

# CAESAR 58 BC



## INTRODUCTION

Caesar 58BC, the First Campaign of Caesar in Gaul. The Romans must crush decisively the Helvetians tribes before they captured Bibracte, and mostly before the Germans from chief Ariovistus invade Gaul. The Helvetians must survive, and the Germans capture the capital of the Sequanes Gauls, Vesontio.

Caesar 58BC lasts 12 turns, each of 2 weeks, between March and September 58 BC. One of the two players controls the mighty **Roman** legions of Julius Caesar and his Gallic allies, Aeduans and Sequanes.

- The **Roman player** is in a race against time to catch the Helvetian hordes which are migrating westward and to kill them before the threatening Germans move into Gaul.
- His opponent controls the **Helvetians** trying to reach the western edge of the map and the Sueve king Ariovistus and his **Germanic** hordes arriving from the east during the game.

Event cards will allow the various games to unfold differently, as they represent the various diplomatic, military, political or economic changes that can occur during the course of time.

## GAME DURATION

Average Playing Time: 1h30

Favored Side: **Roman**

Most difficult side to play: **Helvetian**

Caesar 58BC lasts 12 turns, each of 2 weeks, between March and September 58 BC. The **Helvetian player** always plays first, followed by the **Roman player**.



## FORCES

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

The **Helvetian player** controls the **Helvetian units (pink)**, the minor **Alpine (yellow)** tribal units and the Germanic units (grey).

## MAPBOARD

The map shows the southeastern part of Celtic Gaul and the Alps, as well as the Rhône and Saône rivers.

There are five sectors in the map:

Roman (Cisalpine and Transalpine Gaul in the south),  
Helvetia (East), Aeduii (West), Sequanii (Center North) and Germania (in the Northeast).



Only the **Germanic** units may enter the Latobrigi (Germania) region. The **Sequanes** and the  **Germans** cannot enter the **Aeduan** sector.

Vice versa, the **Aeduan** and the **Helvetian** cannot enter the **Sequanes** sector. The **Alpine** tribes may not leave the Alps mountains (Roman sector)

No unit other than the **Roman** may enter the offmap region of Aquilea (bottom right).

Finally, Lacus Lemanus is impassable.



## VICTORY

### IMMEDIATE VICTORY IF

- 1) The **Roman player** has eliminated all Barbarian units in the Aeduan, Sequanes and Roman sectors,
- 2) The **Helvetian player** if Germanic units occupy the city of Vesontio at the end of a turn,
- 3) The **Helvetian player** if the **Roman leader Caesar** has been eliminated,
- 4) A player reaches or exceeds 20 victory points.

Otherwise the player with most VP at the end of the last turn wins the game.

### VP BONUS

+2 VP **Helvetian** for control of the following region: Genova / Vienna.

+1 VP **Helvetian** for each leader and combat unit removed from play with the Ad Oceanus card (see special)

+2 VP **Helvetian** for each horde unit removed from play with the Ad Oceanus card (see special)

# SPECIAL RULES

## ECONOMIC PHASE

Every even turn (turns 2, 4, 6...), players receive income with which they can buy new units (if any) or cards.

Cost for units and cards:

- Impedimenta : \$1
- Roman Legion / Ambactii: \$4.
- Cavalry / Genius / extra card: \$3
- Other units: \$2

## HELVETIAN AND GERMANIC HORDES

Both **Helvetian** hordes are logistical units (destroyed if alone) that have the unique capacity of generating each turn, during the maintenance phase, a new **Helvetian** unit, taken at random among those previously destroyed.

The **Germanic** horde unit (there is only one) works along the same lines.

Those units, when eliminated, bring VP and money to the **Roman player**.



## SUPPLY PHASE

The supply phase is absent as no supply rules are applied in this scenario.

## THE GERMANS

It is only **after** the **Helvetian player** has played his two cards named 'Germanic Invasion' that he can play a third card, labelled 'Ariovistus' that will bring into play a large group of units and the corresponding good leader and accompanying horde.

When the Germans enter play, their army is really **large** : 13 infantry units and 5 cavalry units, a horde, and a very powerful leader.

The Romans will need at least 3 cavalries to avoid being crushed by that of the enemy, and all the combat cards they can muster.



## AD OCEANUS

This **Helvetian** card can be played during the card phase, once drawn, in either one (or both) of the regions of Bibracte and Vidolauca (northwest part of the map). At the beginning of the player turn, each leader and combat unit there will earn 1 VP to the player (2 VPs for hordes), representing that the tribe proceeds with its plan and moves westward, to the ocean.