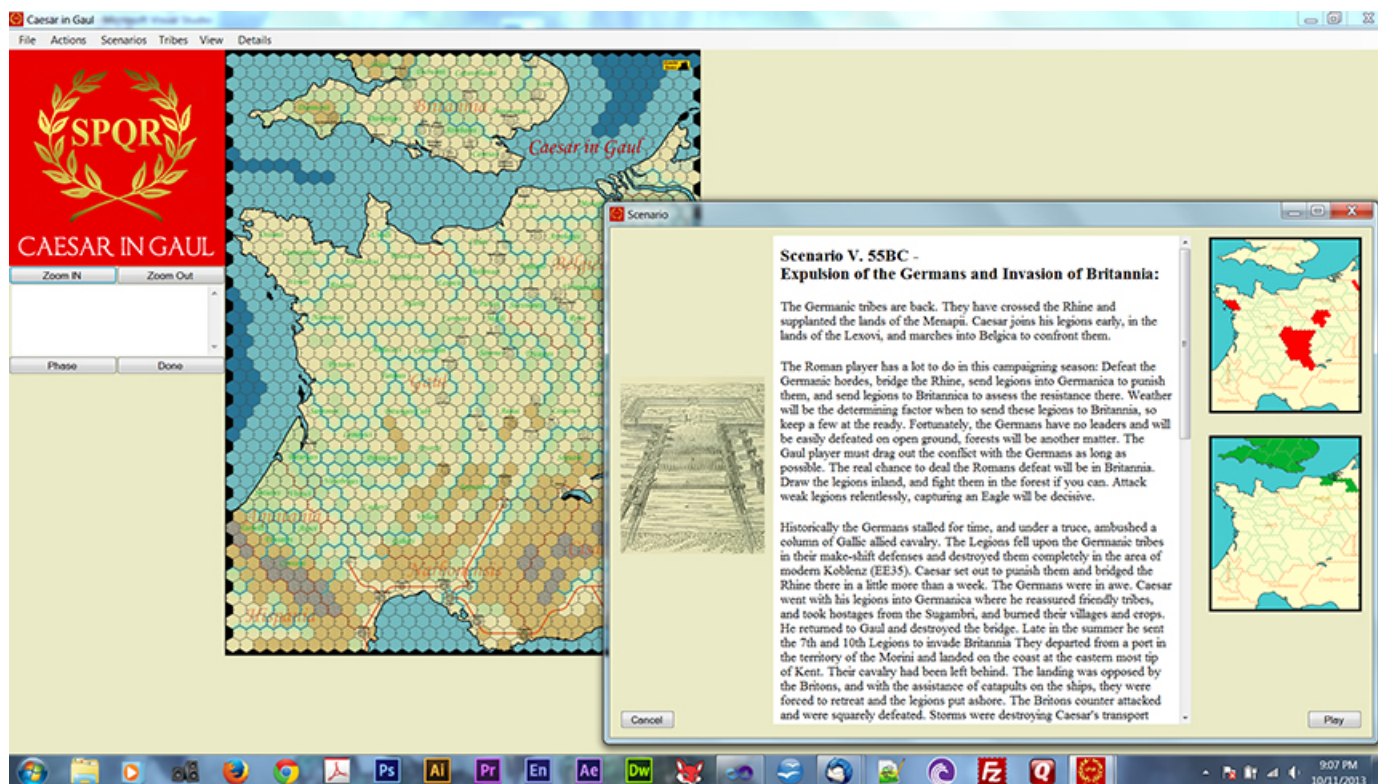Each scenario is present, plus a new scenario – the second half of 52BC, and the Campaign game.

An early shot of the movement phase menu option, it has more items now.

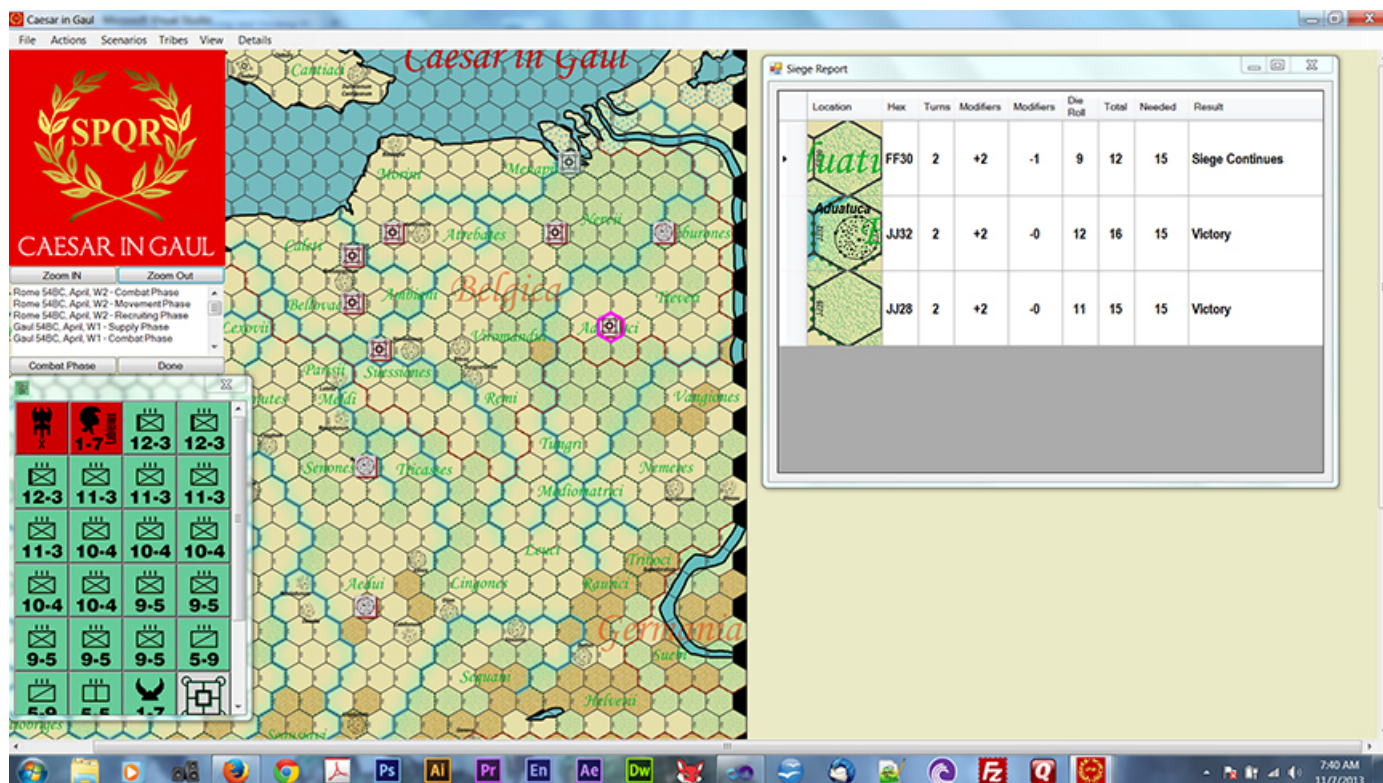Mercenaries are present for both sides.

Recruiting menu shown here.

An early siege report. Its a little bigger now. The unit pop up window for the hex has an automatic scroll bar.
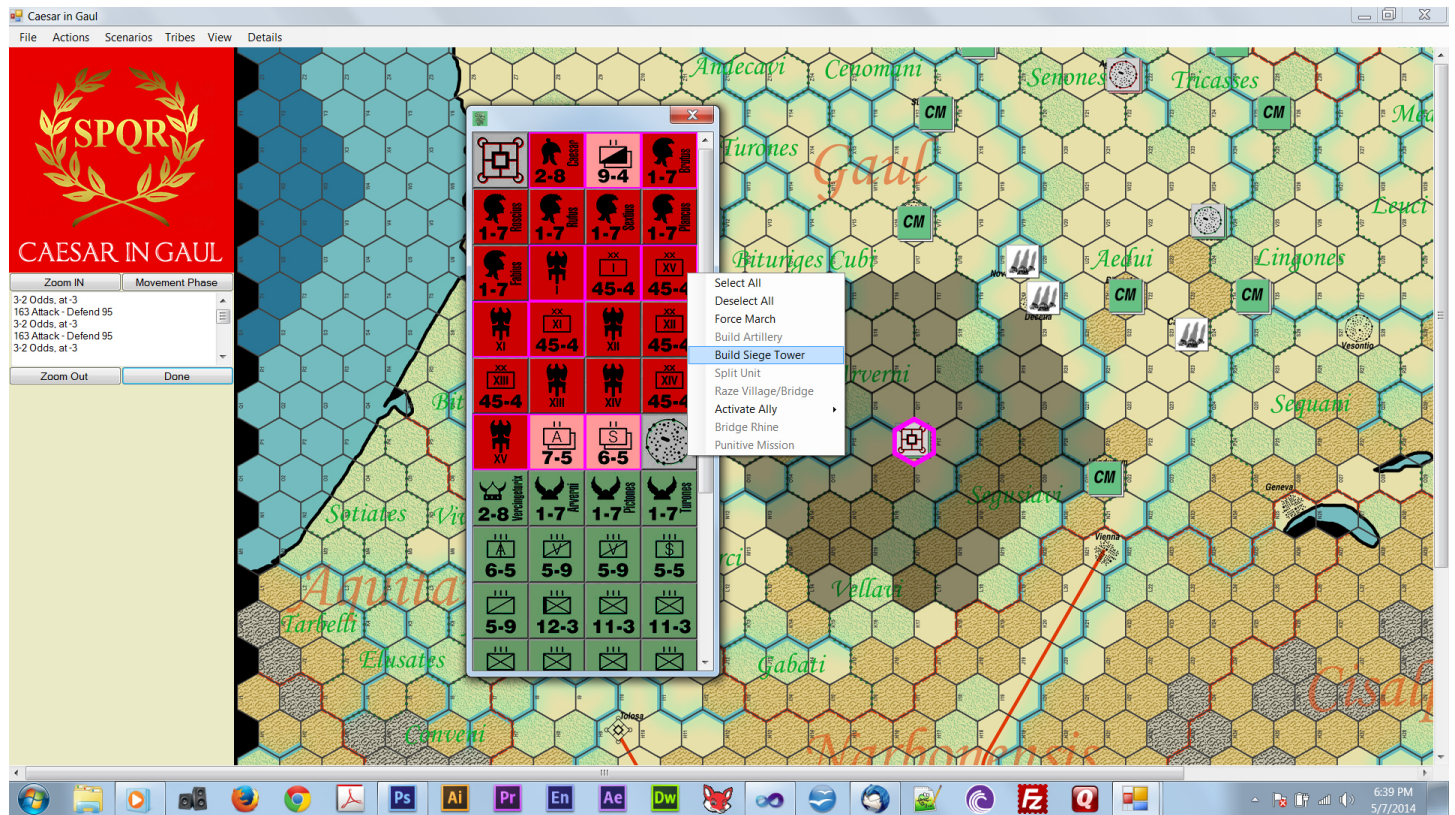

Move radius, showing forced march, and updated unit movement factors. Note Caesar's Heavy Cavalry bodyguard. (from the new scenario)
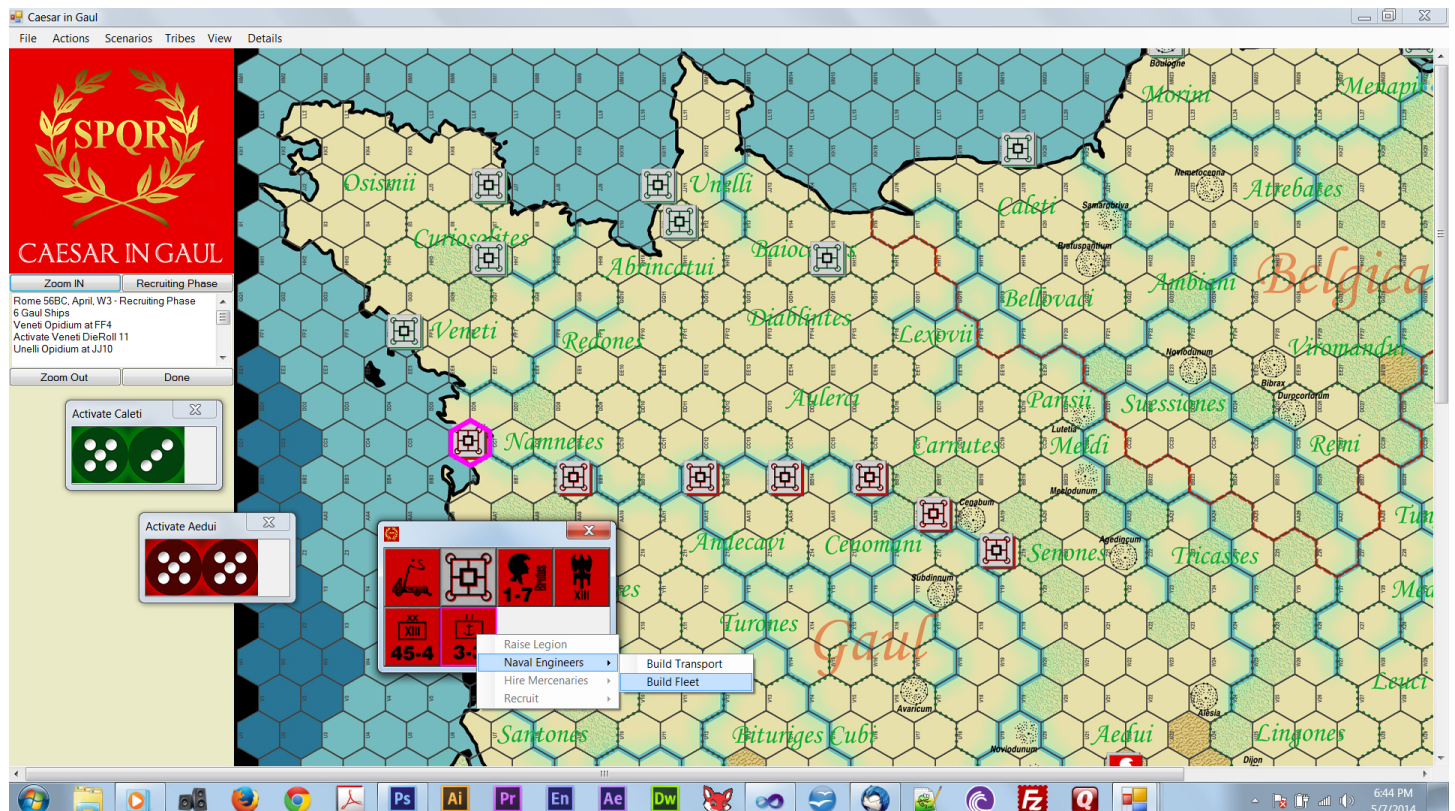
Hexes with opposing units will have the combat odds in the titlebar, currently shown on the text box on the left.

Scenario 3 shown here:
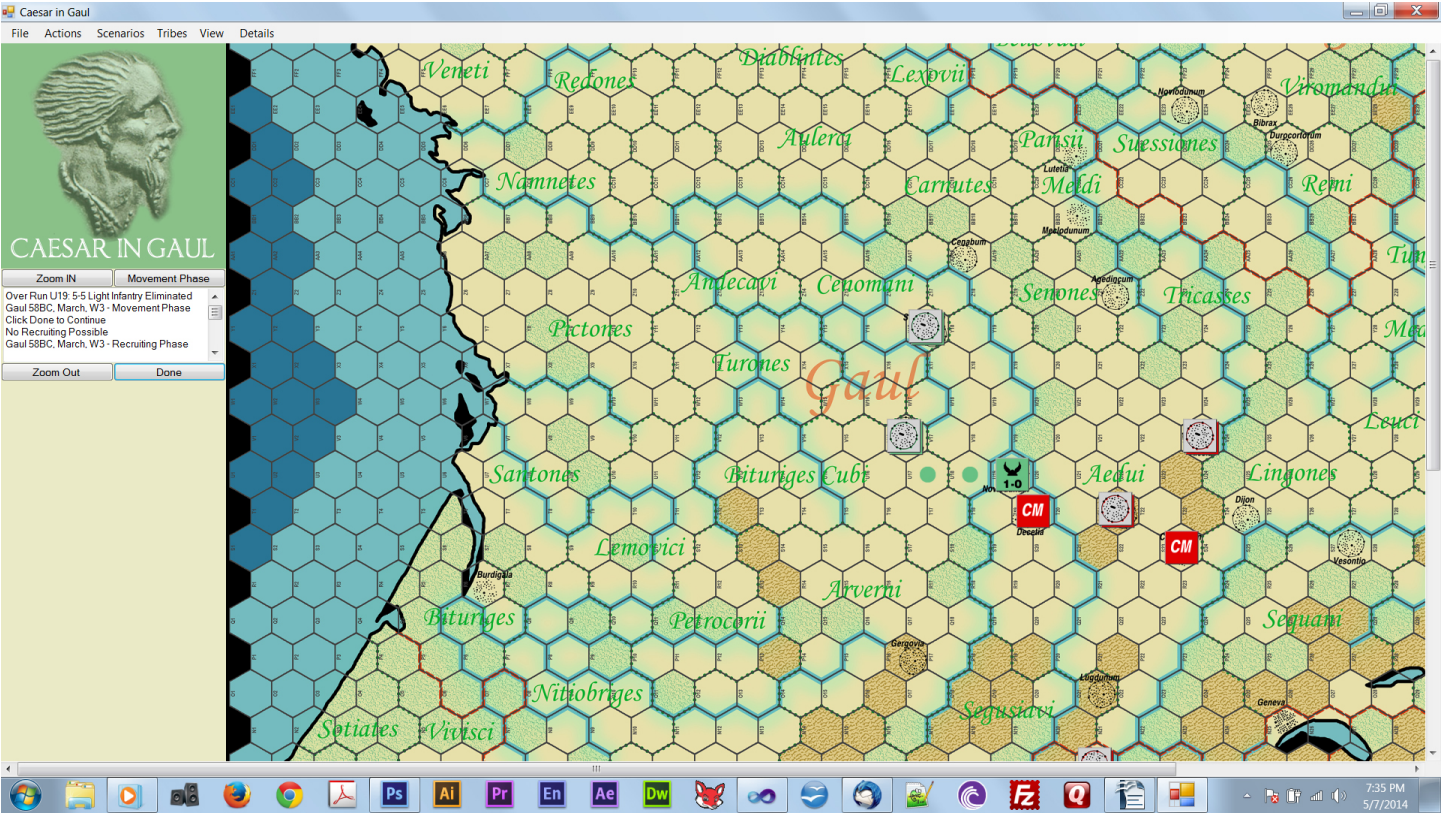
Allied units shown here.

Romans attack a Gaul force before it can consolidate with another having a leader in it.

Alas, the combat section is just getting started.

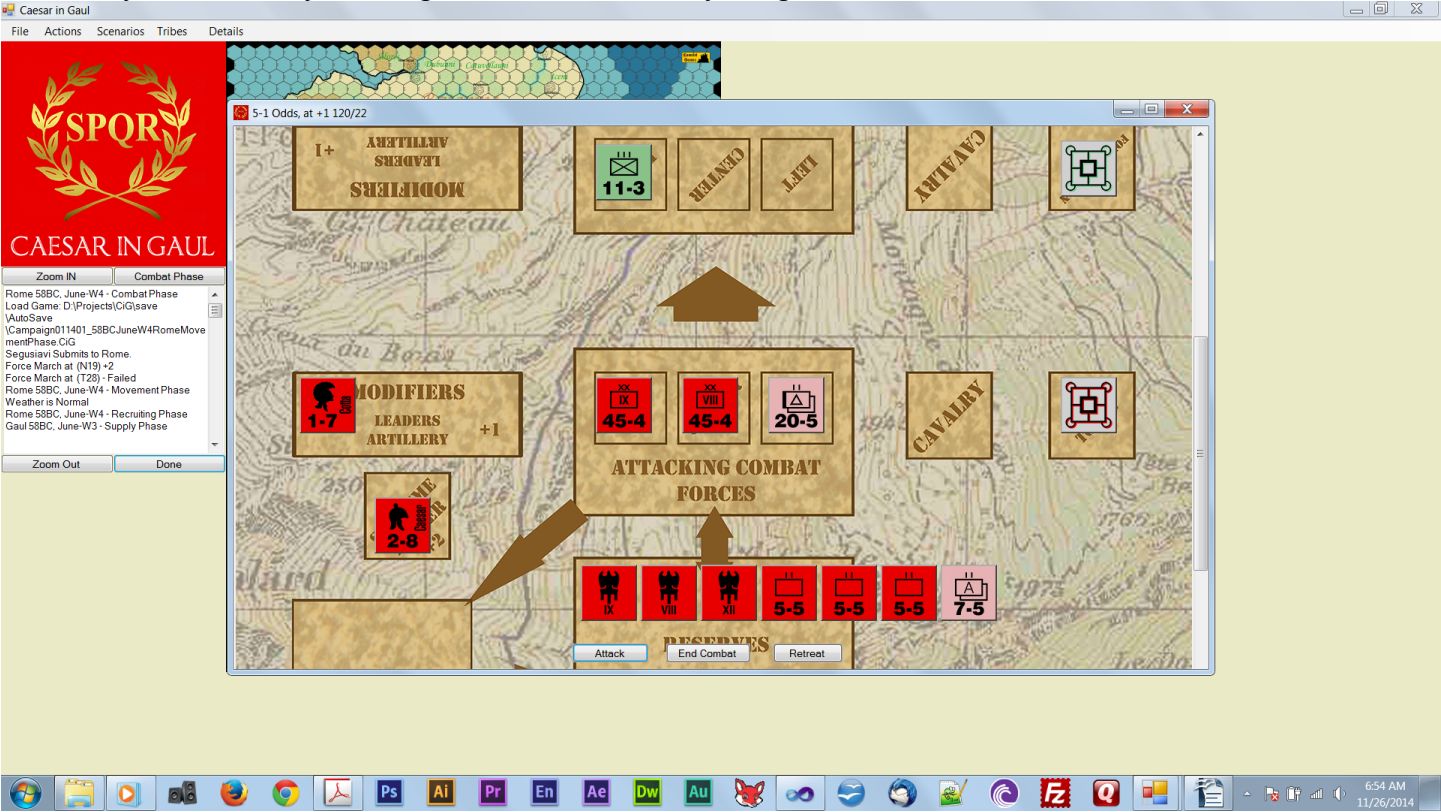The overrun and retreats are working though.

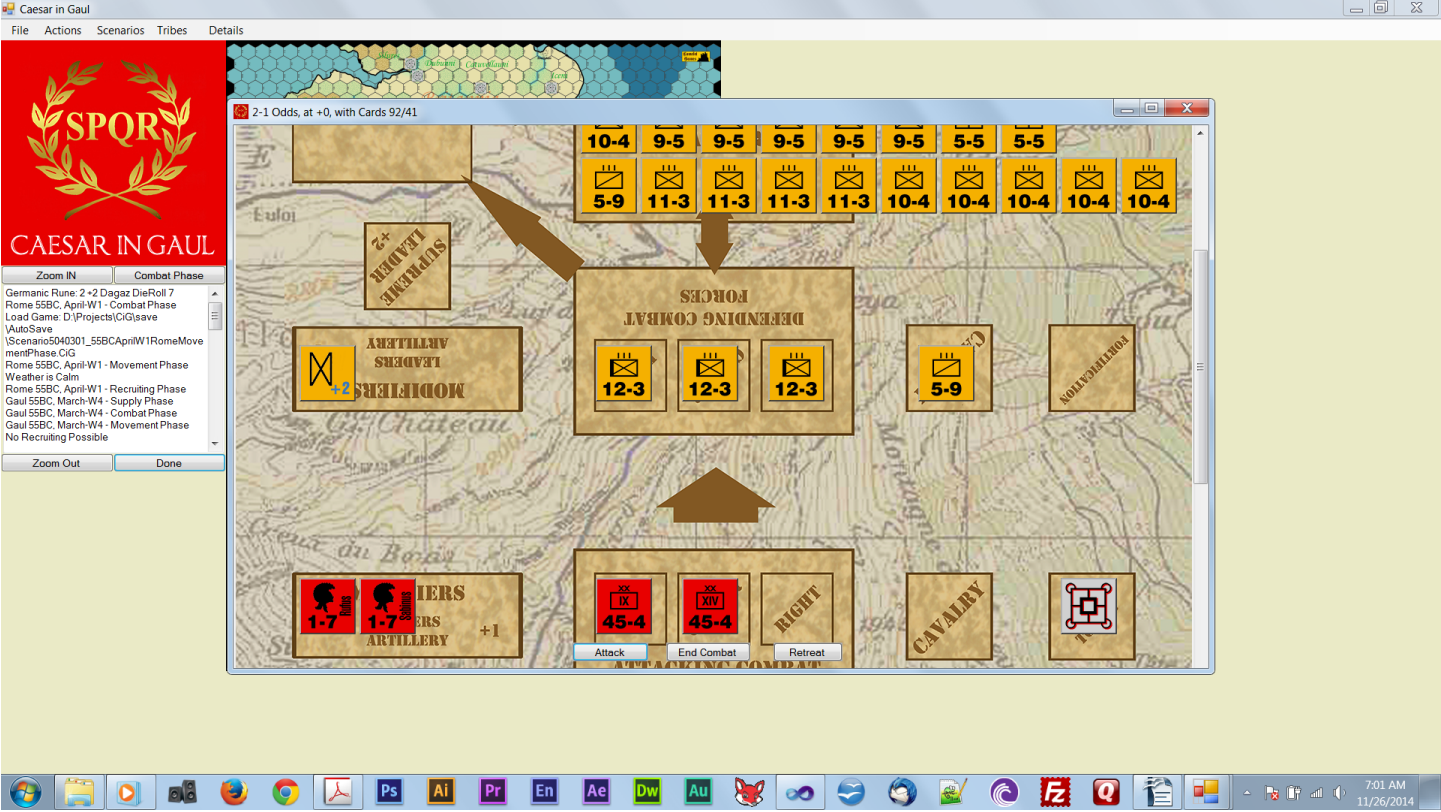Money is easy to track now – from the Campaign game.

Combat system is finally working, mercenaries are fully integrated on both sides:

Germanic Mysticism is working as well:

Victory conditions have changed:

Year	Turn	Description	Rome	Gaul	Total
-58	June-W3	Helvetii Subjugated	4	0	0
-58	June-W2	Vienna (M21) Razed	0	4	-4
-58	June-W2	Decetia (T19) Razed	0	1	0
-58	June-W2	Cabilonum (S23) Razed	0	1	1
-58	June-W2	Triboci Subjugated	4	0	2
-58	June-W2	Mediomatrici Subjugated	4	0	-2
-58	June-W1	Leader Captured - Mediomatrici	4	0	-6
-58	May-W4	Sequani Subjugated	4	0	-10
-58	May-W1	Leader Killed - Senones	4	0	-14
-58	April-W4	Alesia (V23) Razed	0	2	-18
-58	April-W4	Brixia (E34) Razed	0	16	-16