

CAESAR 57 BC



INTRODUCTION

Caesar 57 BC, the Second Campaign of Caesar in Gaul against the valiant Belgae. The Romans must crush all the hostile tribes before end of the game, or lose it. The Belgian player must prevent the Roman goals using all its forces and opportunities.

Caesar 57 BC lasts 14 turns, each of 2 weeks, between March and October 57 BC. One of the two players controls the mighty legions of Julius Caesar attacking the Belgian tribes in northern Gaul. His opponent controls the 'bravest' tribes - according to Caesar himself - who are putting up a fight.

- The **Roman** side is homogeneous and with an exceptional leader.
- The **Belgian** tribes are more numerous but harder to make collaborate with each other because of their internal dissensions which fluctuate with victories and defeats.

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

DURATION

Average Duration: 1h30

Favored Side: **Roman**

Most Difficult Side to Play: **Belgian**

Caesar 57 BC lasts 14 turns, each of 2 weeks, between March and October 57 BC. The **Roman player** always moves first, followed by the **Belgian player**.



FORCES

The **Roman player** controls the **Roman (red)**, **Aeduan (magenta)** and **Remii (tan)** units.

The **Belgian player** controls the **Belgian (green)**, **Germano-Celtic (pale green)** and **Armorican tribal (water blue)** units.

MAPBOARD

The map cover Gallia Belgica (Belgian Gaul).
Terrain effects are described in the game.

The board is divided into 2 theaters: the southern one, Gaul under Roman influence, and the northern one, Belgian Tribes territory.

The 'Unelli' offmap box cannot be entered by the **Belgian (green)** and **Germano-Celtic** units.
The **Roman player** is the only one allowed to enter the off-map region of Bibracte.

the **Armorican tribal** units can move out of the Unelli box and into the regions of Lexovii and Parisii (located northwest of the Seine river).

The Island of Britain cannot be entered by anyone in this scenario.



VICTORY

IMMEDIATE VICTORY

- 1) if the **Roman player** has eliminated all the units, or
- 2) if the **Belgian player** has eliminated **Roman leader Julius Caesar**, or
- 4) Any player that reaches or exceeds 20 VP at the end of a complete turn.

If not, the player with the most VP at the end of the game wins this campaign.

BONUS VP

+3 VP each for the **Belgians** if they control the following regions: Bibrax / Durocortorum.

+2 VP each for the **Romans** if they control the following regions: Noviodunum / Bratuspantium / Bagacum / Atuatuci / Cosedia.

At the end of the game, the **Belgian player** earns 3 VP for the control of the following **cities**: Noviodunum / Bratuspantium / Bagacum / Atuatuci / Cosedia.

SPECIAL RULES

ECONOMIC PHASE

Every even turn (turns 2, 4, 6...), players receive income to purchase new units, as follows:

Cost of units and cards:

- Impedimenta : \$1
- Roman Legion / Ambactii : \$4
- Cavalry / Genius / Extra Card: \$3
- All other units: \$2

SUPPLY PHASE

There is no supply phase or considerations in this campaign.

ROMAN CAMPS

In order to simulate the Roman habit of building an entrenched camp every night while on campaign, the Roman units are allowed to entrench in this scenario.

BELGIAN TRIBES SURRENDER

Through the play of some event cards, Belgian tribes may be removed completely from the game, as follows:

- 'Atuatucii Surrender' when the Roman player controls the city of Atatuca.
- 'Nervian Surrender' when the Roman player controls the city of Bagacum
- 'Suessiones Surrender' when the Roman player controls the city of Noviodunum
- 'Clemency of Caesarr' towards the Atrebates tribe, when the Roman player controls the two regions of Nemetacum and Atrebates.
- 'Old Alliances' (this is a Belgian event card) when the Roman player controls the city of Bratuspantium. Beware, this card will also remove the Aeduan units from Roman control.

CATO OPPOSES NEW LEVIES

Cato the Younger was a political opponent of Caesar in the Roman Senate, anxious of Caesar increase in power.

Upon game start, the Roman player may raise 2 extra legions (via a card), led by Publius Crassus.

However, the Belgian card 'Cato Opposes Caesar', when played after the use of this card, inflicts a loss of 3 VP to the Roman player.