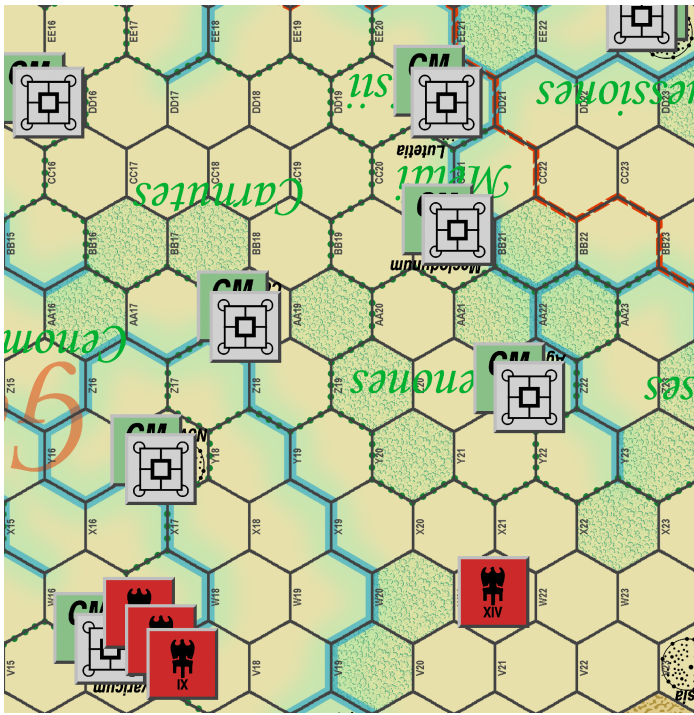


The 3 Legion Attack

by Craig A. Johnson

A subjugation strategy for Caesar in Gaul. North and west of the Adeui territory, Gaul has many small tribes packed in close together. Three Legions, with leaders, and reinforced with levies and allies, can easily subjugate several hostile tribes in succession – leaving Caesar himself to take on more difficult pockets of resistance.



Begin by moving all three legions to a single fortified enemy position. The next turn build a siege tower with one Legion, an Artillery with another, and send the third off to the next enemy fortification. Assault the fortification with the two legions and destroy it. The Legion you sent off last turn should be able to construct a siege tower before another Legion can arrive to assist it. It should have 1-3 or 1-2 odds on the position. One of the legions from the victorious assault joins them to assault this next fortification, while the third legion moves on to the next enemy stronghold. The Artillery can force march with either of the two legions to the next assault, or abandoned if it can't make it there.

Lets consider some of the numbers involved with these attacks. The single Legion building the siege

tower is the most vulnerable. Lets assume that it has two 10-4 allies and a 9-4 cavalry, and some reserves. The Gauls, at their worst, could attack out of the fortification with three 12-3 heavy infantry, a 5-9 cavalry, and a leader. This will most likely be a 1-2 attack at best. The die roll modifiers, and the number of Gauls determine how pivotal this sort of battle can be. I would not attempt such an attack without a leader to rally routed units. The Gaul player would be counting on as many exchanges as possible to wear down the Roman allies and auxiliaries. There is always the dreaded NE result that stops this lengthy attrition in its tracks. Cracking the legion is the goal, and can cost the units from many tribes and still fail. As for the Roman assaults, they could have two Legions, a 10-4 ally, a 9-4 Cavalry, two leaders, and a bunch of reserves. The total should be about 111. The Gauls will have at worst three 12-3 heavy infantry manning the walls and a leader – that's 37 times two. That's 3-2, and the die roll modifiers will make the difference - +1 for a Legion in clear terrain, +1 for a leader, +1 for Artillery. With a +2 on the die roll your most common combat result will be DR, removing the larger units from the walls. Without a leader to rally them, they are as good as destroyed. The assault may take several turns though, especially when the Gaul player has a leader in the fortification. On the bright side, he will be killed or captured when the assault succeeds.

Fortifications in forests should be taken last, since each subjugation removes forces from the Gallic forces on the map as well as those units destroyed. Sometimes these Forest strongholds will be empty when you arrive at them.

This stratagem allows 3 legions to sweep an area and potentially subjugate a tribe each turn. The greatest limitations are the distance between the Gallic fortifications, and the levies/allies available to absorb losses. A fourth legion makes this method even more effective, if you can spare it.

This example may be a bit optimistic. Surely if there were 8 tribes in revolt, the farthest tribes would come out of their fortifications and cause a real mess for the Roman player. This strategy will work for half this number of revolting tribes, and even in this case you should be able to take out a couple of them before the main force can attack you.



Selecting Roman Allies

by Craig A. Johnson

Some strategic thoughts on Roman allies for Caesar in Gaul. Picking your Gaul allies in the campaign game requires a lot of thought, but sometimes its obvious. The first ally, begins the game activated, and Caesar never has to activate them in subsequent years. This is your most important ally. Historically it was the Aedui. They are an excellent choice regardless. They have several fortified villages that Legions can recruit from. They have the largest territory, they are directly adjacent to the Roman province Narbonensis, and they have the grain resource. Clearly a no-brainer. But if you didn't choose them, who would you pick? The Roman player gets to pick first, before the Gaul player determines morale for all the tribes. Selecting a tribe with naval resources is tempting, and guarantees you a fleet later, but it will likely not be needed in the first two seasons. Selecting tribes with the horse resource is also an option, or even taking one with the iron resource – just to deny the Gaul player from having them, is an option.

The Roman player should never take an ally without a resource, unless its location on the map has some dire strategic importance. You should select tribes with leaders, so that you can deny these leaders to the Gaul player. The Gaul player, on the other hand will likely assign tribes with leaders a high morale, and it will be some time before you can badger them down to a 5 to make the selection list.

In subsequent years, there are other provinces to consider allies from, Britannia, and Belgica are definite, Aquitania maybe. Sometimes enslaving the right tribe at the end of the season, and picking the right ally, can bring stability to a region. Enslaving tribes makes neutral territory for your legions to winter in, selecting tribes to enslave that have villages in them allows you to raze villages each season for supply and coin without detriment to morale.

You are going to have 8 allies by the end of the game, one should come from Britannica, another from Belgica, and possibly one from Aquitania and Germanica. That leaves 4-6 from Gaul. You will need at least one from Gaul that has naval resources, and two with grain. You might want the rest to have the horse resource. Location is also very important, it is nice to have allies whose territories are all adjacent to

each other. This can serve to drive a wedge through the center of Gaul, and give you staging areas from which you can launch campaigns from and fall back to for support.

Gaul - There are 39 tribes to choose from. If you only choose from a list of tribes with leaders and resources, the selection is shortened dramatically:

Aedui, Arverni, Bituriges, Carnutes,
Lemovici, Mediomatrici, Pictones, Santones,
Sequani, Suessiones, Turones

With both Vienna, and Geneva being vulnerable to attacks, the Segusiavi and Sequani become good candidates, but the Aedui territory is next to both towns also. There is always the lure of selecting the Helvetii as a buffer between the Germanic tribes and Cisalpine Gaul. They could easily free up a Legion or two early in the game. The Pictones and Santones are good choices for naval resources. It is unlikely that you will get more than a couple of these tribes with leaders though, the Gaul player is likely to assign them high morale just because they have leaders. You will have to subjugate the tribes you want as allies over several seasons.

Belgica - These 13 tribes are the strongest in the game, Caesar might consider having two of these tribes as allies – The Atrebates and Morini come to mind, mostly for their strategic, central location. The Atrebates have grain, and the Morini have ships. The Bellovaci are the only tribe with a leader, but they do not have any resources. The Nervii are so difficult to subjugate that you might take them as an ally just so you don't have to fight them all the time. They don't have a leader or resources, so maybe enslavement is their fate instead - probably more practical. Historically the Remi sided with Caesar early in the second season, and remained faithful until the war was over.

Britannica – These 12 tribes offer a lot of variety for an ally selection. By the time you get to choose one from this province, you probably won't need a naval resource anymore, but you should select one on the coast, eliminating 2 tribes from the roster. It is very tempting to take the Atrebates due to their central location, number of fortifications, villages and the sheer number of hexes their tribe controls. Still, the Cantiaci are also a good choice because they have horses and the shortest distance to the continent. The Trinovantes are a similar choice, a bit farther away, but more centrally located among the other tribes of

Britannica. The tribes that are farther west may prove to be too far to sail to when relief is needed, and Caesar will have to be present to activate them. Best to base your choice on ease of activation.

Aquitania – these 6 tribes are weak, and have no resources. Selecting one only makes sense if you want to pacify the area quickly. Preventing the Aquitanian leader from summoning Iberian allies is the key to this selection. Enslavement may work just as well, and the combination of both would make swift work of subjugating the rest. Only three tribes can reach hex H2 in Hispania in a single turn. The Elustates would be the first choice since they control the only hex that a leader can reach Hispania from – and since allies do not have to deploy their entire force within the tribes stronghold, hex I3 can be used to block access. The Tarbelli and Conveni are second choices with the Tarbelli being a little closer to I3. Neither is that good a choice, so if you need an Aquitanian ally, make it the Elustates or don't bother wasting your selection on the other Aquitanians.

Germanica – selecting an ally from these 8 tribes is little use to the Roman player. Historically, Caesar took the Ubii under Rome's protection. It is easier to keep the Gaul and Belgica leaders from recruiting Germans on the Rhine, than to reduce the number of Germanic tribes available. There are occasions where it can't be prevented, and some players will still prefer punitive missions into Germanica. You can't take one as an ally without making a punitive mission in the first place. A Germanic ally with territory west of the Rhine and a village would be preferable – the Nemetes, or the Suebi. The rest wouldn't matter that much. At least the Roman player could recruit from the tribes villages. The Suebi are the better choice, being removed from the activation list, the Gauls would have to draw the Harudes to threaten Cisalpine Gaul with a Germanic invasion. None of the other Germanic tribes start that far south.



Reenacting the Siege of Alesia

by Craig A. Johnson

How the epic battle might play out for Caesar in Gaul. Setting up the siege is pretty simple once you have a grasp on the numbers. For the Romans its pretty straight forward – 10 legions, with 11 leaders plus Caesar, a double cohort of mercenary heavy cavalry, a cohort of slingers and another of archers, a siege tower, and artillery. There would be a double fortification, one that Vercingetorix and his besieged forces are behind, and one that the Roman forces are within. The relieving force of Gauls would be outside of that fortification in clear terrain.

The Gaul forces are a bit more speculative – 80,000 were initially trapped in Alesia. Vercingetorix sent 15,000 cavalry home to recruit a relieving force, which returned a month later 240,000 strong. We can assume that this vast force included at least 2 or 3 leaders, archers, slingers, and maybe some other units from the variant counters of the game. We should assume that all the Gaul counters for the game would be in play, so the first question to answer is the composition of the besieged force. If we say that each counter represents 3,000 Gauls, then Vercingetorix would have 22 counters within Alesia. None of these would be cavalry, or variant units. Probably none of these would be 5-5, or 9-5 units. Lets say 6 12-3's, 9 11-3's, and 6 10-4's. That leaves a relieving force with 14 12-3's, 16 11-3's, 32 10-4's, and 11 5-9 cavalry. There is no point counting the 5-5's and 9-5's for the assault. If we ignore the chariots from the Gaul player's variant counters and give them the rest at double strength, we should be ready to deploy the forces on the combat chart.

Start with the Romans defending, You get eleven leaders, the artillery, Caesar, the fortification and siege tower on the board. Place a single 45-4 legion in one of the combat boxes, and the remaining units in the reserves. No point putting the archers, slingers, or cavalry in the front lines to be taken as losses. The cavalry is certainly more useful counterattacking with Caesar and three Legions. The Roman total comes to $64 \times 2 = 128$ in defense. The Gaul assault force is next. You could have 3 12-3 heavy infantry in the front lines, a 5-9 cavalry, a 5-9 velite cavalry, 4 6-5 archers, 4 5-5 slingers, and 2 leaders. This adds up to 92, making a 2-3 attack. The Gaul player doesn't have

to use all 12-3's in the attack and should hold some back for subsequent attempts. The die roll modifiers are going to be critical in this assault. Since Vercingetorix is in the same hex (besieged) and there is a valid argument that his bonus should apply to the relieving forces attack. It was never addressed in the first edition of the rules.

Lets assume that his bonus applies. Both sides have leaders, both sides have a supreme leader, it looks like the artillery would render a -1 to the Gaul attack at 2-3. Every AL1/DL1 result would break a legion. The Gauls would have to do that 10 times before they would be looking at any better odds. With a 20-4 on the walls, the Romans would have $39 \times 2 = 78$ in defense and the odds might change to 1-1, depending on the remaining forces. Looking at the chart, the Gaul player needs to roll a 9, 10, or 11 for an AL1/DL1 result - that's 25%. If they get lucky and roll a 12 they get a DR result that destroys the Roman siege tower and Vercingetorix can escape with his forces. There is also a 13.88% chance that the dreaded NE result will end the combat. The key to a successful Roman victory is counter attacking out of the fortification with Caesar, three full legions, and the cavalry, archers, and slingers. The Roman counter attack should be about 163 points, with the Gauls having maybe 92 - making it a 3-2 attack at +1 for artillery, +1 for an eagle in clear terrain, plus the maneuver cards. This is risky, but the +2 modifier makes it worth it. If the Romans can inflict routs on the Gaul forces, they can destroy an equal number of unprotected archers and slingers, reducing their odds in the attack to relieve the siege. This scenario is likely to be a blood bath on both sides, but I suspect without some sort of odd luck on either side the Romans will eventually win the day. Without the use of the variant counters, this scenario quickly becomes un-winable for the Gaul player. They are called variant counters, but they are very necessary for the game in situations like those at Alesia.

We are not really sure how many Gaul archers and slingers existed, and using the full amount included with the variant counters might be too many. We have no way to know this. This is just a game after all, and this is just one possible example.

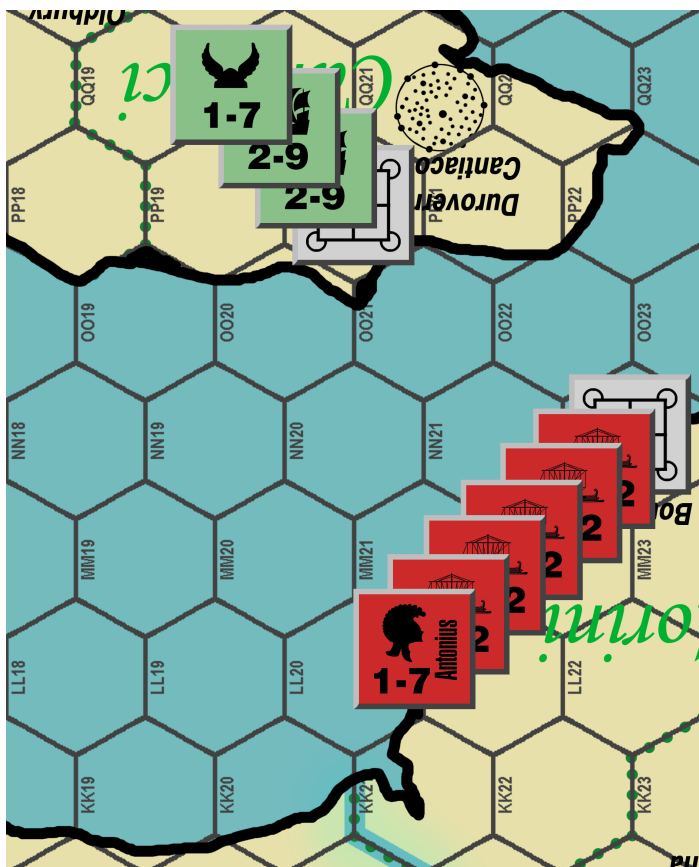


Roman Kamikaze Fleets

by Craig A. Johnson

An interesting tactic to use against combined Gaul fleets in Caesar in Gaul. The Gaul navy is pretty formidable. They start with all their forces in play, while the Roman player has to build their fleet slowly over the summer. There is very little chance for the Roman player to gain naval supremacy in normal or stormy weather, they must wait for calm weather to defeat the Gaul navy.

In this example, the Gaul player is blockading a Roman port in Britannia, and the Roman player has 5 fleets across the channel:



In normal weather this is a 1-1 attack, in calm a 2-1 attack. There is another option though, the Roman player could opt for a 3-2 attack and place single fleet counters on OO21 and PP21. In the Rules for ships, item 20 indicates that Roman ships remaining at sea are not lost until the end of the Gaul player turn. This eliminates any chance for the Gaul fleet to retreat if they are required to do so. Their ships would be eliminated instead.

Another clever possibility is – assuming that an

artillery unit is present in the fortification at PP20. The Roman player simply needs to place a fleet on OO21 and PP21 and move the artillery out side of the fortification. The Gaul fleets are required to retreat, and they cannot – they are destroyed instead. If there are Gaul units maintaining a siege on the fortification then an attack out of the fortification must cause a DR, D1, DL1, D2, ½ DE, OR DE to do this (Page 8 Blockades). Here the Gaul player could subtract his 4 naval factors from the Roman attack rolls. In this case the Roman player might want to send three fleets to the attack the Gaul ships at 3-2 before the ground attack. This gives the Roman player two opportunities to destroy the Gaul fleet – one by land, and one by sea.



PAGING VERGINGETORIX...

*Strategy for the Gaul Player in
Caesar in Gaul's Campaign Game*
by Craig A. Johnson



The key to Gaul victory in the campaign game of Caesar in Gaul is to capture or kill Caesar himself. This is possible, but not likely from your own designs. You may stumble into it from the sheer arrogance of the Roman player, or dumb luck. It is more likely that you will have victory handed to you by the Roman player than by any strategy you can come up with. The campaign in Gaul can either be a cake walk or a struggle for the Romans, the Gaul strategy can influence this. Make the Romans pay for every inch. Take the battle to the Romans if you can.

The historical situation had two major disadvantages that you are not saddled with in the game. You can coordinate multiple offensives against numerous objectives, and synchronize their timing. You can also take the battle to the Roman cities in both of their provinces, something the Gauls never did.

This would have un-nerved the senate and likely forced a different course of events. Pompey and Crassus may very likely have raised their own legions to secure Cisalpine Gaul, and directly competed with Caesar for glory in Gaul.

In any event, never take your eye off Caesar. Spoil his victory by sacking Roman towns, costing him popularity, votes, and coin. Caesar is definitely a long shot, so keep an eye out for legions that can be wiped out easily – lone legions with little or no supporting units are very vulnerable. Catch one in the forest, with a leader and some cavalry and you have an excellent chance to capture the eagle. Cut off any retreat routes before your attack, and any routed units are eliminated automatically. Capturing Roman leaders is a good way to hurt Caesar's purse. The Roman player is dependent on die rolls for leader changes once each year. A shortage of leaders for the Romans can make things difficult.

Over run attacks are very useful for eliminating support units and enemy scouts. Every turn the Romans spend recruiting them is a turn those legions are not laying siege to an Opidium. You don't have to wait for the combat phase to eliminate recon forces parked out side your fortified villages. Send units with enough movement factors out one hex and back. This is easier than 3-1

attacks with die roll modifiers in favor of light infantry units. For enemy cavalry, eliminate retreat routes and then either over run them or force an attack with infantry.

The goal is to keep activated tribes from getting squashed by the Roman player before the end of the season. In the winter phase, tribes not subjugated that were in revolt get +1 to their morale and you get 1d6 to add to any tribes you want each winter too (one point per tribe). Once you get a Gaul tribe to a morale of 12, Vercingetorix will appear and you get a lot of extras to use against the Roman player: You can more easily incite tribes with morale lower than 9 into revolt. You can turn allied tribes away from the Roman player, denying him units he uses for combat attrition. You can fortify after your move, and you get a +2 on the battlefield. Even Caesar will have trouble attacking you in the forest with three legions when Vercingetorix is in the battle. You can also recruit Mercenaries, and that is the key to eliminating more than one legion at a time. But don't get too bold, you may be king of the forest with all this, but attacking legions in the open can still spell disaster. As long as you don't send Vercingetorix head to head with Caesar, you should be able to defeat most anything you come up against. Make sure you have enough mercenaries and cavalry though.

So, how do we get Mr. V into the game without having to wait for season 7? By then Caesar will be stomping about with all 12 legions, making a Gaul victory bleak at best. You have to raise the morale of at least one Gaul tribe to 12. The morale for the tribes is set at the start of the game: you get to decide – 8 tribes get a morale of 5, 6, 7, and 8 with 6 getting a 9 and being the active tribes. The Romans get to select their active ally – the *Aedui* of course. So how do you correctly select the morale for these 39 Gaul tribes in such a way as to hasten the arrival of Vercingetorix?

First we need to look at the morale adjustments that come up each winter. After our initial morale selections, we are at the mercy of events and have little control over morale anymore. If our rebellious tribes can remain un-subjugated we get a +1, we can also get a +1 from the die roll we are allowed to distribute. We may get a +1 for Legions being wintered in the province. As the Roman player I'd be sure to winter some close to any tribes that weren't subjugated in preparation for the next season. We might suffer a -1 if the Germans show up and the Romans kick them out of Gaul. There is nothing to really keep them from supplanting Belgian tribes though. Rome will likely not invade Belgica in the first season. So if Germans do show up we either need to keep them out of

Gaul entirely (not likely) or keep some alive to the last turn of the season, supplanting what ever tribe they end up in. I guess you could run a few German units out of Belgica on the last turn into Gaul to accomplish that. A bit underhanded, but it is the price Rome pays for letting them get away in the first place. He is likely to send in all his allied tribal forces to clean them out. Stay in the forests.

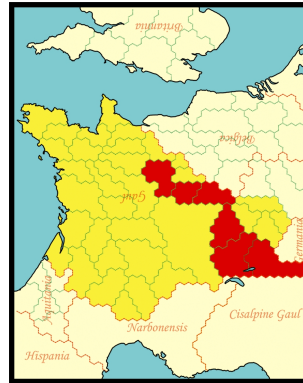
If we can get a couple tribes in revolt to remain free of the Roman yoke for the season, we might get their morale boosted by 2 or 3 points. That might let Mr V into the fight in the second season. The conquest of Belgica and Britannia will be very distant thoughts if that occurs. It seems to be the best shot though. Rome will surely enslave the tribe closest to a 12 morale to prevent his appearance in the second season. This would put off his appearance for at least two seasons.

The best bet is with the first season. The Romans are at their weakest, and have one hand tied behind their backs with three legions garrisoned in Cisalpine Gaul until more than three tribes are in open revolt. So the timing of the six tribes being activated is also important here. Three tribes should be activated on the last turn of May to delay the entry of the three legions from Cisalpine Gaul for as long as possible. Those legions will likely spend 3 turns recruiting and then begin their march into Gaul, which will take a couple more turns before they will be of any use. You need to time the activation of the first three tribes so that you can maximize the number of leaders you get. Any tribes you select that have named leaders of the first three, should be activated on the second turn (or later) so that tribes with no leaders will get an unnamed leader provided to one of them when they start.

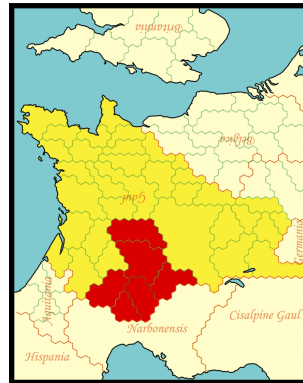
If you are able to roll the Germanic Invasion for the first season, I would delay it until the last possible turn – the last turn of July. This will force the Romans to shift their attention away from your last three rebelling tribes. In any event, you will need a couple leaders to summon German tribes from the Rhine. Try not to let them get besieged by the Roman units. It becomes a game of cat and mouse evading capture and keeping far enough away from Roman cavalry so you have a turn free to summon the Germans.

Now we have a strategy, how best to implement it? I've sorted thru the tribal cards several times coming up with balanced plans based on tribal resources, and locations, etc. Nothing ever seemed to work well, it all ended up being very arbitrary in the second season because none of

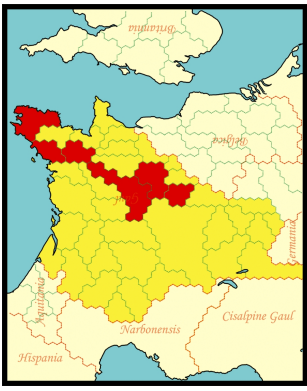
my first year picks ever ended up un-subjugated, and any tribe that came close in the second season got enslaved. Survival will depend on distance from the legions in Cisalpine Gaul. I have two new plans, each with two variations. They should all be more successful than the plans I've tried in the past.



First was the Historic-esque plan with the *Helvetii*, *Sequani*, *Lingones*, *Tricasses*, *Senones*, and *Carnutes*. This encirclement of the *Aedui* was effective in razing most of their villages, but failed to preserve any rebelling tribe for the second season. The Romans had a difficult time defending Geneva and Vienna though.



My second attempt was with a southern alliance of tribes: *Cadurci*, *Gabati*, *Vellavi*, *Segusiavi*, *Arverni*, and *Bituriges Cubi*. I was able to sack Narbo with this set up but was quickly put down due to the proximity of the Roman road making easy travel for the Legions. On the up side, I was able to capture Caesar – a bold Roman attack in clear terrain with a legion and a half at 3-2 odds. The Roman player suffered a rout and the legion, being a new recruit, was first to run off. I was able to capture Caesar and the legion commander with a pair of fives on the die rolls. He was quickly recaptured before the Segusiavi leader could to return to his opidium (activated by intrusion). In any event, this southern approach was not successful either.



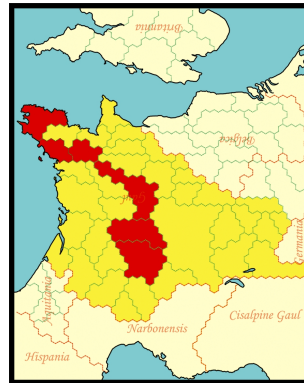
Lets take a look at Plan 1a - Osismii North. This plan selects the *Cenomani* to activate on the first turn, followed by the *Senones*, and *Carnutes*. Initially we get three leaders on the board with little to do but incite other tribes. If we incite any more, the three legions in Cisalpine Gaul are free to move, so hold off on that as long as you can. Position your leaders – one with a strong force in a village, one close to tribes he can incite, and the third headed for the Rhine. If the Romans accidentally activate a fourth tribe, then start inciting all the tribes you can and summon some Germans. The Romans can reach each of these initial tribes from the *Aedui's* lands, so they will not be trampling thru other tribal territory to get to them. The Roman player may intentionally send a lone Auxillary to activate a fourth tribe. There is nothing you can do to stop them. Caesar will surely be subjugating tribe after tribe with the best modifiers he can get. I would be sure to make the tribes surrounding the *Aedui* a morale of 8 and any tribe on the way east to the Rhine an 8 also. Since we are putting all our eggs in one basket by gambling on the first season to successfully preserve one or two rebelling tribes, we must sacrifice any chance for the second season. The morale 8 tribes will be put in harm's way to accomplish it.

You have three leaders, at least one should be able to make it to the Rhine and summon Germans, two would be nice. The Romans will make every attempt to stop them, with allied cavalry and leaders most likely. I would expect the legions in Cisalpine Gaul to be activated before the end of May when our remaining tribes are activated.

The plan calls for the *Redones*, *Veneti*, *Osismii* to join the battle. These are relatively weak tribes. Place the strongest three units you can with the *Osismii* and use LL1 for your Opidium location. It should take a legion six to eight turns to march from Vienna to this location, depending on force march results. Send all the spare units you can to delay the advance of the legions. You will have to put two or three units in harms way in clear

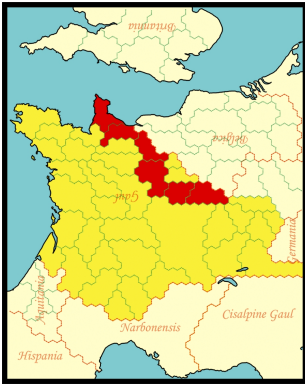
terrain to slow them down, forcing battles rather than over run situations. Use any Germans you recruit to threaten Cisalpine Gaul. The towns there are worth a lot more to the Romans than Geneva is. They will be forced to leave a legion there to defend the mountain passes.

As soon as the Romans discover your plot, I would expect them to take Caesar with three legions and force march for LL1. Hopefully you can activate more tribes than the five available legions can handle by the end of the season. Be careful not to run out of available forces from stock, empty opidiums are a bigger problem. Caesar may not winter any legions in Gaul making your tribal modifier only a +2. This could be a real problem for the second season, and there is no way to make any plans for what will unfold then. His legions will be at a greater distance from your tribes though, but that will not likely stop a focused attack on them. Capturing an eagle is nice but not likely. Caesar will probably be able to raise two more legions in the second season. The only reprieve would be if Caesar is not present in Gaul the next year, but that is effectively only one chance in six – and if you capture an eagle, he doesn't have to roll, he can winter with his legions. (Technically in the village of an allied tribe, not with any eagle)



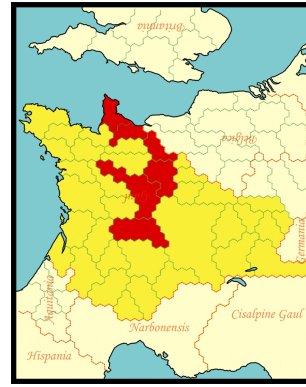
Plan 1b - Osismii West:

Similar to Osismii North, this plan begins with the *Bituriges Cubi*, and *Cenomani* in open revolt adding the *Arverni* later. This plan plays out identically to Osismii North, we just have a different starting base. We get three strong tribes this time at start, instead of only two, but one less leader. We also get an extra cavalry on top of any rolled – Zero 28%, One 56%, and two 16%, plus a leader can recruit an additional cavalry over the course of the season. That's a minimum of two and a max of five. We will have Gergovia fortified in rough terrain, a successful assault without a siege tower will be unlikely – as Caesar discovered in 52BC. This plan has some better combat possibilities, but has fewer leaders and they are farther from the Rhine.



The next plan uses the Unelli as the final tribe in the series. Not quite as far away as the *Osismii*, but distant enough we hope. It adds some variability, and will keep the Romans guessing. We call it the Unelli East, and starts with the *Tricasses*, and later the *Senones*, and *Carnutes*. You need a good roll on the variable forces chart for the *Tricasses* to have the forces to slow down the Roman advance. I would pick Z23 for their Opidium, that way they can send heavy infantry to Agedincum easily. You get an extra 12-3 infantry and should upgrade as many 5-5 and 9-5 infantry as possible – collecting these lighter units from the other tribes and sending the upgraded units back for added defense. A 9-5 unit is a single step in battle, where the 12-3 is a two step unit. The Romans are not likely to assault a fortification with two or three 12-3 units defending in them. They will probably wait out the siege. This will tie up 3 legions for a month at least. As with the other plans, you need to be prepared to incite other tribes and run for the Rhine when the time is right. The final three tribes are the *Lexovii*, *Baiocasses*, and the *Unelli*. This plan is a bit stronger with the *Lexovii* than the previous plans, and you get three leaders.

The ships that may turn up in these plans may seem useless, but if you can preserve even one leader on a ship into September, he can sail down the coast and incite every tribe he encounters. These tribes of the western coast could be activated so late in the season the Romans would have no chance to subdue them.



The Unelli west plan is last and begins with the *Bituriges Cubi*, and *Cenomani* later adding the *Carnutes*. These are three strong tribes, but they have no useful resources, and you only get two leaders. The second phase would add the *Lexovii*, *Baiocasses*, and the *Unelli* as before.



Any plan that ends with a tribe having ships has a margin for success here. The leader sailing off to incite other tribes along the coast seems a useful end game strategy. There is only a 58% chance a tribe with ships will actually provide any, even two tribes can sometimes fail to give you any ships at all. That seems to be the safest bet though, better to have two tribes with the ship resource in your rebellion queue. Make sure you set the morale for the coastal tribes you want to incite to at least 7. You don't want to be failing in September because you made them all 5's.

It is easy to see why Caesar fought against the *Aremorican* tribes in the third campaigning season. He could not afford to have them in constant revolt, spreading rebellion up and down the coast. It wouldn't be safe to sail to Britannia with enemy fleets about. ☆

Strategy Collection

The little things add up.

By Craig A. Johnson

The Grand Gaul strategy in the Campaign Game is to get Vercingetorix into the game as quickly as possible. That's probably not going to happen until the third campaigning season at the earliest. Tribal morale increases each winter if the tribe is in open revolt, and not subjugated. One way to divert Rome's attention from subjugating far off villages is to keep them distracted by defending Cisalpine Gaul. Those towns are worth the most victory points and cost the Roman player the most money when they get sacked. They also lose senate votes too. Caesar gets a lot of money enslaving tribes the first couple years, but if all the money is spent rebuilding towns, paying for extra cards, bribing senators for votes, and bread and circus for the mob, he doesn't have the money left to raise new legions in the spring. If Caesar is so busy fighting Germans that he doesn't subjugate any Gaul tribes, he has no one to enslave. Six legions are not enough to do everything you need to do in the second season. If the new year's start phase doesn't provide any new legions, Caesar might be too broke to raise any. That can be a problem. Caesar is more likely to raise a new legion than to pay an outrageous ransom for a captured one - hoping instead to recover the eagles for free.

<p><i>Senator</i></p>  <p><i>Pay 500 coins for 1 vote</i></p>	<p><i>Governor</i></p> <p><i>Income 500 coins per year</i></p>  <p><i>3 Votes</i></p>	<p><i>Tribune</i></p> <p><i>+5 to Mob influence</i></p>  <p><i>May veto any motion</i></p>
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If Caesar loses too many votes in the Senate from sacked towns, and from captured leaders he can't ransom back, he will start losing Senate Motions, and one of those will have him declared a traitor and end the game. The earlier the game ends for the Gaul player the better. I found it difficult to survive 8 full seasons in the Campaign Game. Caesar loses Senate support every year from Crassus and Pompey and if he doesn't get the Veto ability from a

Tribune card, the game can be over after 5 or 6 seasons. There is no way to guarantee getting a Tribune card either, you draw 4 and can buy 6. You can hold 5 Senator cards to bribe, and there are 2 Governor cards that can be held for 5 years. If you draw them in the first two years you should discard them. Its hard to do that when they provide coin and votes. There are 19 cards, so the best odds you can get are 10 in 12 to acquire the Tribune card each year. That's an 83% chance to draw it, and if you don't, it must be a sign from the gods.

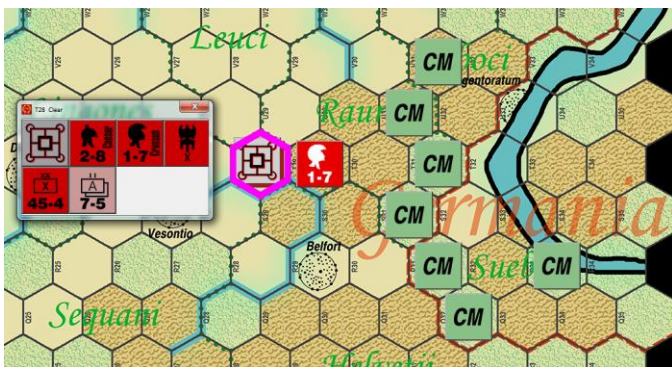


The best way to raze towns in Cisalpine Gaul is with Germans. Try your best to get 4 tribes activated so you can get a leader. Germans can build siege towers in the board game, but not in the computer version. Maybe not historical, but it's a threat that makes capturing or killing the German leader very important. Playing with Germanic Mysticism is also essential for the Gaul player, and sometimes the runes work in Rome's favor. Negotiating the game options is something you need to make clear when you start. Two legions are usually enough to protect the towns in Cisalpine Gaul from attack, one would be a bit light, but can work if the Gauls don't make any major attempts. You need at least one to build artillery, fortify the un-walled towns, and recruit some auxilia to add to the defenses. You should probably have a leader too. When a large force of Germans do show up, you will need 3 legions for defense, and 4 if you want to make any counter attacks. The Germans can always hide in the woods with their heavy infantry and just threaten the towns. That's sure to pin down at least 2 legions. To take out Germanic heavy infantry camped out in the forest you are going to need everything you have - 3 legions, Caesar, another leader, some auxilia, artillery, and allies if you can get them. You will likely reduce a legion to just an eagle in the process. It's far easier to attack them in the alps, leaderless, with Caesar, two legions, and some auxilia.

The bottom line is that the Romans need to prevent the Gaul player from summoning Germanic tribes. The use of Roman allies to do this is an early solution, prevention is cheapest. Caesar can park allied cavalry and an allied leader in the territory of the Leuci, Mediomatrici, or Raurici. This allows them to intercept lone or cavalry

supported Gaul leaders before they can get to the Rhine. Maybe add in a couple 9-5 or 5-5 infantry to force the Gaul player to send his leaders with some added defense, which will take him longer to get there. Maybe too long. One successful Gaul strategy is to collect a large force from several tribes with several leaders and just make an early march to the Rhine. They might have to give up the slower units but with 3 leaders, the Gaul player is very likely to summon four German tribes and their leader. Caesar can eventually dispatch a legion or two to the area, but it may be too late, and the Gaul force too large to completely wipe out. The Lingones might make a good ally choice to make this sort of prevention strategy easier to do. Punitive missions are also useful, because there may be no Germanic tribes available to summon. Its hard to spare four legions for a whole month to do that in the second or third season, Caesar didn't do it himself until the fourth.

All th Roman player has to do to prevent a leader from summoning tribes is to put units in the same hex, and have them survive the combat phase. The Gaul player can't summon with enemy units in the same hex. He can sacrifice units to block the Romans from pursuing them to another Rhine hex, and this is a very successful strategy, just remember to sacrifice enough units to block over runs.



Sometimes the Roman player gets too bold - laying siege to Opidiums with a single legion and just a few additional units. Once the village is razed, it's the Gaul turn and the Roman player can't fortify with a razed marker in the hex. Hopefully the assault cost the Roman player a couple supporting units. This is the perfect time to exit an ambush from a nearby hex and attack. If a legion has to defend in the forest it could get wiped out. It's also fun to load up a Gaul coastal Opidium that is out of range from the Romans with heavy infantry, ships, a leader, and lots of units to counter attack from land and sea the

second the Romans torch another coastal Opidium. That way heavy infantry can move by ship instead of just three hexes. The Gaul player also gets a combat bonus for the ships and the leader.

Capturing one eagle is a big deal, you get immediate victory points for it, and if you can hang on to it until winter, you get more victory points and an added morale bonus for a die roll's worth of tribes. The Romans might even buy it back when you hold it for ransom.

Roman carelessness. Your enemy is your best friend, he just doesn't know it. Sometimes the Romans send a single legion and a few supporting units to subjugate tribes by incursion, often ending movement on the activated Opidium so they can lay siege to it in their next turn. When that activated tribe has a leader of its own, the Gauls can lay siege to the single Legion on their turn. They might get lucky and make it lose some support units in an immediate assault, but a better strategy is to leave several heavy infantry in the hex to support the siege tower and move the rest out. Go summon some Germans if you are close enough to the Rhine. Make the Romans kill themselves breaking out of the siege. This essentially pins a legion for several turns, until a couple other legions can come relieve the siege. By then your leader has made it to the Rhine and incited several other Gaul tribes to revolt on the way.

It's good to keep track of which tribes come with leaders, its useful information for both sides. A Roman exit strategy for this, is to attack the Opidium in the combat phase and do an immediate retreat, or play a retreat card if one round of combat is required. You'll lose any supply or artillery, but you won't get trapped. A combat retreat can be very useful when you don't want to remain for a counter attack.

Dead leaders are worth twice as much as live ones. Vercingetorix is the only leader that automatically kills captured leaders in his hex at the end of the turn. You can ransom them back, that's money and possibly a loss of votes if Caesar doesn't pay. The Romans only have 14 leaders. New leaders come when Caesar raises legions. Otherwise, the leader pool is at the mercy of the winter events. At least dead leaders can come back (big families). The computer game changed the availability of leaders, making the odds between gain and loss equal. The updated chart will be part of the third edition rules:

Leaders +1 (8,10), +2 (11), None (2,5,7,9), -1 (4,6), -2 (3)

The senate doesn't provide leaders with legions, so preserving the lives of leaders for the Roman player is important. Just spend one season short two leaders and you can feel it.

There is one loophole that allows the Roman player to recruit new leaders. When eligible to raise a new legion, and none are available, a leader can be recruited without the legion. That would mean you have legions wintered in Spain, or captured, so that you have less than 10 elsewhere on the board. Pompey's Legion can only be borrowed and is otherwise a permanent garrison of B10 Ampurias.

Leaders also get killed or captured in battle before supreme leaders do, so it's in Caesar's best interest to always have a leader in his combat formation. Less risk for him. Remember, he is the key to continued game play. Multiple leaders in a combat also rally routed units faster. In the computer game, allowing the Gaul player to cheat at dice is very dangerous. Every time he cheats, one of the dice rolled is always a six. That makes boxcars one chance in six instead of one chance in 36 - an opportunity to kill or capture a defending leader, and no chance of that happening to the Gaul player.

Attacking and defending Roman walled towns – let's look at the numbers. Obviously, the Romans need additional units in the towns to keep the Gauls and Germans at the worst possible assault odds. Leaders and Artillery are best because they each provide +1 to the defender, and the bonuses stack. The leader is probably more valuable because he can break the garrison units down instead of having to losing a whole unit. One of each is even better - but the Romans can't spare that many leaders. You'll be lucky to get one in each of the two Roman provinces. Artillery will also be scarce. They only show up when a legion fails a recruiting roll, or the legion is intentionally building one. That costs a turn that could be better used subjugating revolting tribes, or intercepting Gaul formations trying to get to the Rhine or reinforce empty fortifications.

Let's look at the Gaul point of view first, what formations are the most likely to show up at the town gates? The Gaul and German units typically get separated by speed. The slow units are always last and usually alone. Having a leader in a stack of 9-5's is good, but leaders are better left to summoning Germans. Sometimes though, you can spare one or they've already summoned. This gives you the option of laying siege, but usually by the time you can

do it, the Romans have hustled some additional defenders into the town. The Gauls do better with the immediate assault on the lightly defended town. Three 9-5's is 27 in attack. The Roman player will have two 7 strength garrison units in defense and they are doubled making 28. That's 2-3 odds at -2 and that is the target the Romans want you to attack at. You are more likely to destroy yourself than take the town. Adding a single cavalry to a group of 9's makes it 1-1 odds. You need that stack of 9-5's to have 4 or 5 of them for losses. You want as many rolls as you can for a chance to take the town. The first AL1/DL1 is a sign of victory, but you will need additional units to take advantage of the Roman loss. Extra units are also useful in scouting out the Roman defenses, he can't afford to defend them all and it's a shell game to see which ones have lite defenses. Send one 9-5 at a time to different towns and when you find one with the least defenders, pile the rest on it. A stack of 10-4's doesn't need a cavalry to get 1-1 odds, so leave the cavalry for the quick dash and burn of un-walled towns and the 9-5 formations that need them.

Let's look at this situation:



It's the 4th season in a Campaign Game, the map shows the point value of the towns, and the Gaul player has committed to 3 possible assaults. The only one with any chance of success is F13 Enserune, that is where the leader and remaining units should move to. Yes, we want Massalia badly, but with Caesar there, it will be a -4 on the attack roll and he has 9 steps he can lose before you can take it. It would be nice to deny the Romans the legionary replacements, but that's not going to happen this turn. The Gaul player should attack at all three locations, and simply retreat from the impossible two - otherwise, the Roman counter attack will wipe them out easily.