

CAESAR 54 BC



INTRODUCTION

Caesar 54BC, the fourth Campaign of Caesar in Gaul covers in fact the major invasion of the southern part of Britania (present-day England) by Julius Caesar. The Roman objective is to capture as many hostages as possible from the hostile local tribes. The Briton player must use all means at his disposal to prevent the success of the raid, to discourage further Roman invasions.

Caesar 54BC lasts 14 turns, each of 2 weeks, between April and November 54 BC. The Romans, led by Caesar, are launching a campaign over the southern part of the island of Britania.

- The Roman player must capture as fast as possible the stringholds of the opposing Briton tribes and take hostages from them, with the help of his famous general, his legions and his fleet.
- His Briton opponent must prevent this, using his war chariots, coastal tribes and opportunities created by storms and bad weather hampering Roman supply.

The game event cards allow full replay ability thanks to the numerous various situations that their create on the diplomatic, military, political or economical fields

GAME DURATION

Average duration: 1h30

Favored side: none

Hardest side to play: none

Caesar 54BC lasts 14 turns, each of 2 weeks, between April and November 54 BC.

The **Roman player** always moves first, followed by the **Briton player**.



FORCES

The **Roman player** controls the **Roman (red)**, and possible (via Card) the **Trinovantes (yellow)** units.

The **Briton player** controls the units of the various Briton tribes (Atrebates, Regnii, Catuvellaunii, Cantii, Begae, Incenii, Dobunii, all in variant of **tan**), as well as the **Trinovantes (yellow)** and the **Menapii (light green)**.

MAPBOARD

The map represents southeastern Britain and the north corner of Gaul.

It's separated into the following areas:

Roman Gaul (in current France), Cantii (south-east), Regni (south), Belgae (southwest), Atrebates (west), Dobuni (northwest), Catuvellauni (center), Trinovantes (west), Iceni (northwest).



VICTORY

IMMEDIATE VICTORY

- 1) When the **Roman player** has taken 4 hostages in the region of Portus Iltius (not the city). Note that the potential hostage from the Trinovantes tribe is removed from the game when the tribe allies to Rome). Or,
- 2) When the **Briton player** has eliminated the **Julius Caesar Roman leader**, or
- 3) When the **Briton player** has captured the **Roman campus** or the city of Portus Iltius (in Gaul), or
- 4) When any player has reached or exceeded 30 Victory Points (VP) at the end of any game turn.

If there are less than 2 hostages in Gaul at the end of the game, the **Briton player** wins by default, whatever the VP score.

BONUS VP

The **Briton player** earns 1 VP for each Noble still in Britannia at the end of the game.

SPECIAL RULES

ECONOMIC PHASE

Every even turn (turns 2, 4, 6...), players receive income which is mainly use to maintain units, as well as purchase new ones or buy extra cards.

Purchase costs of units and cards:

- Impedimenta / Forts / Celtic Archers: \$1
- Roman Legion: \$4
- Cavalry / Genius / Warships with a strenght of 2+ /extra card: \$3
- All other units: \$2

ROMAN CAMPUS

The **Roman player** may build the campus on a coastal region thanks to the play of a card received on Turn 1. When built, it becomes a fortress structure with a port. It is key to Roman supply in Britain.

SUPPLY SOURCES

Roma : Portus Itius.

Britons : all regions with a controled fortress, plus regions of Antona and Venta Icenorum.

Menapii : region Menapii.

HOSTAGES

When the **Roman player** takes an enemy fortress, the local Nobles unit located there (those **Briton** units are immobile) is captured and transformed into a Hostage unit, that must be taken back to Portus Iltius (to gain VP Bonus).



Note: there are no hostages for the Icenii and Dobunii tribes which are permanently at war with the invaders.