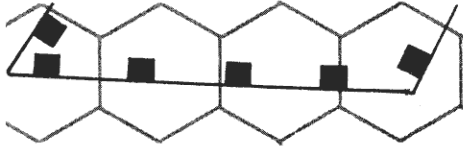
25. RAMPARTS—

25.1 Ramparts double the defense factors of all units thereon while attacked from non-rampart hexes or from a rampart hex of lesser strength. Camp ramparts (those in black) are always doubled on defense when attacked from a perimeter rampart (those in brown).

25.2 In hexes where both types of rampart exist, camp ramparts (black) always take precedence over perimeter ramparts (brown) and units occupying that hex are considered to be on camp ramparts.

25.3 When an attacker and defender occupy adjacent rampart hexes but there is a break in the rampart between the units, the defender is still doubled on defense. *See Appendix D for examples of rampart defense.*

25.4 Units on ramparts are doubled on defense only if all attacking units attack from a non-rampart or a rampart hex which is not directly connected through the hex*side* being attacked to the defending rampart hex. If even one attacking unit is located on a directly connected rampart hex of equal or greater strength the defender defends at basic strength against *all* attackers.

25.5 Ramparts act as "bridges" across any river they cross. Units defending behind rivers lose the doubling effect of the river if attacked from a "bridge" hex.

25.6 Units defending on a rampart hex are still doubled on defense even though attacked from a directly connected rampart of equal strength IF the rampart hex they occupy is on a hilltop and they are being attacked from a slope hex.

26. HOW TO WIN—

26.1 The Gallic player wins if he moves the Vercingetorix piece off the map during either Assault Period.

26.2 The Roman player automatically wins if he moves any unit adjacent to Vercingetorix anytime during the game or prevents the Gallic player from moving Vercingetorix off the board within the time span of the game.

26.3 If the Gauls eliminate the Caesar unit, the Romans cannot win. If they do prevent a Gallic win but have lost Caesar in the process the game is a draw.
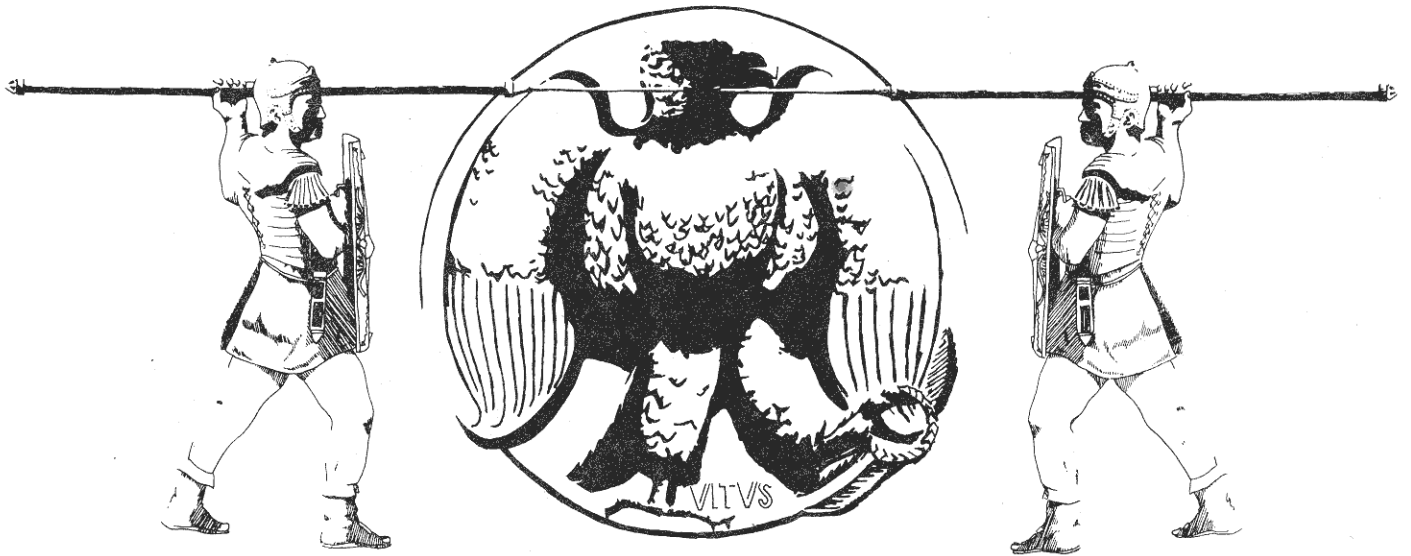
OPTIONAL RULES—

CAESAR can be a very deceptive game where play balance is concerned. First impressions invariably consider the Roman position to be less than a 50/50 proposition. However, our experience has shown us that as the players become more familiar with the game the balance tends to shift to the point where, if played with enough expertise, the Roman side has a distinct advantage. The following optional rules are provided so that players of unequal experience may attempt to balance their contests. Both players must agree on which, if any, optional rules are to be utilized before the start of any game.

8.4 The Gallic player may "fill in" portions of the Isolated Trench by stacking two Gallic units on the same hex for four consecutive turns. The two Gallic units must be replaced by different units each turn. At the end of the fourth such turn, a blank counter is placed on the hex to signify that it has been filled in. Non-cavalry units may then traverse this hex as if it were clear terrain. Cavalry must still stop before crossing. Units defending behind the Isolated Trench are still doubled on defense.

12.7 Shorten each Assault Period to 11 or 10 turns as agreed between the players.

17.6 If either Roman leader counter is eliminated in a 4 player game, the player it represents is also out of the game—the other Roman player assuming control of all Roman forces.

17.7 To make the multi-player rules effective, a mutually agreed upon time limit should be imposed on each move. For example, in a 3 player game the Gauls would have ten minutes to move, the Roman player 20 minutes. In a 4 player game, each side would have ten minutes for movement of their units.

17.8 The Sphere of Command does not have to be made known to the Gallic player until the end of each Assault Period. The actual off-board zone perimeters of each Sphere of Command can be secretly recorded on a piece of paper and not revealed until the end of each day's battle.

19.7 Vercingetorix is no longer eliminated by simple contact with a Roman unit if stacked with

other Gallic units. Vercingetorix can be eliminated only by missile fire or elimination of the accompanying Gallic units in the same hex.

22.4 RECON—

22.41 The Roman player may attempt reconnaissance of the OBMC zones by moving one or more of his cavalry units off the board in a given OBMC zone. (This is the only exception to the rule disallowing Roman off-board movement. If forced off the board due to combat Roman cavalry is still eliminated.) The combat factors of all Roman cavalry moved off the board in a given OBMC zone are combined to form a *Reconnaissance* factor.

22.42. Roman cavalry off-board movement capabilities are identical to Gallic off-board movement.

22.43 Roman cavalry can be attacked during the Gallic turn while off the board only by opposing Gallic cavalry in the same OBMC zone. Additional Gallic cavalry can be moved to the OBMC zone in question by normal means in order to join in the attack. All Gallic cavalry in the same OBMC zone are added into one combined *Screening* factor and applied against the Roman Reconnaissance factor on the Hand-to-Hand Combat Table. If Gallic infantry in the OBMC zone outnumbers Roman cavalry (on a unit basis—not combat factors) by a 3-1 or better ratio the odds column of the attack may be moved one column to the right. The Gallic infantry does not *have* to be added to the screening force attack, but may be at the Gallic player's option.

Example: Assume two Roman cavalry attempt to recon OBMC zone V while the Gallic player has four cavalry units and six infantry units. The Gallic player may attack the Roman Reconnaissance force at 3-1.

22.44 The Roman recon force never attacks while off the board. Any Gallic screening force *must* attack during the Gallic turn regardless of the odds. Retreat, Advance and Melee results on the Hand-to-Hand Combat Table are ignored. Battle Rages results force both the Reconnaissance and the Screening force to remain in the same OBMC zone for another turn. Both sides may reinforce the battle in their next turn. AE or DE results eliminate the respective forces.

22.45 The accuracy of Roman Reconnaissance depends on the strength of the Gallic Screening force in the same OBMC zone. If unopposed by Gallic cavalry, the Roman must be told the exact number and type of Gallic units in that OBMC zone (although combat factors need not be revealed). If a Screening force does exist than the accuracy of the report on Gallic strength must abide by the following chart. Fractions are rounded off to the whole number (.5 always rounding up).

Reconnaissance Chart

Screen Attack	Accuracy of Report
—	100%
1-4, 1-3, 1-2	90%
1-1	75%
2-1, 3-1	50%
4-1	33%
5-1	25%

Example: Using our example in 22.43 the Gallic player finds that he must tell the Roman player the number of his units in OBMC zone V within 50% accuracy. Thus, he may report that he has between 2 and 6 cavalry units and from 3 to 9 infantry units. In this case, the Gallic player would probably have chosen not to add the infantry to his screening force as the extra odds column does not yield any additional protection.

22.46 Regardless of the strength of the attack by the screening force, the Gallic player gives no information on his strength in the OBMC zone until a Roman cavalry unit returns within the Outer Works. The information which he reports need only be accurate within the prescribed limits for the turn in which the screening attack took place. The Gallic player is under no obligation to report on subsequent movement into or out of the reconned OBMC zone since the screening attack took place.

22.47 Once per turn (after all Roman movement) the Roman player may attempt to send a report back to his lines via messenger without actually withdrawing any of his recon force. To be successful, he must roll a 3-6 in any OBMC zone where there is no screening force. In any OBMC zone where a Screening force exists he

must roll a 6. Upon the successful die roll, the Gallic player must reveal the information gained as a result of the screening attack described in 22.45.

25.7 The attacking player may not examine the contents of any stack prior to combat resolution which is on a fort or rampart hex and defending at double its normal strength.

PLAY BY MAIL—

CAESAR is not a good choice for PBM play due to the nature of Roman defensive missile fire which allows them to fire *during* Gallic movement. However, for those who are adamant in their desire to play any game by mail we offer the following official grid coordinate system.

Starting in the Northwest corner of the mapboard label the left hand side of the board A to YY. These letters will identify that horizontal row. Starting in the Northwest corner of the board label the hexes from left to right 1 through 52. Numbers 53-77 will fit along the right (East) side of the mapboard ending in the Southeast-ernmost hex on the board. Numbers will identify the diagonal row running from SW to NE.

EXAMPLES: Roman numeral I is located in VV26; II is AA14; III is D4; IV is A20; V is A34; VI is D50; VII is AA65; and VIII is VV72.

APPENDIX

A. RAMPART CONNECTIONS—

The ramparts at A are not directly connected. Those at B are.
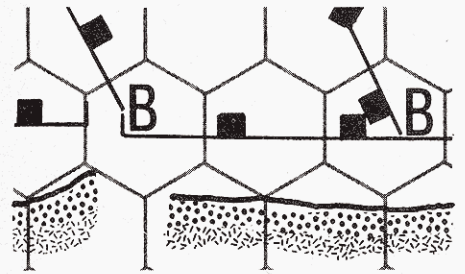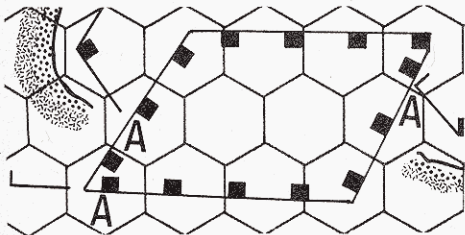
B. GALLIC ASSAULT ON A FORT—

The Gallic player is rushing the Roman position with six 8-6's, two 7-6's, and a 5-6. The first unit moved is a 7-6 which the fort fires at in tertiary range—rolling a 5 and disrupting it in hex Z. The other 7-6 now moves through Z into Y where the fort again fires—this time at secondary range—rolling a 2 and missing. The 7-6 continues its move onto the Outer Works.

Having used all his defensive fire save the primary range, the Roman can only watch while the remainder of the Gallic force moves into
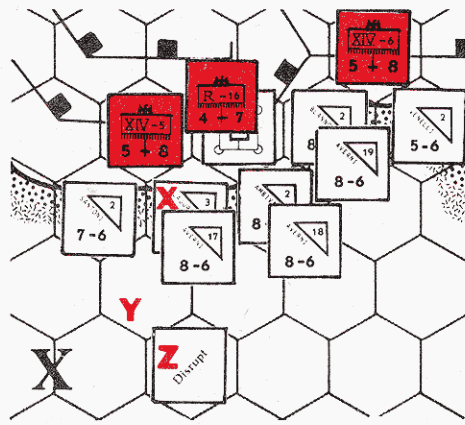
attack position for an overwhelming 48-8 attack on the fort.

But the Roman now uses his primary range volley on the Missile Engine Table—hoping to eliminate the two units at "X" with one shot. He rolls a "3" thus disrupting only one Gallic unit. But the Gallic player must still roll six times on the Outer Works Table prior to combat and rolling from left to right rolls a "6" on his first and last die rolls. The situation at the moment of attack now looks like this:
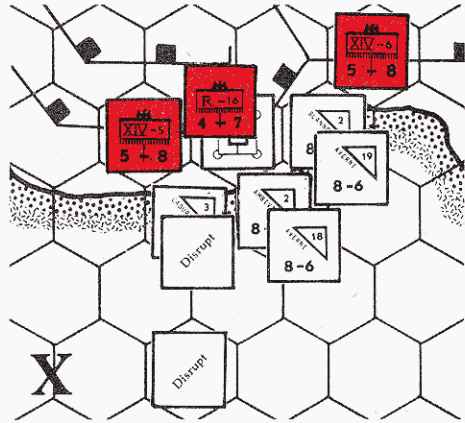
The Gallic player must divert an 8-6 from each flank to soak-off against the 5-8 cohorts on the ramparts, leaving only three 8-6's to attack the fort at 3-1. The die roll is a 5 resulting in a melee. Although the fort's garrison is unaffected by the melee the Roman cohorts on the ramparts will have to attack or withdraw in their turn because the Gallic attack has left units adjacent to them.

C. BATTLE RAGES—
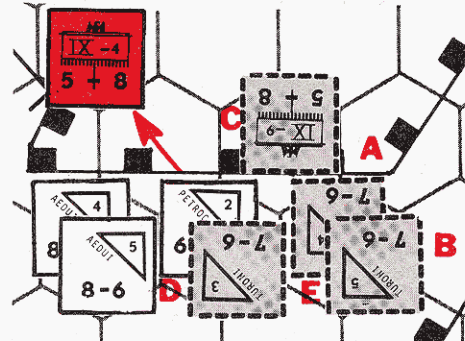
The three Gallic "7's" have just rolled a Battle Rages result on one Roman cohort while the other Gallic units forced the other Roman cohort back 1 with no advance. It is now the Roman's turn. He does not wish to counterattack so the units affected by the Battle Rages remain

inverted. He can reinforce the battle without attacking by moving units into hex "A." The Gallic player in his turn would then have to renew his attack in the Battle Rages situation but must now also attack hex "A"; either from hex "B" with a new unit or by stripping off one or more of his "7's" from the main attack on hex C. Regardless, both hex A and C must now be attacked in separate battles on the Gallic turn.

The Roman player cannot reinforce hex C directly without attacking every unit in D and E because by moving into hex C he comes adjacent to an uninverted Gallic unit (the 6). This requires him to attack the "6" and since it is not possible to divide attacks on units in the same hex, he must also attack the inverted "7." This, in turn, releases the other two "7's" in hex E from their Battle Rages result and requires that they also be attacked.

D. DOUBLED RAMPART POSITIONS—
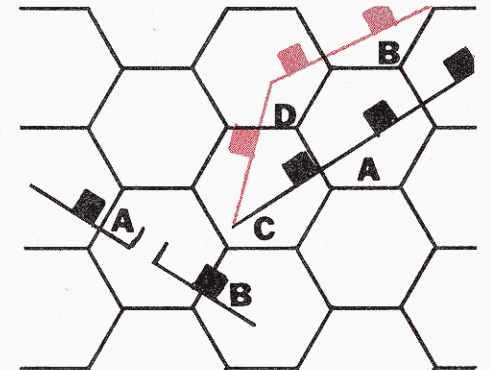
A is doubled when attacked from B. C is doubled when attacked from D.
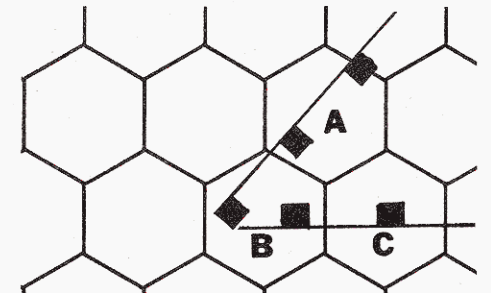
B defends at basic strength when attacked from A. C is doubled when attacked from A.

E. RIVER DEFENSE—

In the case of fork hexes (hexes wherein a fork branches into two rivers, or vice versa) questions can arise as to whether or not a defender is occupying a river hex of the same river as an attacking unit, and hence whether or not that unit is doubled.
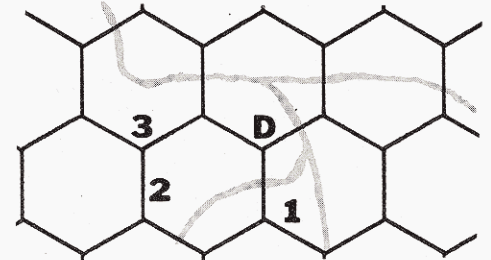
The defending unit occupying a fork hex is not doubled against attacks coming from river hexes connected to that fork hex by flowing directly into the defending hex. For example: "D"

9

would be doubled if attacked from hex "2" but it would not be doubled if attacked from hex "1" or "3" or any combination of "2" with "1" and/or "3". The same logic would apply to units attacking from fork hexes. For example: assume "D" is now the attacker. He would face a doubled defense on hex "2" but would meet only basic odds defense in hexes "1" and "3".

ALESIA   FREQUENTLY ASKED QUESTIONS—

Q. 18.1 If three Gallic units land on the Outer Works on turn 1 with one surviving and seven more land on the Outer Works on turn 2, does this free the inner garrison?

A. No. The ten units must traverse the Outer Works on the same turn and whether or not they survive has no effect on Gallic Attack Coordination.

Q. Can a unit move onto a river hex, attack a unit across the river, and upon obtaining a DR4/AA3 result, move off the river into the defenders vacated hex and on to the limits of its movement allocated on the Hand-to-Hand Combat Table?

A. 16.1 States that an advancing unit may always occupy the vacated hex of a defeated unit regardless of terrain. The unit could *continue* its advance however *only* if it began its turn on the same side of the river as the defender or on a hex of the river.

Q. Could you explain the 3 hexes mentioned in **7.4** regarding non-connecting ramparts and illustrated in Appendix A a little more?

A. Units attacking from hexes containing both perimeter and camp ramparts face normal, not doubled, defense. Units attacking from perimeter ramparts against a hex containing both camp and perimeter ramparts are faced with a doubled defense. Because the three ramparts in question do cross hexsides units may cross the camp rampart to the perimeter rampart at ½ MF even though these ramparts are connected within the hex.

Q. There is one hex containing both a river and rampart symbol where the rampart does not cross the river. For purposes of attacking from this hex against the adjacent connecting rampart is the defender doubled?

A. Yes.

Q. Suppose an attack results in the attacker (or defender) being able to advance past the defeated unit's vacated hex and into the ZOC of another enemy unit. Further suppose that this advance carries it into the same hex (subject to stacking limits) occupied by another friendly unit which has not yet fought but is committed to an attack or defense. What effect would this have on the subsequent combat?

A. The odds for the subsequent attack would remain the same and only the unit(s) that started the combat phase in the hex would be affected by the results of the attack. Therefore, the advancing unit would not be forced to retreat from the hex, nor could it make a further advance.

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DESIGNER'S NOTES

By Dr. Robert L. Bradley

THE HISTORICAL OUTCOME

The relieving Gauls, arriving late in the day from the southwest, encamped and filled a neighboring ridge (just off the SW corner of the board). The following day they assaulted the perimeter on the southwest sector. The attack was ill co-ordinated, especially since the Alesia force had largely been repulsed. To add to the Gallic problems the fortifications had a devastating physical and psychological effect.

That evening the relieving force again attacked, this time from the west. Again the Alesia force was late in responding. The dark created great chaos on both sides and losses were heavy but the Gauls were again beaten off.

The next day the exterior force assaulted from the northwest. For once the Alesia force responded promptly and the relieving Gauls overran Mount Rea, a particularly weak point in the Roman defenses. And when the Roman camp on the river, an integral part of the interior perimeter in that sector, was successfully assaulted and taken, the Romans were in a desperate position. Caesar acted quickly. Labienus scraped together elements of 40 cohorts (many of them probably recent North Italian recruits) to strengthen the beleaguered sector, and Caesar sent his mercenary German cavalry around the outer perimeter. The relieving Gauls saw fresh Romans on the line and cavalry on their rear. They panicked, broke, and ran. The cavalry hunted down many of them; the rest eventually returning home. The following day Vercingetorix surrendered himself and his starving city.

DESIGNING THE GAME

As is the case with many a wargamer who attempts to design his first game, the present writer created a totally unplayable *ALESIA* prototype. The original effort featured a map which was over four feet square. Each unit in the Order of Battle could be broken down into century-level substitute units (six for each Roman cohort, for example); these substitute counters were rectangular and a half inch in length. Within each hex a unit could be oriented to six different "attitudes" and two directions, meaning a dozen possible variations in deployment within a hex. The 1,000 pieces which the game used led to each turn taking a day or more to play! Hidden on-board movement (in woods outside the bounds of the present map) made matters all the worse. Workable conditions of victory had not been established.

In fact the design was so unwieldy that it was relegated for more than a year to a dusty attic. Yet the nature of the siege and the extraordinary aspects of its military dispositions had excited the designer's imagination, and after thinking over the subject matter for a further year an entirely new approach was made. This approach resulted in a semi-professional version which was sold under the name of *ALESIA* on a limited basis in 1971.

The map was made substantially smaller (though even today it is one of the largest ever published). The pieces were cut to the standard square size; and no substitute counters were provided. In this way the game attempted to keep within the most manageable bounds possible under the circumstances. In reducing the map's dimensions a substantial area beyond the outer perimeter was cut out, permitting the scale of the fortifications to remain largely unchanged. Above all, a more realistic approach was made toward creating a playable game with defined mechanics and conditions of victory. In general, the rules and mechanics of the present game follow the pattern of most Avalon Hill games, though many innovations were introduced to account for unique aspects of the siege and battles.

At this point the game was sold to a third party and laid dormant for several years before again being purchased; this time by Avalon Hill. The game then underwent a one year development program under the direction of Donald Greenwood. Together, we polished the game into its present form.

The first step in the Avalon Hill development was to restrict the size of the board even further. This was accompanied by a complete revamping of the fort/artillery rules which had proven almost unmanageable in the earlier edition. Here we added the disruption result which proves to be such a crucial factor in the Gallic assaults. The leader counters and special rules regarding their use came into being as did the Numidian Light Infantry auxiliaries. A decision was made to trust in the gamer's honor and go with the present *OBMC* system rather than the unwieldy and time consuming written record which had been in use previously. It should be noted that a simplified version of the written system can still be utilized with a minimum of effort for those

who have less than 100% faith in their opponent's honor. Simply require the Gallic player to commit in writing his relieving force into several task forces 'A—X'. It then becomes a simple matter to record the movement of whole task forces off the board without voluminous note keeping. Of course, as units leave a task force they form a new one and this sort of thing can become tedious to keep track of but is perfectly manageable if a written record of movement is desired. Aside from a vigorous hunt for ambiguities and contradictions within the rules themselves, these changes sufficed to bring the Avalon Hill version of the game into being. It may be worthwhile at this point to explain the historical/mechanical rationale for some of these rules.

THE EFFECT OF TERRAIN AND FORTIFICATIONS

Caesar's two perimeters were awesome: not only were there some 25 miles of ramparts (with palisade and towers) as well as over 50 miles of trenches, but also on each perimeter in front of these the Gauls had to cross a 100-yard-wide field of iron spurs imbedded in the ground, pits with wooden spikes on the bottom, and a double row of entwined brambles. The mine field/barbed wire analogy is irresistible. We have called this 100-yard-wide horror the Outer Works, and it will take its toll in every game.

The rules covering slopes and rivers are standard and require little explanation; units must stop on river hexes before crossing, not because a man could not have waded across in an hour (the approximate period of historical time reflected by each turn), but because the assembly of a whole cohort or battle group before and after crossing were necessarily time-consuming exercises.

The treatment of the isolated trench in the same way as rivers is perhaps less easily understood. It has been suggested, for example, that if cavalry are allowed to cross it at all, there should be no movement delay. The reason that units must stop on this feature is that it was a real obstacle to both horse and foot: the Gauls learned in the first two major assaults to fill in whole stretches of trench with logs and hurdles (wicker baskets and bales of straw); this operation took time.

It can be argued that the Outer Works should have a delaying effect on movement; this is not the case, however, for two reasons: first, such a rule would upset the play-balance very much in the Romans' favor; and second, units moving onto the Outer Works adjacent to enemy troops must stop in any case, and units not attacking the enemy from these defenses could (and did) easily pick their way through the traps.

Camp ramparts take precedence over perimeter ramparts only because the former were far stouter. It is important to realize also that the ramparts were double defenses—not just a wall affording protection in one direction. The Romans could and did defend such ramparts from simultaneous attack on both sides. It was only when the Gauls succeeded in breaking into one of these ramparts that the Romans were hardpressed to stand their ground.

SETTING UP THE GAME

The Roman player is not permitted initially to deploy any of his pieces in or adjacent to the town because Caesar had decided (after the abortive assault on Gergovia a few weeks earlier) on a starvation strategy. Hence the closest that Roman troops were allowed to approach the town was when the German cavalry chased Gallic cavalry in early skirmishes (several weeks before the beginning of the game's setting).

ASSAULT PERIODS

The concept of distinct assault periods had to be invented for the game in view of the fact that each major assault by the Gallic relieving force took a whole day to organize and deliver; once each had faltered the day's (or night's) fighting came to an immediate conclusion. Thus, if the game continues into the Second Assault Period a whole new game—in effect—is begun.

The rule providing for the revival of 10% of infantry losses is based on the premise that a certain percentage of battle losses consisted of small groups of dispersed men and of casualties with minor wounds; both of which would in practice have been available some 24 hours later. Note that while the rules do not specifically exclude slingers, archers, or Numidian Light Infantry from revival, in fact it would be mathematically impossible to revive 10% of these pieces since there are not ten of them in the Order of Battle.

The rule that units—even surrounded units—return automatically to the town after turn 12 of the First Assault Period is due to the fact that when darkness fell, things became completely chaotic on ancient battlefields, and organized fighting just came to a pretty abrupt end. Historians agree, for example, that Williams had to break the English line at Hastings (to cite an early Medieval example) before dark to win the battle. Had he failed, he simply would have lost. One of three main Gallic assaults at Alesia took place at night, and it was such a mess for both sides (especially the Gallic), that I simply ignored it. In any case such an assault was very atypical, to say the least. Let me quote from Caesar (translated by H. J. Edwards):

> . . . The Gauls left camp silently at midnight and approached the entrenchments . . . As the darkness made it impossible to see far, many wounds were received on both sides. A number of missiles were discharged by the artillery . . . Then when they (the Gauls) came up closer, they were soon caught unawares on the spurs, or sank into the pits and were impaled, or were shot by artillery pikes from the rampart and turrets, and so perished on every side . . . (B.G. VII, 81-2).

Talk about a minefield! Night fighting was really impossible, and there was always such confusion that men would always slip away from the action

or infiltrate. Don't worry about surrounded pieces being automatically returned to the town between assault periods—there was no ZOC or fighting after dark in 99% of ancient battles.

RULES OF MOVEMENT

The stacking rules favor the Roman player, not for play-balance, but for tactical reasons. Each Gallic combat factor represents two to three times as many men as each Roman factor. For this reason, and because Roman units could deploy and fight effectively in much closer order than untrained barbarian formations, the Roman player may stack pieces three-high, while the Gallic may stack only two-high.

OFF-BOARD GALLIC MOVEMENT

Caesar ordered his legions to clear a wide strip of woods beyond the outer perimeter, partly to provide timber for the defenses, and partly to clear a healthy field of fire in the forward zone. The edges of the game's map roughly represent the outer edge of this cleared strip. Beyond this were very thick woods and ridges. The novel rules covering off-board Gallic movement reflect the excellent cover the rough terrain gave to the relieving force as it maneuvered into assault positions. And coincidentally the rules provide a unique (and realistic) form of suspense for both players, while the bookkeeping required of the exterior Gallic commander is not excessively difficult.

In some cases, terrain had to take a back seat to the physical dimensions of the playing board. Hence, the rule allowing forts, archers and slingers to fire at all possible ranges at units entering the board inside their maximum range.

The Romans on a given sector knew when Gauls were nearby, thanks to pickets; but it was impossible to tell how great a force was in the adjacent forest. Thus the Roman player is permitted to know whether any Gallic units occupy a given off-board zone, but not the nature of the force involved.

## GALLIC EXTERIOR/INTERIOR COORDINATION

In two out of three of the major assaults which took place during the battle, the Alesia force responded very late to the relieving force's attack. This is perfectly understandable, since Veringetorix could have had no more knowledge than Caesar of where the relieving force would make the major efforts. When two players take the Gauls this tactical liability is realistically simulated; when one player takes both Gallic forces, an unpredictable delay factor has to be taken into account.

As for Gallic units exiting from the town, this can be done from any "wall" hex because we are not talking about thirty-foot stone walls. Alesia, like all iron-age strong-holds (oppida), was impregnable in this case partly because of its stone-supported wooden parapets, partly because of its excellent natural position, and partly because of the mauling which the Romans took assaulting Gergovia shortly before the Alesia siege. I'm not saying that the town has Swiss cheese walls, simply that the place should not be seen as equivalent to a Roman or Medieval walled town/city. There were plenty of places to exit from.
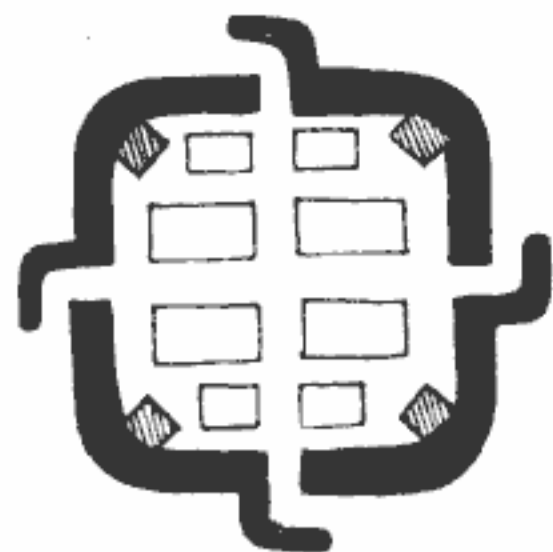
FORTS (MISSILE ENGINES)

Caesar, Bellum Gallicum, VII, 69:
> ". . . Camps had been sited at suitable points, and 23 forts had been built, in which forts garrisons were placed by day, in order that no surprise attack might be made. These same forts were held at night by observers and strong units."
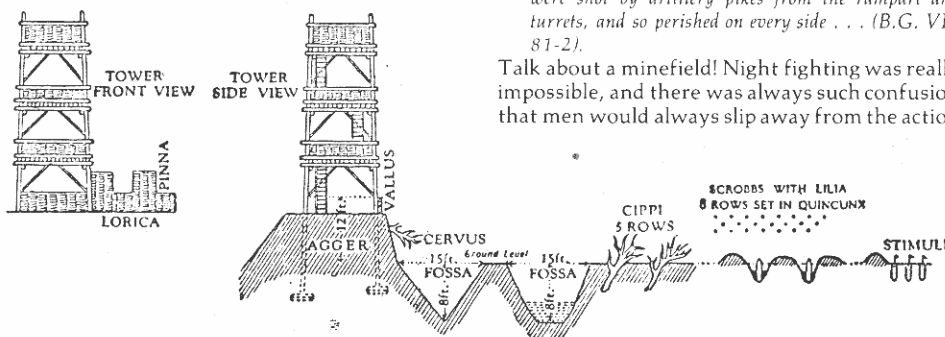
ROMAN WORKS AT ALESIA (VII. 72, 73.)

12

CONJECTURED PLAN OF A CASTELLUM (FORT): Solid black—rampart and palisade; the curved forms at each gate are CLAVICULAE, and forced attackers to advance to the entrance with their unshielded right arms facing the wall. Cross-hatched—BALLISTARIA (platforms for missile engines). Outline—tents for housing the troops, probably a CENTURIA of 80 men.

The concept of multi-impulse attacks on forts within single-impulse turns was the greatest source of confusion when *Alesia* was first published. Yet this system was necessary when the various missile ranges were considered. The present system of forcing the Roman player to commit his long range missile fire as *each* Gallic unit moves is far simpler, and even more realistic. Missile units didn't have time to judge the relative effectiveness of masses of charging Gauls in the heat of battle, and once closed with the enemy were of little value. The present rules force the missile units to shoot out of instinct rather than calculation.

While Caesar mentions the very effective use of missile engines of various types in the siege, he does not state where these machines were emplaced. I felt that the simplest way of incorporating this important element into the game was by including it with the forts, rather than as additional units which could not have moved during the game in any case.

Trained crews manned the fort's artillery engines at all times. Although not able to hold the fort themselves against a determined attack they delivered a murderous fire upon any attacker when properly supported. Some might ask why forts can only fire once when enemy units start the turn adjacent to them. After all, the turn still represents the same amount of time and surely it takes no longer to fire at a closer target than one at a great distance. The answer lies not so much in multiples of time as it does in the very proximity of the enemy. The missile engines' restriction on firing at retreating Gallic units is a question of priorities. The *ballista* bolts and *onager* stones used by these engines were in short supply. This ammunition was saved to repel attackers, not to inflict further casualties on those who have been repelled or do not constitute the most immediate threat to the defenders.

ARCHERS & SLINGERS

The Balearic slingers hired by the Romans were from the Balearic islands off the coast of Spain. Mercenary slingers were the islands main cash export for several centuries. The boys of the islands were trained in the use of a sling from the time they could walk. When they were a bit older they were not permitted to eat meat unless they had procured it by hunting with their sling. Their skill became legendary. Their missiles were usually selected stones. However, they often also carried a special pouch of cast lead balls for especially important volleys. Some of these lead balls have been unearthed bearing molded imprints of thunderbolts or slogans such as, "Here is one for your nose."

The Numidian archers were imported by the Romans from a part of Africa that corresponds generally with what is now Algeria. The Numidians were then the most skilled and carefully drilled archers of the Mediterranean world. Their bows were weak by later standards.

These specialized troops were very lightly armed, and were intended for long-range defense. Time and again in the ancient world these light troops would advance too close to the enemy and expose themselves to devastating counter-attack. Thus, archers and slingers learned to keep a respectful distance from the enemy; for this reason these pieces may not remain adjacent to enemy units (except when within a fort or forced to by a BR result).

Caesar mentions Gallic archers in the battle, but all this means is that the occasional Gaul owned a bow and knew how to use it. The Gauls were not renowned for their archery (any more than the Roman legions proper), and they certainly did not use whole units of bowmen in the field. For this reason there are no historical or practical grounds for including Gallic archer units.

CAVALRY

The stirrup had not yet been introduced to Europe from Asia. Therefore, cavalry did not have the shock effect in the charge that was associated with this branch of arms in later times. Indeed, the cavalry often dismounted and fought on foot after arriving at the scene of the fray. The great utility of the cavalry was its speed. This permitted cavalry to cut off retreats; outflank strong positions and arrive at a sagging sector just in time to tip the scales. You will find

these things happening often in the game. Anyone who has studied the Outer Works at Alesia as exposed by archaeological excavation will know why no cavalry is allowed to cross these deadly hexes.

THE OPPONENTS

The Roman legionary was a sturdy professional. His steadiness and silence, except for the signals of clarions, and his lethal precision are well known. The bright display of the legions' massed metal armor has often been described as a chilling sight. The Gallic player will find the smoothly moving and steadfast Roman characteristics reflected in the game and difficult to crack.

The Gauls were an altogether fearsome lot. Many wore long red and blond hair and mustachios in tight braids. Their horrendous battle-cries were literally stunning. The warrior males of a family often linked themselves together with rope so that whether they prevailed or perished it would be together. Some Gauls attacked without garments of any sort but with their hair and beards worked into fantastic shapes with a mixture of grease and pitch. Some of these techniques might even lend an advantage in the game—they would certainly be distracting enough.

CONDITIONS OF VICTORY

The prototype of Alesia failed to solve the problem of how a player could win or lose the game: no territorial objectives were applicable, nor were the losses inflicted on the enemy. Naturally a decisive destruction of Caesar's army was a long term objective of the Gallic leaders, but the real issue at Alesia was the relief of the town and—above all—the rescue of the rebellion's leader, Vercingetorix. This man was the sole backbone of the rebellion, and for the war to have stood any chance of success he simply had to survive. He and his core of veterans came close to escaping, but failed in the end. With the capture of Vercingetorix the entire rebellion collapsed. The conditions of victory which were happily stumbled upon are very simple, effective, and historically accurate.

HAND-TO-HAND COMBAT TABLE

The AR1 in the 3-1 column reflects the fact that all too often in the ancient world odds which would normally be considered excellent led to surprising repulses.

The crucial rule that Gallic units surrounded and attacked at odds of 2-1 or more are automatically eliminated is based on constantly recurring instances of barbarian panic. Being utterly undrilled and often poorly-led, Gallic units in all of Caesar's battles (barring one) collapsed when faced with simultaneous attack from opposite sides by more powerful troops. Indeed, the third and last great assault by the relieving force—which came unbelievably close to succeeding—suddenly turned into a rout when it was outflanked by Caesar's Germanic cavalry.

TACTICS

Before discussing such matters it will be important to consider (briefly) those aspects of *CAESAR* which favor the Romans and those which favor the Gauls. This will give the novice in particular a concise view of each side's strengths and weaknesses.

ELEMENTS FAVORING THE ROMANS

1. *Time.* From the beginning of the game time is on Caesar's side: the town must be relieved by the Gauls, and Vercingetorix must be freed: thus the Roman player in a very real sense does not have to win the game—all he has to do is prevent the Gallic player from doing so.

2. *Speed of Pieces.* Not only are the Roman pieces faster than comparable Gallic ones, but also the road system attached to the perimeter ramparts gives Caesar's units a great advantage in mobility over the enemy.

3. *Fortifications.* These are the real basis of the Roman defense and are unquestionably the greatest asset for the Roman player.

4. *Missile-Firing Pieces.* Like fortifications, these are very painful for the Gallic player.

5. *Three-High Stacking.* This, coupled with the doubling effect of fortifications, makes it very hard for the Gallic player to achieve high odds on most occasions.

6. *Automatic Elimination in 2-1 Surrounding.* With the exception of the devastating effect of the Outer Works, this rule accounts for the greatest number of Gallic losses, and it additionally often permits the Roman player to extricate himself from very difficult tactical situations.

ELEMENTS FAVORING THE GAULS

1. *First Movement.* From the start the Gallic player has the intiative in the game, and he cannot easily lose it.

2. *Average Piece Strengths.* The Gallic infantry pieces average about 6 factors, while the Roman average is less than 5.

3. *Total Strength and Number of Units.* The Gallic player enjoys a total combat strength which is about twice that of his opponent, and he has many more units.

4. *The Tactical Configuration.* The tactical "dough-nut" which this siege and series of battles represents is, for the defender (Caesar), the worst possible position in which to fight. The Gauls enjoy the basic principle of an expanding inner ring aided by a contracting outer ring—with the Romans caught in the middle.

5. *Hidden Off-Board Movement.* This is the Gallic player's salvation—forcing the Roman to defend everywhere while the Gauls concentrate wherever they wish in relative secrecy.

6. *Knowledge of Roman Deployment.* From the start the Gallic player can search the Roman deploy-ment for the basic weaknesses which inevitably exist.

7. *The Town of Alesia.* This is an impregnable haven for the interior force and, especially, for the Vercingetorix piece: the key to victory is not exposed to any danger until the Gallic player decides to make his great move for victory.

ROMAN

The biggest single decision (or group of decisions) facing the Roman player is that of initial deployment. It had been suggested on more than one occasion that if one places all of the forts in a tight ring around the town it will effectively prevent the Vercingetorix piece from ever breaking out. In the designer's considerable experience this is not so, for a very simple reason. The Roman player inflicts the greatest losses on the Gallic player when masses of Gauls assault the outer perimeter (just as in *D-Day* the Germans wreak the most havoc in the first two or three turns of the first invasion). Sacrificing one's forts for a second inner perimeter greatly reduces the defensive strength of the crucial outer line which must bear the greatest weight of the Gallic assaults. Additionally, the forts are extremely valuable bridges over the many rivers which breach the perimeters at many points. Yet, because Caesar decided not to approach so close to Alesia the matter is academic as placement within 7 hexes of the town is forbidden.

Placing the twenty-three forts requires great consideration, since they are immobile throughout the game. As a rule they should be placed on river hexes which break perimeter ramparts, not only because they act as very important bridges (crucial for quick response to trouble spots), but also because these localities are often intrinsically weak. Beyond this, forts should occupy rampart hexes which jut forward and can be attacked from three hexes. Mount Rea (in the NW corner of the map) deserves one or two forts.

Deployment of combat units on the outer perimeter is very difficult and tricky, because there is so much area to cover. Remember that Gallic cavalry cannot cross the Outer Works, and some rampart hexes are beyond the reach of Gallic infantry in their first turn on the board.

A general rule to bear in mind in the initial deployment is that the outer perimeter must always take precedence over the inner one: the relieving force is the real enemy, not the much smaller Alesia force.

When only one person is playing the Gauls, he will normally commit ten pieces of the relieving force for a token assault in the first turn, so as to free the Alesia force for action as soon as possible. Therefore, make the perimeter facing off-board zone 1 as strong as possible (including archers/slingers) so that this preliminary attack is brutally parried.

Because the relieving force can only assault a gradually increasing number of sectors as the opening turns of the game are ticked off, some initial deployment mistakes (for example, opposite zone IV) can be corrected in good time.

The temptation to advance beyond the outer perimeter to attack apparently vulnerable Gallic "stragglers" should be strongly resisted. Roman pieces can ill afford to take chances like this. Upon occasion, however, a very effective counter-attack beyond the outer perimeter can be delivered, involving a number of automatic 2-1's. This is especially true if the Roman player utilizes his advance after combat to retreat back inside the outer perimeter after having done his damage.

At all times one must keep track of the Vercingetorix piece. To prevent Gallic players from sneaking the Vercingetorix piece off the board underneath the infantry units, the stacking rules have been modified so that crucial units such as leaders must always be placed on top of stacks. Unless there is good reason to believe that it is only a ploy, move *all available units* to the appropriate area when the Vercingetorix piece leaves the town.

GALLIC OPTIONS

Land ten (weak) units from the relieving force onto the Outer Works no later than turn 2 if you are the only Gallic player: the Alesia force must be available as soon as possible.

Split the relieving force into two roughly equal parts in turn 1 and send one into off-board zone II and one into zone X. Leave a cavalry piece in off-board zone I to keep the Romans guessing.

Generally speaking, at least one hefty feint assault should be launched before (or in conjunction with) the serious assault. This will draw Roman units away from the real action, if it is done correctly. Sometimes a feint will actually do better than the real assault: adjust your off-board troops and Alesia force accordingly.

Avoid taking unnecessary risks with the Vercingetorix piece. It is fun to shake up your Roman opponent by moving it in and out of the town, but it is not usually very profitable.

When you attack forts, do not do it half-heartedly: it will be costly and difficult, but often it is necessary.

You should try to win the game in the first assault period. Some have suggested that the Gallic player(s) might spend the first assault period inflicting the greatest possible losses on the Romans in forts and combat units. But this is risky, and in any case the Gauls almost inevitably lose proportionately more pieces and factors than the Romans in heavy fighting.

Protect the flanks of assaults carefully: the 2-1 surrounded rule is painful enough—don't make costly gifts to Caesar.

Unless time is desperately short, the Vercingetorix piece should not attempt to move from the town to the edge of the map until a reasonably secure corridor running the entire distance has been established. Bear in mind how many turns Vercingetorix will need to move off the map in the chosen sector.

Until your strategy has become in due course obvious, keep the Romans guessing at all times: probe, feint, upset the defender's balance throughout the game.

Finally, don't be afraid to lose pieces. In many wargames the loss of half a dozen pieces can spell defeat. This is not true here. The Gauls have an abundance of "catapult fodder"; and Gallic players have lost 300 or more factors in the first four or five turns and have still won decisively. Brutal (not to say reckless) aggression must be the order of the day.
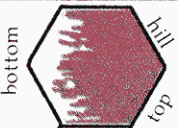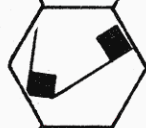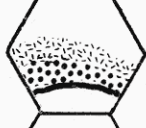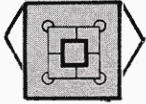
Vercingetorix deditur, arma proiciuntur.
His litteris cognitis Romae dierum viginti supplicatio redditur.
Vercingetorix was handed over and weapons were cast down.
When the campaign's dispatches were posted in Rome a twenty-day public thanksgiving was decreed.

—Caesar, *Bellum Gallicum,* VII, 89-90.

TERRAIN EFFECTS CHART

TERRAIN		EFFECT ON MOVEMENT	EFFECT ON COMBAT
Slope		No effect	Defender is doubled if on top of hill and attacked only from slope hexes
*Rivers		Units may not cross rivers (except at bridges) unless they began the turn on a hex of that river, but they may move along rivers and cross the next turn if they end their movement on a river hex.	Defender is doubled if all attackers are on river squares. Defender is not doubled if on a river square of the same river as the attacker. See Appendix E.
*Isolated Trench		Units may not cross the Isolated Trench unless they start their turn on a hex of the trench. Movement along the trench is allowed.	Defender is doubled if all attackers are on hexes of the Isolated Trench and the defender is not.
Camp Rampart		Units may enter at ½ MF *if* entered from a rampart hex*side*. See 7. Movement Bonuses.	Defender is doubled if on the camp rampart and all attackers are on non-rampart, perimeter rampart, or unconnected camp rampart hexes.
Perimeter Rampart		Units may enter at ½ MF *if* entered from a rampart hex*side*. See 7. Movement Bonuses.	Defender is doubled if on the perimeter rampart and all attackers are on non-rampart hexes or rampart hexes not directly connected to the defending hex.
Outer Works		Cavalry prohibited	Gallic units on Outer Works in Roman ZOC are subject to special attack on the Outer Works Table. See 23. Outer Works.
Town		Roman units prohibited. Gallic movement is unlimited within town. See 9. Movement Within Alesia.	Roman units may not attack.
Fort		Units may cross at ½ MF if entered through a rampart hexside. Forts serve as bridges and automatically connect to any ramparts or forts in adjacent hexes. Otherwise a unit expends 1 MF to enter a fort hex.	Defender is doubled on defense. If occupied, a fort may attack using the Missile Engine Table.

*Restrictive Terrain—may be moved into but not through.

HAND-TO-HAND COMBAT TABLE

DIE	1–4	1–3	1–2	1–1	2–1	3–1	4–1	5–1
1	AR1	Melee	Battle Rages	Battle Rages	Battle Rages	DR3 AA1	DE AA3	DE AA4
2	AR2	AR1	Melee	DR1	DR1	DR2 AA1	DR4 AA2	DR4 AA3
3	AR3 DA1	AR2	AR1	Melee	Melee	Battle Rages	DR3 AA1	DR3 AA2
4	AR4 DA2	AR3 DA1	AR2	AR1	Melee	DR1	DR1	DR2 AA1
5	AE DA3	AR4 DA2	AR3 DA1	AR2	AR1	Melee	DR1	DR1
6	AE DA3	AE DA3	AR4 DA2	AR3 DA1	AR2	AR1	Melee	Melee

ARCHER/SLINGER TABLE

DIE	SECONDARY	PRIMARY
1	–	–
2	–	–
3	–	–
4	–	D
5	D	E
6	E	E

MISSILE ENGINE TABLE

DIE	TERTIARY	SECONDARY	PRIMARY
1	–	–	–
2	–	–	–
3	–	–	D
4	–	D	E
5	D	E	D*
6	E	E	E*

– No Effect
D - Disrupt 1 unit
E - Eliminates 1 unit
* - Effects all occupants of hex

OUTER WORKS TABLE

DIE	RESULT
1-5	No Effect
6	Unit Eliminated

Reconnaissance Chart*

Screen Attack	Accuracy of Report
—	100%
1-4, 1-3, 1-2	90%
1-1	75%
2-1, 3-1	50%
4-1	33%
5-1	25%

*Optional Rule Only