

CAESAR 56 BC



INTRODUCTION

Caesar 56BC, the third Campaign of Caesar in Gaul in Armorica. Roman objective is to crush the Venetii fleet and capture their fortresses. The Gallic player, with his mighty fleet, must repulse the enemy and prevent the capture of his harbors.

Caesar 56BC lasts 14 turns, each of 2 weeks, between April and November 56 BC. The Romans are facing the Venetii, a tribe from Armorica in Western Gaul.

- The Roman player must crush the opposing land forces while at the same time building a fleet strong enough to overcome the powerful Venetii fleet and seize their fortified harbors
- His opponent must prevent this, using various potential diversions and, possibly, a potential recall of Caesar to Rome

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

GAME DURATION

Average duration: 1h30

Favored side: none

Hardest side to play: **Venetii**

Caesar 56BC lasts 14 turns, each of 2 weeks, between April and November 56 BC. The **Roman player** always moves first, followed by the **Venetii player**.



FORCES

The **Roman player** controls the **Roman (red)**, Pictones and Santones (grey pink) units.

The **Venetii player** controls the **Venetii (water blue)** and affiliated units, as well as the **Sotiates (purple)** tribe from Aquitania and other **Armoricans (blue)** tribes.

MAPBOARD

The map represents Western Gaul. Its separated into 3 theaters: Armorica in the West, Aquitania in the south (below Loire river) and Celtic Gaul in the East.

Only the **Roman player** may enter the Cisalpina offmap box.

The **Sotiates** offmap box is forbidden to all sides as long as the 'Troubles in Aquitania' card has not been played.

The **Venetii** and **Armoricans** cannot go south of the Loire as long as the **Sotiates** are inactive, or the **Pictones** and **Santones** have not allied with the **Romans** (via card play)

The island of Britannia is off limits to both sides in this scenario.



VICTORY

IMMEDIATE VICTORY

- 1) When the **Roman player** has conquered all active Celtic fortresses.
- 2) When the **Venetii player** has eliminated the **Julius Caesar Roman leader**, or
- 3) When any player has reached or exceeded 30 Victory Points (VP) at the end of any game turn.

Else the **Venetii player** wins by default (even if he has less VPs than his opponent).

BONUS VP

+2 VP for the **Venetii** when they control for the first time the following regions: Andecavi / Pictones.

+2 VP for the **Romans** when they control for the first time the following regions: Darioritum / Cosedia / Vorgium/ Vidana Portus

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

SUPPLY PHASE

This phase is absent from the scenario and supply effects are not applied.

ROMAN CAMPS

In order to simulate the practice to build camps on the march, units of the **Roman player** may entrench.

NAVAL INCOME ZONES

Those sea zones with a numerical value do not bring any income to the Celtic player if occupied by enemy naval units (but the enemy does not receive it either). At the end of the game (after turn 8), if the card 'Venetii Hegemony' has been played, the **Venetii player** receives 1 VP per such zone not occupied by enemy naval units.

VENETII NAVAL EXPERTISE

The **Venetii player** receives a +1 permanent bonus when determining the maneuver advantage in naval battles (which allows to shoot first), in order to represent their mastery of navigation and connaissance of the treacherous seas in the vicinity of Armorica.

STORMS AT SEA

They are created by mandatory card play and affect both sides equally (naval units are idle at sea for one turn and will take random losses). When drawn, the drawing side receives an extra card.

PICTONES AND SANTONES

Those two peoples are allied to the **Romans** and may join the war at their side via the play of event cards, essentially bringing their warships to their side. Their territories, situated south of the Loire river, are forbidden to both sides until they join the conflict.

THE SOTIATES IN AQUITANI

Their offmap box (representing territory in Aquitania) is forbidden to both sides. This people may join the war against Rome via card play ('Troubles in Aquitania'). When the card is played, the **Venetii** and **Roman** units may move south of the Loire, and the latter may play the 'Gallic Mercenaries' card which he owns from the start of the game and which brings in a free Gallic cavalry unit with leader P.Crassus (except if the leader is dead).

VENETII IMPEDIMENTA

The **Venetii player** will gain +2 VP at the end of the game if those units are still in play, representing their accumulated wealth. When eliminated in combat, Rome receives an extra \$1 in its treasury.