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#0408
INTRODUCTION

Alesia allows gamers to recreate the high dramatic point of Julius Caesar’s conquest of Gaul, and one of the great sieges in military history.

Important Note to veteran GBoH Gamers: Many of the rules and mechanics which are part and parcel of all previous GBoH series land battles have either been changed or are not around anymore. Much of this has to do with the differences between sieges (and siege assaults) and the linear field battle warfare of the era. And much has to do with the fact that, to make the game playable in a reasonable time, and increase “accessibility”, we have used many of the mechanics from the Simple GBoH system. Do not assume that any previous GBoH or Simple GBoH rules apply to Alesia. If you don’t see it in print here, it’s not a rule for this game.

GAME COMPONENTS, TERMINOLOGY AND GENERAL INFORMATION

The game includes:
- 2 22x34” game-maps
- 2 1/2 sheets of 1/2” counters (700 total)
- 1 Half-sheet of 30 5/8” Tribal Counters
- 1 Rules Book
- 2 Player Aid Cards (duplicates)
- 3 Tribal Assignment Sheets
- 1 10-sided die

THE MAPS

The two maps combine to form the area around the hilltop Gallic oppidum of Alesia located, according to most historians, in the Burgundy area of today’s France. The main feature is the two sets of wall/fortifications constructed by Caesar. A hexgrid covers each map to regulate movement and combat. The effects of the different types of terrain on the map are covered in the rules and charts.

THE PLAYING PIECES

There are four types of playing pieces, or counters: combat units, representing the various types of fighting troops; Tribal Counters, the larger counters (5/8”) used to indicate the presence of an entire tribe on the field; Leaders, the individuals who command the troops; and Information Markers used to note certain types of information necessary for play.

Each combat unit is a specific Type—and (possibly) class (as illustrated below)—depending on its weaponry, body armor/protection and level of experience. All combat units are rated numerically for their Troop Quality (TQ) and Movement capability. Units that are capable of firing missiles also have a Missile Indicator, indicating the type of missile used (A = arrow, or J = javelin, which includes darts). The Missile Table gives the Ranges over which these missiles may fire.

DESIGN NOTE: Those familiar with the GBoH system will note that the units have no “Size” rating. Numerical strength was a very minor factor (from a micro-viewpoint) in this style of warfare.

Major change from previous GBoH games: the reverse side of the counters does not show “Moved” status as that is no longer a result.
- Roman Cohorts and Gallic BI have a Reduced side; see 10.13.
- No other units have a reverse/reduced side; see 10.14.

Each unit is of a certain Type, such as CO (cohorts), BI (Barbarian Infantry), LN (lance-armed cavalry), etc. Some types are further subdivided into Class: e.g., all CO (cohorts) are either VET (veterans) or REC (Recruits). These descriptions are used to determine the effectiveness of one type/class when fighting another.

DESIGN NOTE: There are no Recruit cohorts at Alesia. There may be in other siege assault games, so we mention it here.

The Legions.

This period of history finds the legion composed of 10 cohorts of identically-armed men: gladius (sword), pila (small javelins or spears) and shield. The heavy infantry legionnaires were supported by lighter-armed auxiliaries, such as Numidian light infantry, Cretan archers, et al. Each legion had its own artillery, mostly small field pieces, such as scorpions, which projected heavy arrow-like shafts. The larger, stone-throwing Palintonos, while present with the legions, were mostly used for offensive siege work; they were not truly anti-personnel weapons.

The Gallic Tribes.

There are two types of Gallic tribes: individual tribes that are distinct (and often quarreling) entities; and then there are the Client tribes, who, while being separate tribes ethnically, are allied to, and reliant upon, the “father” tribe. When the game refers to a tribe (in game terms), that entails the named tribe and any/all of its clients.

EXAMPLE: The Arverni are a separate tribe. The Gabeli are a tribe that is a client of the Arverni. When the rules refer to the Arverni tribe, the reference includes the Gabeli as well.

HISTORICAL NOTE: Caesar lists the Lemovices twice (in Book VII, 75), once separately (actually together with the Bellovaci), and once as one of the large group of Aremorican tribes. As the Lemovices tribe was nowhere near the Bellovaci—the Bellovaci are Belgae, the Lemovices, Celtae—and was part of the Aremorican tribal “confederation”, we have opted to go with the latter.
(2.25) Examples of Combat Units

Legion Cohort (Veteran)

- Legion (Tenth) and cohort (1st)
- Class
- Unit Type (Legion Cohort)
- Missile Type (Javelin/Pilum)

- Troop
- Quality (TQ)
- Movement
- Allowance

Reduced Legion Cohort (Veteran)

Artillery

Front
- Type
- Range
- Movement
- Allowance

Back
- Type
- Movement
- Allowance

Gallic Infantry (Individual Tribe)

- Tribe Name
- Unit I.D. #
- Unit Type (Barbarian Inf)

- Troop
- Quality (TQ)
- Movement
- Allowance

Gallic Infantry (Client Tribe)

- Tribe Name
- Unit I.D. # and Client to (in this case the Armcrn)

Gallic Archer

- Tribe Name
- Unit Type (Archer)
- Missile Type (B)

(2.26) Leaders have a somewhat different, and less detailed, set of ratings than in previous *GBoH* games. These are discussed in §4.1, et seq.

*DESIGN NOTE:* The requirements of siege-related warfare require fewer ratings than those for land battles.

(2.27) Informational Markers are used to record certain game functions, as discussed below.

- Rubble
- Artillery Fired
- Disordered
- Reaction Fire

- Must Shock
- Rapid March
- Legion Eagle
- On Fire

- Fill Markers
- Tribal Marker

(2.3) CHARTS, TABLES AND THE DICE
The use of each chart and table is explained in the rules. Many of the detailed Charts and Tables from previous *GBoH* games are not used.

Die: The game uses a 10-sided die; the ‘0’ is treated as a ‘0’ (not a ‘10’), and is less than ‘1’.

(2.4) TERMINOLOGY
Knowledge of the following game terms will be useful for play.

Activated Leader: The leader of the Command which has been selected to undertake the Activation Phase. Only one leader may be active at any one time.

Activation Phase: When a player gets to move/fight with all the units of one, individual command (see 4.1)

Class: Subcategory within the Cohort, used to differentiate between levels of training and experience. Cohorts are either Veterans or Recruits.

Cohesion: A unit’s ability to remain in an organized, fighting formation. In the game this is measured in the form of Cohesion “hits”.

DR/DRM: Dieroll and Dieroll Modifier.

MA: Acronym for a unit’s basic Movement Allowance. It also represents a unit’s maneuverability vis a vis the other units in the game. MP = Movement Points.

Oppidum: Latin for an important, often fortified, town. The usage of the word varies, but that’s the gist. Each tribe had a key oppidum. Alesia was an oppidum of the Mandubii.
Reduction: A measure of a unit’s ability to recover from heavy combat. Roman cohorts were quite good at this. The Gauls were far more brittle.

Shock Combat: Hand-to-hand, (and, often literally, eyeball-to-eyeball), hack and thrust, slash and crash, melee. Heavy work; not for the skittish.

TQ: Acronym for the all-important Troop Quality rating. It will be consulted constantly throughout play—at almost any time a unit does something that will endanger its cohesion.

Turn Seizure: The mechanic whereby one player stops the other from going, and, thereby goes himself.

Type: General, categorical description of combat unit, usually used to determine combat weapons and armor, plus their effectiveness. Examples: CO (Cohorts), BI (Barbarian Infantry), etc.

Zone of Control: The hexes—usually directly to the front of a unit—into which a unit exerts, by its presence, enough “influence” so as to inhibit freedom of movement. ZOC extension is often restricted by obstacles, both natural and man-made.

Knowledge of the following types of combat units/terms will be useful for play.

Aquila: The Eagle standards of each Legion, the eagle having been introduced by Gaius Marius as the “universal” icon for each legion. The metaphysical center of the legion, much like regimental flags in the 18th–19th centuries, it is used for Rally for the Romans. (Plural is Aquilae).

Archers: Light troops, with virtually no armor/protection, that fired about 30+ arrows an effective distance of 150+ yards with a maximum range of 250 yards. The arrows of the day could rarely pierce metal armor but were fairly effective against unarmored sections of the body. Cheap to arm; expensive to train.

Artillery: All Scorpiones and Palintonos units

Auxiliaries: All Roman, non-cohort foot troops, such as Light Infantry, Archers, etc., were grouped under the term “auxiliaries” (in Latin, auxiliares).

Barbarian Infantry: Remarkably aggressive, but sometimes tactically dense, tribesmen, fighting with huge swords, vicious battle axes, minimal body armor, but lots of courage... the latter usually good for one charge only. They could, when led and used correctly, be extremely effective (and frightening... so much so that the Romans took to emulating their ‘battle cry’); far too often they were just an unruly mob that disintegrated when faced with superior organization and discipline.

Cavalry: All Lancer, Light and German Cavalry units

Cohort: A cohort was a self-contained organization akin to the modern battalion consisting of 480 men. It was composed of three maniples of 160 men each. Each maniple consisted of two centuries of 80 men each. These strengths are “paper”; during the war cohorts were frequently well below this strength. The use of the cohort as the basic battlefield unit gave the Roman army remarkable flexibility; it was no longer “linear.” Because every soldier was armed the same, superiority in battle resulted not from weapons but from training, efficiency, and experience.

Foot: All non-Artillery and non-Cavalry units

German Cavalry: Light cavalry combined with fast-moving light infantry; a system, more than a type. Caesar was quite impressed with the German Cavalry; he goes to great lengths to say so, even though he appears to have had little trouble with them when he smashed Ariovistus in 58 B.C. Question is, why? German cavalry appears to have been “light”: no armor, and no unusual weaponry. The main reason appears to be that the Germans had perfected a combined arms form of weapons system, combing the actions of their cavalry with an accompanying group of light infantry. The Gauls, often victims of German cavalry and much fearful of it, were trying to adopt their methodology. For short spurts, the infantry could move as fast as the horses by holding on to their manes.

We’ve lumped all of this into one unit type: German Cavalry. They’re quite effective against the Gallic cavalry. The German Cavalry Javelin ability represents some of what the accompanying LI could do.

Infantry: All non-Archer Foot units.

Lancers: Essentially, light cavalry units trained to use a lance for attack. They have no missile capability (a simplification for game purposes.). Many of these units were found in Gaul and incorporated into Roman legions. Most tribal cavalry was lancers.

Legates: These are the commanders of the individual legions, each chosen for the position by Caesar.

Light Infantry: A generic term applied to foot units with little or no body armor, a light shield, and usually a spear and/or sword. Most light infantry had javelin missile capability, although their tactics and training made them different from skirmishers.

Prefects: These are the Roman Cavalry commanders.

Tribal Chiefs [TC]: Leaders of each tribe, although here, the chieftains are placed in (generally) Overall Command of the Relief Force.

Vallations: Walls, in siege terms. See 6.4 for details.

(2.5) GAME SCALE
Each hex is approximately 100 yards from side to side. Turn scale is rather ephemeral, as there are no specific “game turns” Each Assault Period covers a Hard Days Work. Each Roman cohort represents about 500 men; each Gallic tribal infantry, about 700.

Caesar’s walls were about 12 feet high, but fronted by double ditches, both c. 20 feet deep. The towers along the ramparts were
When Gallic Tribes whose Size Points as an Activation in any subsequent Gallic Turn (5.42)
in addition to those actions for initial Placement (5.41), but
The Gallic Player may attempt to bring in additional tribes:
(4.1) and, with the units in that Command, move, fire, shock, etc.
In the Activation Phase, a player may activate any one Command
every Assault Period.

Vercingetorix had 80,000 men inside Alesia, and Commius had 248,000 men in his relief force. At the other end of the Numbers Game spectrum is good old Delbrück, who is convinced that the Gauls had fewer men than Caesar! (Caesar had, oh, about, 70,000 ... tops.) While Delbrück’s arguments are rational and pretty convincing—difficulty in moving masses of men, numbers available to the Gauls, etc.—we do not entirely agree with his conclusions. We do not think, however, that old Gaul is accurate either; if for two reasons alone: (1) He had no real way of doing anything other than a rough estimate ... although it is entirely possible and realistic that his numbers are based upon discussions with Gallic leaders after the fact, plus the usual, efficient Roman census information; and (2) the “Gallic Commentaries” are, for the most part, intended to impress the masses with JC’s capabilities. He looks a lot better with a quarter million Gauls to fight, than only 75,000 or so.

With all this in mind, we have opted for the middle road, giving the Relief Force about 110,000 effective BI, plus another 30-40,000 LI outside. Inside Alesia we give Vercingetorix about 30,000+ ... a number we feel is well within the ranges of reality and the effectiveness of Vercingetorix’s trapped army.

(2.6) GAME LENGTH
To replay the entire siege is an undertaking of several sittings. However, we have provided shorter scenarios that can be played in one sitting. Remember, though, that playing time depends much on individual play styles, and the first time through increases playing time by at least 50%.

(3.0) THE SEQUENCE OF PLAY
The game is divided into Assault Periods. Each scenario has a different number of Assault Periods. Each Assault Period consists of an indeterminate series of fluctuating Activation Phases (our terms for Player Turn), with the Period continuing until the Gallic Player either wins, or Retires.

The Gallic player goes first—has the first Activation Phase—in every Assault Period. In the Activation Phase, a player may activate any one Command (4.1) and, with the units in that Command, move, fire, shock, etc. The Gallic Player may attempt to bring in additional tribes:
• in addition to those actions for initial Placement (5.41), but
• as an Activation in any subsequent Gallic Turn (5.42)

When that player has finished that Activation Phase, it passes to the opposing player—subject to Turn Seizure (5.2). This stops when the Gauls either win the game or Retire.

The Assault Period Sequence

A. ROMAN DEPLOYMENT. For the first Assault period, this means having the Roman Player deploy his units, as per the scenario. For every Assault period that follows, the Roman player may redeploy his units per 5.5.

B. GALLC ASSAULT PLANNING PHASE.
1. Gallic Player Assigns Tribes to Entry Areas (See 5.3)
2. Gallic Player Makes Initial Tribal Counter Placement (See 5.4)

C. ACTIVATION PHASE
The player conducting the Activation Phase must do one of the following:
1. Bring in new Tribes (Gallic Player Only) per 5.42.
2. Move the Overall Commander(s), and for the Roman player, his Area Commanders (6.13).
3. Activate a Command (4.1), and with that Command’s units:
   • Move and/or Fire (5.1). The Roman player (only) may have an eligible unit Rally (10.5) rather than Move and/or Fire.
   • Resolve Shock after all activated units have Moved/Fired (9.0).

The Activation Phase then passes to the opponent, subject to Turn Seizure (5.2). The players continue to alternate Activation Phases (subject to Turn Seizure) until the Gallic player either wins the game or is forced to Retire (see below).

D. RECOVERY PHASE. Once the Gauls Retire, ending the Activation Phase, players may both use Recovery, as per 10.6.

E. VICTORY DETERMINATION: If the Gauls have not won, and if the game is not over as per the scenario conditions, players start a new Assault Period. The number of Assault periods in the game is determined by scenario.

(3.1) Length of Assault Period
The Assault period lasts until one of the following occurs:

1. The Gauls Win. See 11.0.
2. The Gauls Retire. When Gallic Tribes whose Size Points (4.42) are equivalent to at least one-half of the committed Tribal Size Points have been withdrawn (10.7), the Activation Phase of the Assault Period is immediately and automatically over. Obviously, Tribes not committed—sent into action by placing on the board—do not count when determining the totals. Tribes planned to arrive at certain locations that have not yet done so are not considered as “committed”.

PLAY NOTE: The withdrawal of the Alesia Force is not a factor in determining whether the Gauls Retire.
(4.0) LEADERS AND COMMAND

DESIGN NOTE: The Command system for Alesia is far simpler than for previous volumes in the series (except for Alexandria, on which it is based). This has much to do with the differences between the demands of linear field battle compared to that of sieges. So don't look for Orders or Line Commands.

(4.1) COMMANDS

A Command is all units eligible to be activated in a single Activation Phase.

(4.11) A Roman Command is one of the following:
- All units of a specific Legion, whether in Command Range of their Legate or not. This includes the legion’s scorpiones. The Legate is activated and is eligible to move in this Activation Phase.
- All Auxiliaries (Light Infantry and/or Archer units), and/or Palintonos (but no scorpiones) artillery units within range of one Area Commander. The Area Commander may only move per 6.13.
- All Cavalry units within range of one Cavalry Prefect. The Prefect is activated and is eligible to move in this Activation Phase.

PLAY NOTE: Cohorts not within Command Range have reduced capabilities (4.13).

(4.12) A Gallic Command is one of the following:
- All units from a number of Tribes, actually the Tribal Size Rating (on the large Tribal counters), whose Control Ratings are equivalent to, or less than, a selected Gallic chieftain’s Control Rating (see 4.24). The tribe’s Tribal Counter must be within the Chieftain’s Range for the tribe to be part of that command. The location, in terms of range from chieftain, of the actual combat units is not an issue. Once the Tribe is activated, all combat units in that tribe may activate, regardless of location. The two Cavalry “tribes” are not eligible to be activated in this manner.
- All Cavalry and Light Infantry units within range of one Cavalry Leader. The leader is activated and is eligible to move in this Activation Phase.

PLAY NOTE: Gallic commanders can lead any tribes, regardless what Home tribe they are actually from.

EXAMPLE: Eporedorix has a Control Rating (2nd #) of “7” He may control tribes whose total Control Rating is 7 or less—e.g., the Sequani (2), the Ruteni (2), Helvetii (2), and the Nervii (1)—and whose Tribal Counter is within the Chieftain’s range (1st #) of 7.

PLAY NOTE: Gallic commanders can lead any tribes, regardless what Home tribe they are actually from.

(4.13) When a command is activated, as above, all units in the command may Move, Fire, and/or Shock, as the situation requires and allows. Roman Cohorts/Scorpiones (only) that are activated but not within their Legate’s Range at the instant of activation may Move and Fire. However, they may not move adjacent to an enemy unit. If already adjacent they may, and in some cases, must Shock, as per 9.12. See also 6.5 for a further restriction.

PLAY NOTE: This restriction does not apply to Gallic combat units. Roman Cavalry and Auxiliares must be in range to even activate.

(4.14) The Chain of Command Effect. Units that are outside their leader’s Command Range are considered in range for the all purposes (4.11-4.13, 5.21) if they can trace a path through adjacent hexes occupied by other units in the Command to a unit in the Command that is itself within the leader’s Command range.

(4.15) There is no restriction as to how many phases in a row a given unit may be activated.

PLAY NOTE: A hint here, albeit an obvious one. Allowing a given unit/command to be activated in perpetuity, or continually, may seem to be design folly. It isn’t. For one, you concentrate solely on Area A, you’ll find areas B-Z in deep doodoo. And the more you use a unit, the quicker it wears down.

(4.2) LEADERS

(4.21) Overall Commanders: Caesar, Vercingetorix (Besieged) and Commius (Relief)—are available to use their Initiative for Turn Seizure.

Overall Commanders

<table>
<thead>
<tr>
<th>Rank</th>
<th>Initiative</th>
<th>Seizure</th>
<th>Charisma (+1 DRM)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Name</td>
<td>Seizure</td>
<td>Charisma (+1 DRM)</td>
<td></td>
</tr>
</tbody>
</table>

Overall Commanders have the following Ratings:

Seizure: The number of times that leader may attempt Seizure during a single Assault Period and/or Move (by himself) in a single Assault Period.

DESIGN NOTE: No, it does not represent Caesar’s epilepsy.

Initiative: Used to attempt to Seize the Initiative from the opposing player, cancel his activation and substitute yours. Caesar may use his Initiative to gain Seizure to activate only legions. He may not do so to activate Auxiliares. See 4.23.

Charisma: A leader or OC with Charisma provides a +1 DRM when resolving Shock for all units in that command with which he is stacked or adjacent to. See 9.24.
Overall Commanders have a Movement Allowance of ’30”. However, they move only when specifically activated to do so; see 6.13.

**Exception:** Vercingetorix is treated as OC for the force inside Alesia in terms of Seizure and Charisma. He is also a Chieftain for all those troops and functions as such, moving when activated with those troops.

**4.22) Commius**, the commander of the Gallic relief force, is both an Overall Commander (the top numbers) and on-map Tribal Chieftain (4.24), the bottom row of numbers. However, if he is on map, leading troops, he may use his Seizure capability only to activate tribes within his Command Range. Commius may use Seizure while off-map to activate any on-map Tribal Chief per 5.21.

**4.23) Roman Area Commanders.** The two Roman Area Commanders—Labienus and Antonius (the famous Marc Antony of Cleopatra and “Praising Caesar” fame)—are used to activate Auxiliares. To that extent, they have Turn Seizure capabilities and ratings. Area Commanders may use Turn Seizure to activate only the Auxiliares/Palintonos in their Command Range. The Area Commanders move only during an Overall Commander Activation. See 6.13.

**DESIGN NOTE:** Historically, these officers often had much different places in the command structure, none of which we have chosen to simulate.

<table>
<thead>
<tr>
<th>Rank</th>
<th>Command Range</th>
<th>Name</th>
<th>Seizure</th>
<th>Initiative</th>
</tr>
</thead>
<tbody>
<tr>
<td>Chieftain</td>
<td>15 3</td>
<td>Cleopatra</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Legate</td>
<td>8</td>
<td>Cassius</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>

**4.24) Legates and Chieftains.** These are the leaders who command the actual troops.

**Command Range:** Denotes his overall presence on the battlefield—including the presence of his “aides”—as well as the effectiveness of his abilities: the distance over which that leader may exert his abilities to activate the units in his command to full capability. The range is measured in Movement Points. A path is obstructed by hexes occupied by enemy units, an unoccupied hex in an enemy Zone of Control (ZOC), or terrain a leader could not cross or enter. Friendly units negate enemy ZOCs for purposes of tracing range paths. All other paths are considered unobstructed.

**Control (Gauls Only):** The number of Tribes (based on the Control Rating of each Tribe) that Chieftain may command/unobstructed. Vercingetorix does not have this rating, as he automatically controls all units in the Alesia Force. The Gallic chieftains may control any tribes with this rating, not just the tribe they are from.

**DESIGN NOTE:** Yes, there are slightly more tribes, in terms of control, than the Gallic Chieftains can “handle”. This is purposeful.

The Movement Allowance of a Legate, Cavalry Prefect, and Chieftain is not printed on the counter. Rather, the number of Movement Points a Leader may expend in a single activation is Nine (9) for all leaders. These leaders move when they are activated. However, their Command Range for use during the Phase is determined before any units in that Command, including the leader, move.

**PLAY NOTE:** The Gallic Cavalry Leaders (2) are treated as Chieftains, but command only cavalry and Light Infantry.

**4.3) LEADERS AND COMBAT**

**PLAY NOTE:** This section covers general rules relating to leaders and enemy combat units. For specific rules for leader casualties see 8.18 and 9.24.

(4.31) Leaders may not move adjacent to an enemy unit (hex) unless stacked with, or moving onto, a friendly combat unit.

(4.32) Leaders stacked with combat units threatened by Shock may, if the player wishes, Retreat one hex. See 4.34.

(4.33) The instant any enemy combat unit moves adjacent to a leader who is alone in a hex, that leader may immediately retreat up to three hexes. The leader may not retreat through enemy units or impassable terrain. If the leader can’t retreat, he is eliminated.

(4.34) A Leader with Charisma provides a + or – 1 DRM for Shock, depending on whether attacking or defending, for the combat units in his hex and all friendly combat units in adjacent hexes.

(4.35) If either Caesar or Commius is killed, they are not replaced. If Vercingetorix is killed, his place as OC in Alesia is taken by Critognatus. All other Gallic leaders, if killed, are placed on any appropriate Tribal unit the next time the Gallic player wants to use the leader to activate a command. Legates are placed on any unit of their legion the next time his command is activated. Cavalry Prefects are placed on any friendly cavalry unit the next time the Roman player wants to activate a cavalry command using that leader. The Roman Area Commanders are not replaced if killed.

**PLAY NOTE:** Losing an OC will severely limit the use of Turn Seizure.

**4.4) TRIBAL COUNTERS**

(4.41) The large (5/8”) Tribal Counters represent all units from that tribe (other than those eliminated) in the relief Force, plus the Gallic cavalry. They are used to make initial movement of tribes somewhat easier (and less a matter of micromanagement). There is no Tribal Counter for the force inside Alesia.

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The Siege of Alesia

(4.42) Each Tribal counter has three ratings/pieces of information:

- **Size:** The number of combat units in that tribe at the start of the game
- **Control:** This rating is used when determining how many tribes a Chieftain may Command (4.12) as well as how many Tribes may enter in a given Phase.
- **Withdrawal:** When a tribe has lost at least this number of its combat units in an Assault Period, the entire Tribe is withdrawn and taken off the board for that Assault Period. See 10.7.

(4.43) The reverse side of the Tribal Counter is used to show its location on the map when it doesn’t actually represent any more combat units (they have all been placed into play).

(4.44) There are two Cavalry Counters (similar to the Tribal Counters). Each of these may “hold” up to ten Gallic cavalry and/or Gallic LI in any combination. The Cavalry Counters are how these two unit types get into the battle. The Cavalry Counters are treated as Tribal Counters for the purposes of Gallic Planning (5.3) and Placement (5.4). There are two cavalry Leaders for these Cavalry Counters.

**PLAY NOTE:** See 5.4 for how these counters are used.

## (5.0) ACTIVATION

### (5.1) COMMAND ACTIVATION

An Activation Phase consists of a player activating any one of his Area Commanders, Legates, Prefects, or Chieftains and, thereby, his commands (those units being led by that leader/commander), as per 4.1. There is no prohibition as to which command may be selected by a player when it is his turn to do so within the Seizure restrictions, 5.21 and 5.23. And that includes an Activation Phase gained by Turn Seizure.

### (5.2) TURN SEIZURE

Turn Seizure represents the ability of the Overall Commander, and, to a minor extent, the Roman Area Commanders, to react to changing circumstances with initiative and decisiveness.

(5.21) When it is a Player’s Activation Phase, and before that player designates which Command he will activate, his opponent may attempt to Seize the Turn. To do so the seizing player rolls the die:

- If the DR is the same as or lower than the Overall Commander’s (or the Roman Area Commander’s) Initiative Rating the first player’s Activation Phase is cancelled and it is now the Activation Phase of the Seizing Player.

**>>** the Roman Player may now activate any Legion, if Caesar successfully Seized, regardless of where it is on the map, or all Auxiliares (Archers, Light Infantry, and/or Palintonos) within the Area Commander’s range, if that leader was used for Seizure. When he finishes, play returns back to his opponent.

**>>** the Gallic player may activate any/all Tribes within Range and Control limits of any one Chieftain (per 4.12), regardless where he is on the map. When he finishes, play returns back to his opponent.

- If the DR is higher than the Commander’s Initiative Rating, the attempt fails. Such attempt counts against the number of Seizures that Commander may try in a single Assault Period.

**Clarification:** If Caesar successfully Seized, the Roman player can activate any one legion or any one Cavalry command.

(5.22) A Player may attempt Turn Seizure as many times during an Assault Period as his Seizure Rating allows. He may not do so twice in a row.

(5.23) If the Gallic Player uses Vercingetorix to attempt Seizure, he must then activate the Besieged forces in Alesia (which are treated as one command). If he uses Commius, he must activate a command from the Relief Force.

**EXAMPLE:** The Gallic Player has just gone. Before the Roman player can designate his next active command, the Gallic Player declares a Turn Seizure Attempt, using Commius. He rolls a ‘5’, which is higher than Commius’ Initiative rating of ‘3’. The Seizure Attempt has failed, the Roman player now undertakes an Activation Phase. Commius has used one of his 3 Seizure Attempts for that Period.

(5.24) No Turn Seizure is allowed for/during the first Activation Phase of an Assault Period.

(5.25) A Roman OC’s Turn Seizure may be used to move the Overall Commander; see 6.13. Such Seizure Attempt is automatically successful; no die roll is needed. It does count as one of the allotted attempts, though.

### (5.3) GALLIC ASSAULT PLANNING

(5.31) In the Assault Planning Phase at the start of each Assault period the Gallic Player must decide which Tribes he is going to bring in, and where. All available tribes (see 10.74) must be so assigned. Once such assignments are made they may not be changed during that Period (note the per Area limitations given 5.43).

**PLAY NOTE:** We have supplied Gallic Tribal Assignment Sheets for just this purpose; that they also keep tab on your Honesty is purely peripheral.

(5.32) For the first three Gallic Activation Phases, the Gallic player may Activate, and bring in, only those tribes assigned to Areas I and/or II.

(5.33) Starting with the fourth (4th) Gallic Activation Phase of an Assault Period, the Gallic Player may (not must) attempt to bring in Tribes, as per 5.42, through their assigned Entry Area. However, arrival/placement for tribes assigned to Areas III–XVI is not automatic; arrival and placement of tribes assigned to Areas...
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I and II is. For any area from III–XVI, the Gallic Player must dieroll to see if the assigned tribes have reached their allotted area, using the Gallic Entry Arrival Table. He may dieroll for only one such Entry Area per Activation.

(5.34) A successful arrival dieroll allows the Gallic Player to place his Tribal counters assigned to that Area as per 5.4. An unsuccessful attempt is a lost activation! He may not do anything else, as a Tribal Entry Attempt is the Gallic Player’s sole action that Phase.

(5.35) Turn Seizure may not be used to attempt Tribal Entry.

(5.4) INITIAL PLACEMENT OF GALIC TRIBES

(5.41) In The Initial Placement Segment of the Planning Phase, at the start of each Assault Period, before anyone undertakes any Activations, the Gallic Player may activate, and place on the map (as below) Gallic Tribal counters worth up to eight (8) Control Points. This does not cost him an Activation, but Tribes may be so placed only in Areas I and/or II and only if assigned there in the Gallic Assault Planning Phase.

A few Tribal Counters represent more than one tribe. See the counters and the Assignment Sheet.

TRIBAL CHIEFTAINS: One Tribal Chieftain must be placed if any Tribal Counters (exclusive of Cavalry) are placed.

CAVALRY LEADERS: A Cavalry leader must be placed with his Cavalry counter

(5.42) After Initial Placement, and during an Assault Period (within the limitations of 5.33 and 5.35), as his sole action for that Activation Phase, the Gallic Player may place Tribal Counters worth up to five (5) Control Points on the map in their assigned Entry Area. Only one such Entry Area may be selected. The placement of the counters is the activation; any movement occurs in a subsequent activation. The Gallic player cannot attempt to bring on Tribes (C/1) in consecutive Activation Phases, nor can the Gallic player make the attempt if there are any Tribal Counters (including Cavalry) on the map that have not yet placed any of their units. Attempting to activate the Alesia Force is not considered an attempt to bring on Tribes.

TRIBAL CHIEFTAINS: One Tribal Chieftain must be placed (if available) if any Tribal Counters (exclusive of Cavalry) are placed. The Gallic player can “hold back” the placement of a Tribal Chieftain if the entering Tribal Counters are placed such that they are command range of a Chieftain already on the map.

CAVALRY LEADERS: A Cavalry leader must be placed with his Cavalry counter

EXAMPLE: The Gallic player has the Arverni (3), Senones (2), Nervii (1), and Boii (1) off map and eligible to enter. The Senones (2), Boii (1), and Nervii (1) have been assigned Entry Area III while the Arverni (3) have been assigned Entry Area I. The Gallic player can either place the Arverni automatically or place the other 3 tribes on die roll of 0–8.

(5.43) With the exception of Entry Areas I and II, the maximum number of Tribal Control Points that may use any one Entry Area during the course of an entire Assault Period is five (5) Control Points. There is no such limit for Areas I and II.

DESIGN NOTE: The Tribal Control limitation has little to do with the ability of the land to hold ‘x’ number of troops, and everything to do with the difficulties and realities of moving large numbers of troops vis a vis the capabilities of the Gauls to plan and conduct such massive timing operations. That they did not, during the siege, venture outside the limits of I–VI says much about these possibilities.

(5.44) As Vercingetorix’s Besieged Army in Alesia is already on the map; Gallic Placement does not apply to them. See 5.6.

(5.45) A Tribal Counter may be placed anywhere on the map (obviously outside the walls), as follows:

• Within ten (10) hexes of any map edge hex of its assigned Entry Area, but in a direct line from an Entry Area hex to the Ramparts opposite (not 10 hexes to the left, etc); and

• Not closer than three (3) hexes from a Rampart hex (counting the latter), and/or not closer than two (2) hexes to a Camp Wall.

• Tribal Counters may be stacked.

If a Roman unit or its ZOC lies in the path between the Entry hex and its opposite Rampart hex, the Gallic player places the Tribal Counter anywhere in that path between the Entry hex and that unit/ZOC, but not adjacent to any Roman unit.

For placement determination purposes, treat hexes W5815, and W5915-W5918 as if they are Rampart hexes.

EXAMPLE: The Gallic player decides to use hex W3901 to place the Bellovaci who have been assigned to Entry Area II. The Tribal Counter can be placed in any hex from W3901 through W3908. If the Gallic player chose W3601 instead, the allowable placement hexes would be W3601 through W3604 due to the Camp Wall in W3606.

(5.46) Once placed, the Tribal Counter may not move. It remains on the map until the Tribe has reached its Withdrawal limit (10.7), at which point, simply remove the counter.

(5.47) When all the units represented by that Tribal Counter are on the map, in play, flip the Counter over to its “No Units” side. For purposes of units moving into the hex it occupies, the Tribal counter is no longer there. For purposes of determining activation, etc., the Tribal counter is there.
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(5.48) Each time a chieftain is activated, all Tribal Counters in his command (4.24) must place on the board, atop the Tribal Counter, at least six combat units from that tribe (or all of the available combat units) for movement that activation. See 6.21.

(5.49) Combat units may not voluntarily move, or be, more than twelve (12) hexes from their Tribal Counter unless and until they move onto a Rampart or between the vallations (inside).

Exception: This restriction does not apply to units emerging from Alesia or units belonging to either of the Cavalry counters.

PLAY NOTE: For purposes of this rule, and “The Hill” (West map, W5916, etc.), Gallic combat units are free from this restriction as soon as they enter any hex from W5815 through W5819.

(5.5) ROMAN REDEPLOYMENT

At the beginning of every Assault Period after the first, the Roman player may redeploy any/all of his troops using the same restrictions on placement as given in the scenario initial deployment.

(5.6) VERCINGETORIX’S ALESIA FORCE

Clarification: The Alesia Force consists of Vercingetorix and the 43 blue colored Gallic units.

(5.61) All units inside the oppidum of Alesia at the start of each Assault Period are part of Vercingetorix’s besieged army. This is treated as one tribe, but it has no Tribal Counter. The oppidum is considered its starting point.

(5.62) The Alesia Force enter play separately from any other tribes, and its entry encompasses an entire Gallic activation. The Alesia Force may not enter play until the individual combat units of at least one Tribe of the Relief Force are on the map. Once in play, it may do anything other Gallic units can do.

(5.63) The Alesia Force enters play on a dieroll of 0-6. If the attempt fails, the Gallic Player must go ahead and activate another command. If successful, the Alesia Force units are placed per 5.64 and then immediately Move, conduct Shock, etc.

PLAY NOTE: This is an activation attempt, not an Entry, so 5.34 does not apply.

(5.64) When the Alesia Force enters play, all Alesia-based units are placed (or repositioned) anywhere inside Alesia. They may stack three to a hex. They leave Alesia through any of the gates on the map, at which point normal stacking rules apply.

(5.65) Alesia Besieged Force units that end an assault Period outside both walls—e.g., W6427, but not W5429 or W5028—are no longer part of the Alesia Besieged Force. They are, for any succeeding Assault Period, part of the Aedui or the Arverni (which includes any escaped Mandubii). See Victory conditions.

(5.66) The Alesia Force Withdrawal Rating is ‘18’; see 10.7.

(5.7) GALLIC CAVALRY

The Gallic cavalry tribal Counters have a Size Rating of ‘10’. This is used slightly differently than the other Tribal Size Ratings. It refers to the number of Cavalry and/or Gallic LI that may be brought in with that Tribal Counter.

EXAMPLE: you could bring in 10 cavalry, or 6 cavalry and 4 LI, etc. 5.48 applies if Gallic player chooses to activate the cavalry associated with a placed Cavalry Counter.

(6.0) MOVEMENT AND TERRAIN

(6.1) MOVEMENT ALLOWANCES

(6.11) A unit’s printed Movement Allowance is the basic allowance for a single Activation Phase (but see 6.5.) An activated combat unit may move up to its printed MA. Units may always move less than the printed MA.

PLAY NOTE: There are no Cohesion Hits for any movement (as in previous GBoH games)—as sieges rarely require use of formations, which is what Cohesion Hits affect/reflect—except for entering Garden of Death hexes.

(6.12) Activated Legates/Prefects and Chieftains have no printed MA; it is ‘9’ per activation. They may move when activated, but after all the units in their command have moved.

(6.13) Overall and Area Commanders have an MA of ‘30’, However, they may move only:

• When activated as an Overall/Area Commander Movement Activation, where the only thing the player may do is move his OC and Area Commanders; or

• When the player uses one of his Seizure Attempts to move (only) his OC. When he does this, such “seizure” is automatic; no dieroll is needed; or

• If they start, and remain, stacked with an in Command Range combat unit from a Command that has been activated, as per 4.11. In this case, they use that combat unit’s movement rate.

(6.14) Vercingetorix moves as if he were a Tribal Chief (6.12), not an Overall Commander.

(6.2) MOVEMENT AND GALLIC TRIBAL COUNTERS

(6.21) A Gallic Tribal Counter (theoretically) contains all the combat units from that tribe. When that Tribe is on the map and activated, the Gallic Player must move from that Tribal Counter as many of that Tribe’s combat units as satisfies 5.48; but they all start in the hex the Tribal Counter is in.

(6.22) Combat units may not enter any hex occupied by a Tribal Counter; they may only leave it. This restriction disappears when the counter is on its “No Units” side.

(6.23) Tribal Counters may not move.

(6.3) NATURAL TERRAIN

The Alesia map contains two different types of “terrain”: Natural and Man-made (Caesar’s “works”). Some of the man-made items
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function as if they were natural (e.g., the water-filled ditches). There is always a cost in Movement Points to enter/cross each type of terrain.

(6.31) As a unit moves it traces a path of contiguous hexes through the hex grid. A unit expends Movement Points for each hex it enters, or hexside crossed, as per the Terrain Effects Chart. There is also an extra MP cost to move into a hex of higher elevation. Thus a Gallic BI in hex W6213 would expend 2 MP’s to move into W6113 (1 for the Clear hex, one for the elevation change). One unit’s movement must be completed before another can begin, even if they start stacked together.

(6.32) A unit may be moved in any direction or combination of directions. However, a unit may only enter a hex which is to its front (7.11). In order for a unit to change direction to its flank it must first change facing (7.1) by pivoting in the hex it occupies.

(6.33) Certain hexes/hexsides are impassable: no unit may enter or cross such a hex. E.g., the water-filled Ditch. See 6.46.

(6.34) A moving unit must have enough MP’s to pay the terrain cost of entering a hex; if it doesn’t, it cannot enter that hex. Units also may have to pay movement point costs to change facing; see §7.1.

(6.35) Terrain may also affect combat results by providing a dieroll adjustment when determining the results of Shock or a Missile Attack. See the Terrain Effects Chart.

(6.36) Alesia. The hilltop oppidum of Alesia is virtually impregnable. No unit may cross a stone crest hexside, which surrounds the entire plateau, except through a gate hexside. That includes Gallic units.

(6.4) THE SIEGE WORKS

DESIGN NOTE: The rules for the Fortification Terrain are far more extensive than for previous GBoH games. They reflect an often disheartening attempt to make two dimensional sense out of a very 3D type of obstacles.

(6.41) Caesar constructed two series of walled fortifications around Alesia, which we will refer to by the following names:

• **Circumvallation**: The wall system built to keep Vercingetorix inside Alesia—the inside ramparts with towers (e.g., hex W3220).

• **Contravallation**: The wall system built to keep any Relief Force out ... the outer ramparts with towers (e.g., hex W3310).

Units in hexes between the two series of Ramparts (or on the ramparts themselves) are considered inside the fortifications. All other units, usually Gauls, are outside the fortifications (trying to get through/in).

EXAMPLES OF MOVEMENT: Roman unit A pays 1 MP for the Rampart hex and +1 MP to enter it from inside, 1 MP to rotate (7.12), and 1 MP per rampart hex (6.42). Unit B pays 1 MP for the Rampart hex and +3 MPs to enter it from outside, and 1 MP to move along the Rampart. Note that all Gallic foot units do not pay MPs to rotate (7.12). Unit C pays 3 MPs to enter the (inner) GoD hex and incurs 3 hits (6.45). It has insufficient MPs to continue moving, but even if it did, a unit must start adjacent to a Rampart hex to enter it from the outside (6.42). Unit D pays 1 MP for each clear hex plus 2 MPs to cross the minor river hexside. Unit E pays 2 MPs to stack with another friendly unit of the same tribe (6.61, 6.63). It would pay this extra 2 MPs even if it was passing through the hex.
The valuations consist of the following types of terrain:

(6.42) Ramparts: These are the hexes representing the main “walls”, along which there were (usually) towers every 80 feet or so. The towers, most likely, contained the missile throwing units and artillery. All walls that are within a hex (e.g., W3911) are Ramparts. Each Rampart hex is considered to contain a Tower (which enables the unusual Stacking rules thereunto; see 6.61). Units may move along the ramparts, following the path of the rampart walkways, like roads. A unit in W1633 could not enter W1733 without first entering W1634. Units may gain entrance (climb up and onto) the Ramparts from:
- Any hex inside the Valuations adjacent to a Rampart (Lots of ladders available). Example: A cohort in W4616 could, by paying 2 MP to do so, move into either W4617 or W4516.
- From inside any Redoubt, onto any adjacent Rampart hex. Example: A cohort in W2919 could, by paying the 2MP cost to climb, enter the Rampart hex W2918.
- Any hex inside Camp Walls adjacent to a Rampart hex. Example: A cohort in W5122 could, by paying 2 MP to do so, move into W5222.
- From outside the Ramparts, a Gallic unit (we assume) could enter a Rampart hex either by attacking a Roman occupied hex on the Rampart, and forcing the Roman to leave the hex and thereby advancing thereunto. Or it may move into an unoccupied Rampart hex by starting its movement in an outside hex adjacent to the Rampart (usually a GoD hex; 6.45) and paying 4 MP to enter the Rampart hex.

PLAY NOTE: Although the Gallic unit is not paying its entire Movement Allowance, it still must start its movement in the outside/adjacent hex.

Leaving the Rampart: A unit pays +1 MP when moving from a Rampart to a non-Rampart hex inside the valuation; and +3 MP for doing so outside the valuation.

Rampart Elevation: Rampart hexes are considered to be one hex higher than the elevation of the terrain they are actually in.

Rampart Movement: Movement along the walkways of the Ramparts—e.g., from W3911 to W4012—costs 1 MP, and facing and stacking restrictions apply at all times. (The walkways were, obviously, narrow.) See 6.61.

PLAY NOTE: Any unit in a Rampart hex is considered “on the wall.”

Rampart/Gate: Rampart hexes with Gates (e.g., W4513) are treated as Rampart hexes for all purposes except that a unit (including cavalry) can enter the hex from a non-Rampart hex provided that the unit immediately leaves the Rampart hex and enters another non-Rampart hex. The cost to enter the Rampart/Gate under this circumstance is 2 MP.

(6.43) Walls: The Camp Walls are those that run along the hex-sides (e.g., W3706/3607). They do not have walkways; they are simply walls. Non-Cavalry units may cross a Wall hexside if there is no enemy unit in the hex they are seeking to enter. They may attack across a Wall hexside. Cavalry may not cross wall hexsides; they use the gates to enter and exit their camps.

DESIGN NOTE: Those outside the fortifications were (historically) the cavalry camps; those inside, the infantry camps. There is one exception. The camp around E6206 appears to have been an Infantry camp. Caesar is not very clear as to exactly what the walls for the camps were; we have simply assumed they were used as barriers, not avenues for movement, and were, in many ways, similar to the usual camps built by Roman legions. There are five infantry camps for 10 legions. There may have been others, but their existence has not been found.

Stone Walls: There are several, low Stone Walls crisscrossing the interior. Most of these were about 6 feet high and constructed by the Gauls before the Romans arrived. They appear to be there to help defend a defensive line, not to retard movement. They don’t come into play too often. Cavalry cannot cross Stone Walls.

HISTORICAL NOTE: The existence of the wall running W5128-5833 is open to question. It does show up on many of the excavation maps, but it seems to serve little purpose.

(6.44) Redoubts: Exactly what these were is a bit difficult to determine. Caesar never discusses them, although he does mention them (their locations have been specified by the Stoffel diggings). It appears they were miniature fortified camps inside the walls. Entrance thereunto is best by means of the gates. Redoubt hexes are considered to be at the same level as the ground (but see 6.42). Units inside Redoubts have all-around Frontal facing; they have no Flank or Rear.

Cavalry may move through the Redoubts via a Gate hexside, though the cost to enter is 3 MP, plus the +1 MP for the Gate hexside. However, they may not do so if there are any units inside, and they may not end movement therein. A unit may also move from (and to) a Redoubt hex to/from a Rampart hex by paying +1 MP if the Redoubt is connected to the Rampart. A unit may also move from (and to) a Redoubt hex to/from a Rampart hex by paying +1 MP if the Redoubt is connected to the Rampart.

(6.45) Gardens of Death: This is our game-term for the extensive system of traps, pits, stakes and ditches built by Caesar to cover the approaches to both his walls, and about which he is quite descriptive and specific. Note that the Gardens for the Circumvallation have the inside ditches filled with water, thus making them slightly more difficult to traverse.

See the diagram below for a schematic look at these rather nasty 40 yards of Bad Road.

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Garden of Death Effects:
• A unit entering an outer GoD hex, from any direction, incurs 2 Hits.
• A unit entering an inner GoD hex, from any direction, incurs 3 Hits.
• Gardens of Death hexes; this includes the ditches—one dry, one water-filled—running between the GoD hexes and the Ramparts.
• The deep Water-filled Ditch running North-South (west of Alesia) from W4723 through W3704, inclusive.
• The “natural” Minor Rivers and streams.

(6.46) Gallic units may attempt to “fill in/cover over” the following:
• Gardens of Death hexes/hexsides; this includes the ditches—one dry, one water-filled—running between the GoD hexes and the Ramparts.
• The deep Water-filled Ditch running North-South (west of Alesia) from W4723 through W3704, inclusive.
• The “natural” Minor Rivers and streams.

(6.47) Fill Counters

Placement: A Gallic BI may be placed on the map carrying one Fill counter though its not required to do so. Once on the map, a unit can never acquire a Fill counter.

Moving with Fill: Gallic BI units may carry Fill counters—one counter per combat unit, A unit carrying a Fill counter has its Movement Allowance reduced by one (–1) for that activation/turn.

Using Fill Counters: It costs +1 MP to place a Fill counter in a GoD hex in addition to the cost to enter the hex. It cost +1 MP to place a Fill counter across a Ditch, minor river, or stream hexside. The unit must be in an adjacent hex. The extra MP to place a Fill may be expended even if the unit is in an enemy ZOC. The unit may continue moving after such placement subject to the effects of enemy ZOC (see 7.23). Once placed, a Fill counter remains there until removed per 6.49 below. The counter cannot be picked up. A Fill counter is automatically placed in a GoD hex, if the unit is inside.

Fill 1–4: Fill counters come in denominations of 1 through 4. Each value counts as one counter. Thus a Fill marker with a value of 1 counts as one Fill Counter, a value of 2, two counters, etc. When a unit places a Fill counter in a hex that has none, simply place the Fill 1 counter in the hex. If there is already a Fill counter in a hex, replace with a Fill Counter with a value of one more.

DESIGN NOTE: We preferred “Fill” as a word to “Wattle”, which is the word used in our version of Caesar’s “Gallic Wars”.

(6.48) Effect of Fills
• An outer GoD hex with a ‘2’ Fill counter is no longer a GoD hex.
• An inner GoD hex with a ‘3’ Fill counter is no longer a GoD Hex.
• A deep Water-filled Ditch hexside or Stream with a Fill ‘3’ counter may be crossed.

A Major River hexside with a Fill ‘4’ counter may be crossed. The above hexes/hexsides may not contain a Fill counter(s) whose value is more than necessary to negate the effect of the Hex/Hexside.

(6.49) Removing Fill: Fill counters may be removed in one of two ways:
• Roman archer units may fire, using Flame Missile Fire, at a GoD hex with a Fill marker and no Gallic units. If a Hit is obtained, the Fill has caught Fire and all Fill counters are removed. The fire is then “out”. This does not apply to Fills that are in water hexes/hexsides.
• At the end of each Assault Period, all Fill values are reduced by one for the next Period.

DESIGN NOTE: Fill counters represent all sorts of debris and stuff used to fill in and cover over. Such fill tended to fall apart, and become “less filling” (but certainly not “better tasting”) after a while. Although there are only a certain number of Fill markers with the counter-mix, there is really no limit to how many may be in play.

DESIGN NOTE: Fill counters will create congestion problems, in terms of the sheer number of counters in a hex. We’re sorry; we could divine no other solution.

(6.5) RAPID MARCH (ROMAN ONLY)

Roman Cohorts, when activated and in Command Range, may double their Movement Allowance if they:
• enter only hexes that cost (including hexside costs) 1 MP to enter
• do not move adjacent to a Gallic combat unit, regardless of location, or
• do not start movement within 3 hexes of a Gallic combat unit, unless that Gallic unit is outside the Vallations and the Roman unit is inside.

Each Roman unit may freely use Rapid Movement once during an Assault Period. Mark such unit with a “Rapid March” counter. Any subsequent use of Rapid Movement, by the same unit in the same Assault Period, incurs one (1) Hit.

DESIGN NOTE: Orderly Withdrawal and Line Extension, rules found in CONQUEST OF GAUL, are not used here because of the nature of the battle vis a vis linear warfare.

(6.6) STACKING

Stacking refers to having more than one unit in a hex at any one time, whether during movement or at the completion of movement.

DESIGN NOTE: The Stacking rules for Rampart hexes are somewhat unusual, and rather different from the usual GBoH system rules. This is a result of those Towers every 30+ yards plus the narrow walkways on the ramparts.

(6.61) Stacking is determined by location.

Rampart Hexes: One infantry combat unit—that’s CO, BI or
LI—of any type may occupy a Rampart Hex at any time. In addition, one artillery unit or one Archer unit may co-exist with that infantry unit. The premise is that any Artillery or Archer unit that is in a Rampart hex is considered to be in a tower, and not on the actual rampart. Thus, it may not be Shock attacked, or be affected by Shock attack, if there is a supporting infantry unit therein. Otherwise, it may be so attacked.

**Cavalry units may not stack with other**

**Redoubt Hexes:** These may be occupied by up to two (2) Foot units of any type and command, or one Foot and one Artillery unit.

**All other Hexes.** Two combat units of the same type (CO, BI, etc.) may occupy the same hex. For Roman cohorts to stack together, they must be from the same Legion. For Gallic units to stack, they must be from the same tribe. For this purpose, client tribes are treated individually. Alternatively, one Foot unit may stack with one artillery unit.

(6.62) Leaders and informational markers do not count for stacking purposes. A hex may contain any number of leaders/markers.

(6.63) A unit may move through/into a non-Rampart hex containing friendly units—other than Artillery or Auxiliares—at a cost of +2 MP to do so. There is no cost if the unit moved into/thru is only Artillery or Auxiliares (LI and Archers). No unit may move through an infantry (CO, BI, or LI) unit in a Rampart hex. Artillery and Archers in Rampart hexes may be moved into/thru at no additional cost. A Cavalry unit cannot move into an occupied Redoubt hex.

(6.64) A unit may never move into or through a hex containing an enemy combat unit.

(6.65) If two units are stacked in the same hex, the stacking order—who’s on top—may be changed/switched only when one of the units is Activated; it costs two (2) Movement Points to do so. If the player desires to move only one unit from a stack, only the top unit may move. A unit moving into a hex to stack is always placed on the bottom. Both combat units stacked in a hex must have the same facing. If one unit has to change facing to do this, it must.

(6.66) Stacking has the following effects on Missile Combat:
- Only the top infantry unit in a Stack may Fire. This does not apply to Rampart hexes, or Artillery in any type of hex, where position in the stack has no effect on ability to Fire.
- Archery and Palintonos Missile Fire affect all units in the stack; see 8.14.
- Javelin and Scorpione fire affect only the top unit in a stack, unless the fire is through the Rear hexsides, in which case it affects only the bottom unit.

(6.67) Stacking has the following effects on Shock Combat:
- The TQ of the top infantry unit (CO, BI, or LI) in the stack is used for the pre-Shock check and the TQ differential modifier. Ignore any Archers/Artillery in the stack.
- If a stack Retreats (either voluntarily or involuntarily), each unit Retreats separately and need not end their Retreat in the same hex. Any Archers/Artillery stacked with an infantry unit that retreats also retreat (but see 8.52).
- Hits resulting from the pre-Shock check, Shock resolution, and the inability to Retreat are evenly distributed among the infantry units (CO, BI, or LI) in the stack with any odd Hit given to the top unit in the stack. Archers and Artillery stacked with infantry do not incur Hits from any aspect of Shock Combat.
- Archer and Artillery units stacked with infantry unit that Routs are eliminated.

(6.68) An infantry unit—CO, BI or LI—in a Rampart Hex may not voluntarily move into a Rampart hex adjacent to a friendly infantry unit that is also in a Rampart Hex. Thus a CO unit in W3410 cannot voluntarily enter W3310 if a CO unit occupies W3211. If it is forced to do so (Retreat, for example, with no other place to so move, or Advance after Combat), both the moving and the stationary unit are immediately Disordered (see 6.7). Enemy units are not so restricted and may voluntarily move adjacent to an opposing unit, nor are they Disordered if forced to move adjacent to enemy unit (i.e. Advance after Combat).

An infantry unit inside the vallation may not voluntarily enter a Rampart hex adjacent to friendly unit that is also in a Rampart hex.

(6.7) **DISORDER**

(6.71) Disorder is a result that occurs when the Rampart adjacency restrictions (6.68) are violated. Use the Disordered markers to indicate this status.

(6.72) A unit that is Disordered has its Movement Allowance reduced by one and suffers a negative DRM when engaging in Shock (see 9.24.)

(6.73) A unit may remove its Disorder status by expending 2 MP when activated. Disorder may not be removed if the unit is in Rampart hex and adjacent to another friendly unit in a Rampart hex. It does not need to be “Rallied”.

(6.8) Terrain Effects Chart. See Charts and Tables

(7.0) **FACING AND ZOC’S**

(7.1) **FACING**

**DESIGN NOTE:** The Facing costs and restrictions are much looser in ALESIA than in any other GBoH games.

(7.11) All units must be faced in a hex so that the top of the unit (the side with its name) faces into the vertex of the hex (between two hexsides, as below). The two hexes to the front are called the Frontal Hexes; those to the side, the Flanks, and those behind, the Rear. A unit may only voluntarily move into a hex to its Front. A unit can only conduct Shock attacks into its Front hexes.
(7.12) In order for a unit to change its facing it must pivot within its hex. All units pay a cost of one movement point (+1 MP) to change facing in any direction, regardless of the number of vertices shifted. The exceptions to this are:

- Auxiliaries and all Gallic foot units, none of which pay any MP cost to change facing
- Cavalry, which pay a cost of one movement point for each vertex shifted
- Units moving into/through Rampart hexes do not pay any cost to change Facing if they are moving directly from one Rampart hex into an adjacent one (using the Rampart Walkway as if it were a road).

(7.13) A unit may change facing while entering, or while in, an enemy ZOC, but may only do so one vertex. A Gallic unit may place a Fill counter while in an enemy ZOC.

(7.2) ZONES OF CONTROL (ZOC)

(7.21) All combat units, other than Archers and Artillery, exert a Zone of Control into both their Front hexes. Archers exert a ZOC into their Front and Flank hexes. Artillery units do not exert a ZOC.

(7.22) ZOCs do not extend into a hex into which movement is prohibited, such as a water-filled ditch that has not been filled. ZOCs do not extend upwards into a Rampart hex (they do extend down) or across a Camp Wall or Stone Wall hexside.

(7.23) A unit must cease movement the instant it enters an enemy ZOC, although it can change its facing one vertex or place a Fill counter, as per 7.13. A unit that begins movement in an enemy ZOC can move out of the enemy ZOC. A unit leaving an enemy ZOC may immediately enter another enemy ZOC, but it would then cease movement for the remainder of that Activation. Units leaving a Missile unit’s ZOC are subject to Retire Reaction Fire (8.61).

Clarification: A unit cannot move from a hex in a ZOC into another hex in the ZOC of the same unit.

(7.24) If opposing units extend a ZOC into the same hex they are both considered to “control” that hex.

(7.25) Units may retreat into the ZOC of an enemy unit, if no other path/hex is available. See 10.25.

(8.0) MISSILE COMBAT

Missile combat occurs as part of, or instead of, movement at any point during such Movement.

(8.1) MISSILE FIRE

HISTORICAL NOTE: The combat effectiveness of Missile units was limited because of a lack of penetrative capability (except for the Scorpiones).

(8.11) Units with Missile Capability (see 2.21) may Missle Fire. There are three types of missiles/misssile units: Archers (A) (see 8.3) and Light Infantry and Cohorts (J) (see 8.2), plus the Roman artillery (see 8.5). Missile Fire may occur:

- When a unit with Missile Fire Capability is activated (4.11 and 5.1)
- As Reaction Fire (8.6)

(8.12) The active player may conduct one Missile Fire with each active unit that has Missile capability during the Activation Phase.
The activated unit may fire then move, move then fire, or move, fire then move again. The only restriction is that the moving unit may not fire after moving away from the target unit. Artillery units are an exception: they may either move when they are allowed to, or fire, not both.

**PLAY NOTE:** Firing during movement does not cost any movement point. See 8.6 for how often, and when, units may use reaction fire when they are not active.

(8.13) A Missile unit may fire at any single target hex which is within its Missile Range, which extends from its frontal and/or flank hexes, and to which it can trace a Line of Sight (8.15). Missile units must each fire individually; they may not combine fire. If there are enemy units in the firing unit’s ZOC, one of those units must be the target of the Missile Fire.

(8.14) Missile Fire produces possible Hits.

- Hits from Javelins and Scorpiones affect only the top units in a stacked hex.
- Hits from Palintonos and Archers affect every unit(s) in a hex.

Thus a result of ‘1’ applies to each unit in the target hex.

**DESIGN NOTE:** Dense hex population increases fire effectiveness for high trajectory weapons, which is what Archers and Palintonos are.

(8.15) A missile unit can fire only at an enemy target unit to which it has an unobstructed Line Of Sight (LOS). An LOS is calculated by tracing a path of hexes between the center of the hex the missile unit is in and the same for the target unit, through the firing unit’s frontal or flank hexsides.

If the LOS is blocked, missiles may not be fired. LOS is blocked by the following:

- Ramparts and Woods hexes: unless the target occupies the Rampart or wood hex in question. In other words, a unit may always fire into a Rampart/woods hex, but not through (over) one.
- Redoubts and Wall hexsides: a unit may not fire across a Wall, Gate, or Redoubt hexside even if it or its target is adjacent to the hexside (Palintonos fire is an exception, see 8.55). A unit may not fire into or out of a Redoubt unless the target/firing unit is adjacent and at a higher elevation—usually in a Rampart hex (Gallic Archers firing Flame are also an exception; see 8.41). **Walls adjacent to a Rampart hex do not block LOS.**
- Elevation: if any part of a hex of higher elevation is between the target and the firing unit.
- Combat units: unless the blocking combat units are closer to the firer than the target and the firing unit is an Archer or Palintonos.

**Terrain Note:** The Ramparts are considered to be one elevation level higher than the hex they are in, in terms of LOS.

**DESIGN NOTE:** Yes, theoretically, the Gauls could fire arrows over the ramparts into the “interior”. But that would be firing blind, and what would be the purpose of such missile fire, when there were targets aplenty on the Ramparts?

(8.16) The Missile Range and Results Table (9.41) is used to determine the effect of Missile Fire. For each Missile Fire, a die is rolled.

- If the dieroll is equal to or less than the Hit Rating Number on the Missile Fire Table, at that range, then the target or unit takes 1 Hit (as per 8.14).
- If the dieroll was greater than Hit Rating Number on the Missile Fire Table then it misses.

All combat effects from missile fire are immediate and occur before any other unit is moved/fires (but see Reaction Fire, 8.6).

(8.17) The following die roll adjustments are made ... and they are cumulative:

- 1 target is on a lower elevation than the firing unit.
- +1 for each Hit the missile firing unit has incurred.
- +1 target is in a Woods hex.
- +1 target is in a Ramparts Hex and Archery Fire is from a non-Rampart Hex (from below).
- +1 foot archer unit or any mounted missile unit moved/will move. This does not apply to foot with javelins.
- +1 target is a Cohort, and an archer is firing at a range of one hex (adjacent) through the frontal hexsides of the infantry. **This does not apply to javelins, or to fire into ramparts from below.**
- +1 Archer fires at another Archer unit and that unit is the only unit in the hex.
- +4 target is in a Ramparts Hex and Javelin Fire is from a non-Rampart Hex (from below).

**EXAMPLE:** A Gallic Archer in hex W4911 fires at a Roman Cohort and Archer unit in hex W4914. The Gallic Archer has/will not move and has no Hits. The Gallic player rolls a ‘1’ which is modified to ‘2’ (fire from a non-Rampart hex to Rampart hex). Since the Range is 3, the Archer misses. If the die roll would have been ‘0’ instead, the archer would have hit, and, since an Archer was conducting the fire, both Roman units would have received a Hit.

**DESIGN NOTE:** We have opted to not use a Supply rule (as in previous GBoH games because, given the situation, availability of missiles was not a factor for either side.

(8.18) If there is a leader in the hex fired at and the unmodified Missile die roll is a “0”, there is a possibility that the leader has
been hit. Roll the die again; if that die roll is a ‘0’, a Casualty has occurred. See 9.24 for resolving this. Players may not fire at a hex in which there is only a leader counter.

(8.19) Hit and Run Tactics: All Light Infantry (LI) Javelin capable units that start movement two (2) hexes (i.e. there is one intervening hex) from a target may fire at that target as if it at were at a range of one hex. Using Hit and Run tactics takes the unit’s entire Movement Allowance for that activation, and if they fire at a missile-armed target, they take Reaction Fire as if it were at a one hex range. Missile-armed Cavalry may use this, but they may be within four (4) hexes.

RESTRICTIONS: Hit and Run tactics may not be used if:
• Either the firing unit or the target unit starts in a Rampart hex or there is an intervening Rampart hex.
• Their is an intervening wall (redoubt, camp or stone).
• The firing unit is in an enemy ZOC.

The intervening hexes between the firing unit and the target must be clear hexes which contain no friendly or enemy units, and the only enemy ZOC along the path is located in the hex adjacent to the target unit.

PLAY NOTE: This is obviously a mechanic used solely in open terrain.

(8.2) JAVELINS

(8.21) Virtually all Roman foot units—CO and Numidian LI—have Javelin capability. The only Gaul infantry with javelins are the LI that accompany the cavalry, as per 4.44. Most of the Roman cavalry units have javelins, while none of the Gallic cavalry are so armed.

(8.22) Roman units in Rampart hexes may use Javelin fire only as Entry Reaction Fire (8.62).

HISTORICAL NOTE: The term “javelin” covers a wide variety of throwing weapons, from the sophisticated Roman Pilum to large darts.

(8.3) ARCHERS

The following rules apply to all Archer units:
• They may not Shock Attack.
• Archers are automatically Eliminated if Shock attacked unless stacked with an infantry unit. Archers, however, may use Retreat Before Shock to avoid elimination.
• When firing missiles at another Archer unit, add one (+1) to the dieroll, but only if it is the only unit in the target hex.

(8.4) FLAME

There is some evidence that the Gauls used flaming arrows to set fire to the wooden Roman fortifications.

(8.41) Gallic Archers may choose to fire Flame, but may do so only when activated. Flame may not be used as Reaction Fire. Flame Fire may be directed only at:
• Rampart hexes
• Redoubt hexes (even if LOS would normally be blocked)

Roman Archers may Fire Flame at non-Water Fill hexes (only)

(8.42) Archers use Flame fire with the standard Missile rules: the number on the Missile Fire Table for (A) Flame is the DR range within which the player must roll within to set that hex on Fire, as per 8.16.

(8.43) If a hex is set afire, place an On Fire marker in the hex. The fire has the following effects:
• Any unit in a hex that is set On Fire suffers 1 Hit and must immediately leave that hex, as if it were in retreat. If it cannot, it suffers an additional Hit. Note, Fill cannot be set on Fire if it is Gallic occupied (see 6.49).
• It costs 2 MP to enter an On Fire hex. Any unit entering the hex suffers 1 Hit
• No unit may end movement in a hex On Fire.
• No unit in an On Fire hex may use Missile Fire.

PLAY NOTE: Units are never set On Fire; only hexes.

(8.44) Roman combat units, even Auxiliaries and Artillery, may attempt to put out the Fire in a hex as their action when activated. It is the only action that unit may undertake at Activation Phase. To do so the unit must start its activation adjacent to and on the same level as the burning hex. The Roman player rolls the die:

| 0-5 | The fire is put out. Remove the marker |
| 6-9 | The fire rages. May try again next activation. |

(8.45) When a Gallic Chief is activated, the Gallic player rolls a die for each On Fire hex within 5 hexes of that Chief. If the dieroll is a ‘9’ that hex has Burnt Down and the Rampart (or Redoubt) no longer exists as such and becomes Rubble. Place a Rubble marker in that hex. Any unit in that hex at the time it becomes Rubble is eliminated.

(8.46) Fires (flame) do not spread, and all flame fires are removed at the end of each Assault Period. All Rubble hexes are repaired at the end of each Assault period simply by removing the Rubble marker.

(8.5) ROMAN ARTILLERY

Virtually all legions were equipped with “artillery”: smaller, shaft-propelling units (here, Scorpiones) for field use, larger ones (stone throwers, such as Palintonos, etc.) for siege work. Each legion has its own Scorpio; there are extra Palintonos, which are not as useful as anti-personnel weapons. Artillery units are not affected by Missile Fire nor do they accumulate by Hits in anyway.

DESIGN AND HISTORICAL NOTE: One of the problems with this area is that the Latin terms for artillery were often used interchangeably and indiscriminately. E.g., several, reliable sources refer to Palintonos as stone-throwing Scorpiones. And the term ‘scorpiones’ appears to have been interchangeable with Scorpione.

(8.51) Each legion has its own Scorpiones, and that Scorpiones is considered part of that legion. It is activated, and may fire, when
that Legion is activated. The Palintonos are treated as Auxiliaries for the purposes of 4.11.

(8.52) Artillery is in either Fire or Move mode. Artillery must be activated to change its mode. Changing mode is the only thing an artillery unit may do, if it chooses to do so. A Scorpiones or Palintonos may stack with any one other non-artillery unit. Scorpiones in Rampart hexes (actually in the towers therein) cannot Move once placed and are eliminated if forced to retreat.

PLAY NOTE: For all intents and purposes, considering that that is the place for maximum usage for the scorpions, most scorpions will never “move.”

(8.53) Artillery may not shock “attack”, and are eliminated automatically if shock attacked unless stacked with an infantry unit (see 9.27). Their only offensive combat capability is to Fire.

(8.54) Artillery may fire only if in Fire Mode. When activated (4.11 and 5.1) they may Fire twice (2x) per such activation, at any time during that activation. They may use Reaction Fire like any other missile unit, but only once per Reaction; see 8.6.

(8.55) Scorpiones may not fire through (over) walls or ramparts of any kind, but Palintonos may. If they do so, however, add one (+1) to the resolution die roll.

(8.56) Palintonos may not fire at an adjacent target.

DESIGN NOTE: Scorpiones were “low trajectory” guns, with almost no ability to raise the angle of fire. They are primarily defensive weapons. Palintonos—the term used in this era for stone-throwers; Ballista was adopted during the empire—are high trajectory weapons, capable of firing over intervening objects.

(8.57) Only one artillery counter may be placed in any one hex. Artillery may fire regardless of its position in the stack. See 6.6.

(8.58) Artillery in “Fire” mode may not voluntarily move when activated. However, they may Retreat (see 8.52 for an exception) if such result is called for by combat.

(8.6) REACTION FIRE

General Principle: The non-active player’s missile-capable units (including artillery) may fire in reaction to actions by the active player during his Activation Phase and under certain conditions during Shock resolution. An inactive player’s missile unit may fire once per enemy Activation Phase at any single unit under one of the circumstances listed below (with a minor exception in 8.64). All missile fire by the active player’s unit and any Reaction Fire targeted against that unit is considered simultaneous. The active player may not use Reaction Fire.

(8.61) Retire Reaction. Whenever an active unit leaves the ZOC of an enemy missile-capable unit, the latter, if it has a fire capability of two or more hexes, may fire at the moving unit at a Range of two (2) hexes. Any results are applied before the unit moves. This type of Reaction fire applies only to movement by an activated unit. Units leaving a ZOC during the resolution of Shock do not trigger Reaction Fire.

(8.62) Entry Reaction. Whenever an active unit enters the ZOC of an enemy missile unit, that enemy missile-capable unit may fire at the entering unit at a range of one hex if the firing unit is not in the ZOC of another enemy unit. This type of Reaction fire applies to movement by an active unit and to units advancing after Shock combat. A unit that has just retreated may not fire at an advancing unit.

(8.63) Return Fire. Any inactive unit may Return Fire against an active unit that fires at it. If the firing unit is in the ZOC of an enemy unit, it may not use Return Fire against any enemy firing unit that is outside it’s ZOC.

PLAY NOTE: Remember that ZOCs do not extend up and across a rampart or wall hexside (7.22).

(8.64) A non-active Artillery unit may Fire once per enemy Activation Phase at any activated unit within range. This Fire may occur at any time during the Phase prior to resolving Shock and is in addition to any other Reaction Fire.

PLAY NOTE: In otherwords, any Artillery in range of any active unit(s) gets a free shot.

(9.0) SHOCK COMBAT

Shock combat is conducted after all activated units have Moved/Fired.

(9.1) SHOCK AND ASSAULT REQUIREMENTS

(9.11) Mandatory Shock. All combat units other than Archers and Artillery that moved during the current Activation Phase must undertake a Shock Attack against all enemy units into whose ZOC they have moved. Changing facing in an enemy ZOC is not considered moving into a ZOC. In addition, units in Rampart hexes with enemy units in their ZOC in non-Rampart hexes outside the Ramparts, also Must Attack whether they have moved or not.

(9.12) Voluntary Shock. Any activated unit that started the Activation Phase with an enemy unit in its ZOC, and remained in the hex, may Shock Attack that enemy unit. Neither Attacker nor Defender undertakes a TQ check. This applies whether the unit is in command or not (4.1). However, it does not apply to units in Rampart hexes who have units in their ZOC that are outside the Ramparts. Such units Must Shock. See 9.11.

HISTORICAL NOTE: What we know as Shock combat was probably a series of clashes punctuated by units pulling back slightly, for a breather ... probably more breather than clash. Making non-moving Shock voluntary represents that.

(9.2) SHOCK COMBAT

DESIGN NOTE: We have opted to use (most of) the Shock Combat system from “Simple GBoH”. It speeds play, and it is more suited to the non-linear form of combat the game entails.

Shock is resolved using the following steps, in order. Each step is undertaken for all involved units before proceeding to the next.
The active player determines the order in which each designated Shock attack is resolved.

1. Shock Designation (9.21)
2. Retreat Before Shock (9.22)
3. Pre-Shock TQ Check (9.23)
4. Check for Leader Casualties (9.24)
5. Resolution (9.25)
6. Advance After Combat (9.3)

Steps 3-6 are not conducted for units that are involved in Retreat Before Shock (9.22).

Steps 4-5 are not conducted for units if the defender retreats (actually leaves the hex) as a result of its Pre-Shock check (9.23).

(9.21) Shock Designation
Before resolving any Shock, the attacking player must designate which activated units are Shock Attacking what defending units, within the requirements of 9.1. Once so designated, such decisions may not be changed.

RESTRICTIONS:
- An attacking unit must attack all enemy units in its frontal hexes that are not being attacked by some other friendly unit in that Shock segment.
- An attacking unit may not split its attack capabilities. If one unit has two defenders in its frontal hexes, the former must attack both (together, not separately). Two (or more) units may combine to attack one defender.
- Each unit may attack and be attacked only once per Activation Phase (see 10.3 for an important exception). Stacked units must attack the same unit(s); they cannot split attacks into different hexes.

Other than the above restrictions, the attacking player may divide his attacks amongst his units as he sees fit.

DESIGN NOTE: GBoH veterans will note the change from a ZOC requirement to Frontal Hex, a change made necessary because of the ZOC rules vis a vis Ramparts.

(9.22) Retreat Before Shock
WHO MAY RETREAT: Defending units with a current Movement Allowance greater than that of the all Attacking units that were not in an enemy ZOC at the beginning of the Activation Phase, may Retreat Before Shock.

RETREAT PROCEDURE: The owning player retreats the eligible unit one-half its Movement allowance (rounded up) away from the attacking unit(s). “Away from” means that each hex entered in the retreat must increase the distance (as measured in hexes) between the retreating unit and the attacking unit(s). Retreating units pay all movement point costs and all movement restrictions (ZOC, stacking, etc.) apply. The unit may not change facing.

Pursuit: If all defending units Retreat, the attacking unit(s) may immediately advance using up to one-half its movement allowance (rounded down). However, if the Retreating unit retreats two or more hexes, the attacker may not advance adjacent to that unit, although it may happen that it advances adjacent to a different unit. The first hex entered must be the hex vacated by the retreating unit. The advancing units pays all movement point costs and all movement restrictions (ZOC, stacking, etc.) apply.

EXAMPLE OF COMBAT: The cream of the Gallic relieving force assaults a rampart hex. As each of the four Gallic units enters the outer GoD hexes they incur two hits. When the first stack enters the GoD the Roman player fires his javelins allowed by Entry Reaction Fire (8.62). The Roman CO gets a –1 DRM for being at a higher elevation. A Missile Fire die roll of 5 results in a hit to the top Gallic unit. Since only one Entry Reaction Fire is allowed per enemy activation, no more javelins may be thrown.

EXAMPLE OF COMBAT CONTINUED: Now it is time for Shock Combat. The Gallic player designates all four units to the attack. Retreat before Shock is not an option since the Roman CO unit is not faster than the attacking units. Pre-Shock TQ checks are not necessary because the defender is on a Rampart hex defending against an attack from below, and attacking units are never required to make a TQ check. The Shock Table DRMs are: –3 for the Rampart, +3 for Unit Number Differential (4 to 1), +1 For TQ Differential, and –2 for Weapon System (BI vs CO). A Shock Table die roll of 5 is modified to a 4 resulting in two hits to both the attacker and the defender. No retreats. The Gallic player must distribute his two hits between two units.
There is no Fire of any kind during Retreat Before Shock (the retreat or the pursuit).

**DESIGN NOTE: This section is this game’s version of the standard GBoH Orderly Withdrawal.**

**9.23 Pre-Shock Check.** If an attacking unit Must Attack per 9.11, any defending units must undergo a TQ Check. However, units defending in a Rampart Hex being attacked from “below” (not from another Rampart Hex) do not have to make this TQ check. Attacking units do not undertake a TQ check nor do defending units if the Shock attack is voluntary per 9.12.

For this TQ Check, the player rolls the die:
- If the same as or lower that the TQ Rating, No Effect.
- If higher than the TQ rating, the unit takes 1 Hit and Retreats one hex. If it cannot Retreat (10.2), it takes two more Hits and stays where it is. For applying Hits to stacked units, see 6.67.

**9.24 Leader Casualties.** For each Leader stacked with any attacking or defending unit, roll a die. If the DR is 0 there is potential Leader casualty. Roll the die again. If the DR is a 0-4, the Leader is eliminated.

**9.25 Resolution**

Each attack is then resolved individually in any order the attacker desires. The attacking player rolls one die, applying any/all applicable modifiers listed below. Results affect both the Attacker and Defender, as per the Shock Results Table.

**Disorder:** If any attacking unit is Disordered, subtract one (-1) from the die roll. If any defending unit is Disordered, add one (+1) to the die roll.

**Leader Charisma:** If a Leader with Charisma is stacked with or adjacent to an attacking unit, add (+1) to the die roll. Subtract one (-1), if a defending unit is stacked with or adjacent to a Leader with Charisma.

**Moving Attack:** If any of the Attacking units are Moving, and the attack is not across a man-made defensive structure (Rampart, wall, etc.) the Attacker gets a +1 DRM.

**Position Superiority:**
- If any attacking units are Cavalry, CO or BI doing so through any defender’s Flank or Rear hex(s) do, add three (+3) to the die roll.
- If any attacking units are LI doing so through any defender’s Flank or Rear hex(es), add one (+1) to the die roll.

>> **Rampart Exception #1:** An Attacking doing so against a unit in a Rampart Hex from a hex outside the Rampart does not gain Position Superiority through a Flank hexside, only a Rear hexside.

**Terrain:** Add or subtract all terrain effects from the Combat Terrain Effects Chart.

**TQ Differential:** Using the highest-rated TQ unit(s) involved, the side with the higher TQ gets a DRM equal to the difference (+ for attacker, - for defender). However, regardless of the difference, the DRM may never be greater than +/- 3. For stacked units only the top unit is considered (see 6.67).

**Unit Numbers Differential:** If either the attacker or defender has more infantry or cavalry units than the opponent that are involved in a single shock resolution, the player with more units uses the difference as a DRM (+ if the Attacker; - if Defender.) Artillery and Archers units are ignored.

**EXAMPLE:** Two units Shock Attacking 1 would get the attacker a +1.

**Weapon Systems:** Add or subtract the Weapon System DRM, as per the Tactical System Matrix, cross-referencing the Attacker’s Type with the Defenders. If more than one unit type is available, the attacker chooses first which of his he wishes to use, followed by the defender.

Possible results, noted below, are discussed in 10.0.

#:# The affected unit(s) incurs the number of Hits indicated. Hits must be divided equally among/between the units affected. Any “leftover” Hits are applied by the player inflicting the Hits with the exception that units at the top of stack must be chosen before units at the bottom of a stack.

**Retreat:** Each affected unit must Retreat per 10.2. If the unit cannot Retreat, it stays in place and takes two additional hits.

**9.26** Archers and Artillery may never Shock Attack, regardless of movement or proximity. Cavalry may not be used to Shock across/into a Rampart or other Wall, or into any other terrain they could not enter via movement.

**9.27** Archers and Artillery not stacked with infantry unit that are Shock Attacked are automatically eliminated. If they are stacked with other type defenders, they have no effect on the result—they are not an “additional” unit. If the other unit remains in the hex, the Archer or Artillery suffers no effect; if the other unit routs or is eliminated, the Archer/Artillery is, likewise, eliminated.

**9.3) ADVANCE AFTER COMBAT**

**9.31** Attacking units, including those performing Continued Shock (10.3), must advance into any hex vacated by enemy units as a result of Shock, including those whose defenders retreated as a result of the Pre-Shock check. Rampart Exception #1: This mandatory advance does not apply to units in Rampart hexes attacking units not in Rampart hexes. Defending units never Advance after Combat. Stacking limitations apply.

**CLARIFICATION:** All attacking units must advance into the vacated defending hexes if stacking permits. Case 9.33 is used to resolve those situations where there are more attackers than can be legally moved into the vacated hexes.

**9.32** Advancing units may change their facing one (1) vertex upon finishing the advance, even if they are in an enemy ZOC.

**9.33** If there was more than one attacking unit, the unit that effected a positive DRM (if any) must advance. If no such unit, the one with the highest TQ must advance. Tie? Player chooses.

**9.34** There is no advance after Missile Fire, regardless of what the target unit does.
(9.4) THE COMBAT TABLES

(9.41) The Missile Range and Results Table. This table is used to determine the strength of a missile unit firing at a given range.

(9.42) Shock Table. This Table is used to resolve shock combat. The single adjusted DR applies to both sides.

(9.43) Weapons System Matrix. This chart provides a DRM by comparing attackers’ Type to Defender’s.

(10.0) THE EFFECTS OF COMBAT

DESIGN NOTE: Those familiar with other GBoH games should read this section carefully. The Rout, Rally, and Recovery mechanics have changed significantly to reflect the type of warfare at Alesia.

(10.1) HITS

Hits measure a unit’s Cohesion, which is how organized and effective a unit is at any point during the battle. Hits reflect the whittling away of that Cohesion (and not just loss of men).

(10.11) Hits occur from four possible effects:
- Missile Fire: Hits are applied to each unit, as per 8.14.
- Shock results: Hits are applied to side as a whole, evenly, as per 6.67.
- Entering Garden of Death hexes
- Instead of Retreat (10.23, 10.24, 10.25)

(10.12) Each time that a unit suffers a Hit place a Hit Marker—representing the total number of hits taken—on (or under) the unit.

(10.13) When a Veteran Roman Cohort or Gallic Relief force BI that is not already Reduced has absorbed Hits equal to, or more than, its Troop Quality Rating it is Routed. See 10.4.

(10.14) Units that do not have Reduced (reverse) sides, or that are already Reduced, that have absorbed hits equal to or more than its Troop Quality Rating are Eliminated.

(10.15) Hits are used as a Dieroll Modifier in Missile Fire (8.17).

PLAY NOTE: Unlike Simple GBoH, Hits are not used as a DRM in Shock combat

(10.16) Players “check TQ”—dieroll against the unit’s TQ Rating to see if something happens—when one of their units must undergo Defender pre-Shock TQ (9.23).

(10.2) RETREAT

(10.21) Retreat is a possible combat result on the Shock Table. A Retreat consists of a unit being moved one hex away from the unit that caused the retreat. The hex may be any hex reachable by movement, except as noted in 10.22. Stacking restrictions are applied strictly, but see 6.68. The unit maintains its current facing.

(10.22) Units may not Retreat into/through:
  - an impassable hex(side).
  - a Garden of Death hex.

(10.23) If, for any reason, a unit cannot Retreat, it stays in place and takes two additional Hits.

(10.24) The Rampart Exception #2: Units in a Rampart hex being attacked from outside (from down below) may choose not to Retreat and instead take 1 addition Hit. And see 6.68!

PLAY NOTE: Units can Retreat one hex off a Rampart to a hex inside the walls, as there are ladders for that purpose. However, they cannot retreat off a Rampart hex to one outside the walls.

(10.25) As noted above, units may retreat into the ZOC of an enemy unit if no other path is available. However, a unit that retreats into the ZOC/Frontal Hex of an enemy unit with missile capability takes one Hit for doing so.

(10.26) If a Leader is stacked with a retreating unit that leader may retreat move along with that unit. Or he may stay where he is.

(10.3) CONTINUED SHOCK

If attacking units gain a CS (Continued Shock) result, they must Advance (if possible) without changing Facing and then resolve a Shock Attack using 9.25 against all units in their ZOC/Frontal hexes. They apply any Hits before doing so, and all relevant DRMs apply. If defending unit(s) don’t Retreat (as in 10.24), the attacking units simply attack again from their current hex. The following apply to Continued Shock:

Rampart Exception #3: Continued Shock does not apply to units in Rampart hexes attacking units not in rampart hexes.

If the attacker Advances, the CS attack is considered to be a Moving Attack.

If a target of a Continued Shock attack retreats, it is no longer considered a participant in any unresolved Shock attacks. If the unit was the only defender, the Shock attack doesn’t occur.

(10.4) ROUT

(10.41) Roman cohorts and Gallic BI that are not already Reduced that absorb Hits equal to or greater than its printed TQ are Routed.

(10.42) A Roman cohort that has routed is immediately picked up and placed in the same hex as, or in any hex adjacent to, its Aquila (10.8), if there is a path of hexes of any length to that Aquila that is free of enemy units or ZOC. If there is no such path, the unit is, instead, eliminated.

PLAY NOTE: Remember, units without a Reduced side (Cavalry, Auxiliaries, Artillery, Alesia Force BI, etc) and units that have already been Reduced do not Rout; they are, instead eliminated when they get too many Hits.

PLAY NOTE: There are no Rout markers. A Roman Cohort with Hits equal to or greater to its TQ is considered Routed. Usually this state will be obvious, but as a memory aid the Roman player can put the Hit marker on top of the unit.
The Siege of Alesia

Roman Routed Units retain their Movement Allowance, and they may move when their legion is activated. However they may not do anything else. Routed units defend with their printed (Front side, not Reduced) TQ and Type. If a Routed unit is attacked—missile or shock—and suffers any additional Hits, the unit is immediately eliminated.

Routed Gaul BI are picked up and placed in the Gallic Camp, where they stay until the end of the Assault Period, even if there is no path.

A Leader stacked with a routing unit may either Rout with that unit or be placed with the nearest unit that it could command that it could reach without passing through an enemy unit. A Gallic Leader placed in “Gallic Camp” may return per as if it were a replacement leader per 4.35.

Rally is available only to the Roman Player. When a Legion, Cavalry or Light Infantry are activated, any units in that command that are at least two hexes distant from the nearest Gallic unit, regardless of intervening terrain, may, instead of doing anything else when activated, Rally. This means:

- Roman Cohorts, except those Routed, remove up to two (2) Hits.
- Cavalry and LI remove one (1) hit.
- Archers may not Rally.

Recovery is used to bring Routed units back into play, but in Reduced status. Recovery occurs after the Activation Phase is finished, in the Recovery Phase, if there has been no Gallic Victory and there are more Periods ahead. See 10.13

In the Recovery Phase, all Roman Routed units are flipped to their Reduced sides and are now eligible for use in the next Assault Period. Remove all Hits.

The Gaul player rolls one die for each Routed unit:

- If the DR is the same as or lower than the unit’s printed TQ that unit is flipped to its Reduced side and is available for use in the next Assault Period. Remove all Hits
- If the DR is higher, the unit is eliminated.

The blue Gallic Alesia Force units do not roll for Recovery, they are instead Eliminated.

DESIGN NOTE: The BI units of the force inside Alesia can’t Recover because these men were near starvation and not in the best of shape. So why did we give the Alesia force BI a Reduced side? The players by mutual agreement can have the Gallic player treat the Alesia Force BI just like the Relief Force units for Recovery. This will aid the Gallic player in the scenarios with more than one Assault Period so for those of you who feel the game is balanced in favor of the Romans.

A Reduced unit that suffers Hits equal to or exceeding its Reduced TQ is Eliminated.

In addition to the above, in the Recovery Phase, all un-Routed units with Hits remove one-half of this Hits, rounded down. Thus, a unit that has accumulated 3 Hits, removes 1 hit and now has 2 hits going into the next Assault Period.

The number on the right hand side of the Tribal Counter is that tribe’s Withdrawal Level. When a tribe has Routed and Eliminated units equal to, or greater than, the Withdrawal Rating, that tribe is Withdrawn at the end of the Activation in which such level is reached. Units eliminated in prior assault period do count against the Withdrawal Level.

To Withdraw a Tribe, simply pick up all its on-map units—regardless of position—and take them off the map for the remainder of the Assault Period (see 3.1). Keep the Routed units separate from ones that are not. Withdrawn Alesia Force units are placed inside the oppidum.

Gallic combat units that are Withdrawn from any Rampart Hex, or any hex inside the walls, are considered Routed when withdrawn, or Eliminated if already Reduced.

Tribes, this includes the Alesia Force and the Cavalry, that have Eliminated units equal to a greater than their Withdrawal Level are no longer available to the Gallic player in subsequent Assault Periods.

Each Roman legion had its Aquila, its eagle standard, around which the men of that legion would rally. See 10.42.

Aquila move, if desired, when their legion is activated. They have no combat value, and if they are alone in a hex and an enemy unit enters that hex, the Aquila is captured. If the Aquila is stacked with a friendly unit and that unit Retreats, the Aquila retreats with it.

If an Aquila is captured, each unit in that legion suffers one (1) Hit the instant it is captured. However, the next time that legion is activated, its Aquila (they had more than one on hand for such occasions) is placed wherever the Roman player wishes.

Determining who wins applies to all scenarios.

The Gauls win the instant Vercingetorix and at least three (3) Alesia Force combat units are outside the circumvallation. Hexes W4918 and W4919 and those hexes northeastward between the outsidies Ramparts/Walls and hexes north of W5815, and W5915-W5918 are considered outside the contravallation.

The Gauls win when, at the conclusion of any individual Assault period, at least four (4) Roman legions have a majority (that means, for full legions, at least 6) of their on-map cohorts (remember, reinforcing legions may not have all their cohorts in the game) Routed or Eliminated.
The Romans win if the Gauls fail to win by the end of the scenario.

(12.0) THE SCENARIOS

Clarification: The Roman player cannot deploy his infantry (CO and LI) in adjacent Rampart hexes – 6.68 applies to deployment as well as movement.

(12.1) THE FINAL ASSAULT

This scenario replicates the final Gallic attack, mostly against the open end of the circumvallation in the northwest.

Maps: Only the western map is used.

Roman Forces and Deployment

The Roman Player uses:

- Six Legions (his choice), with Legates, Scorpiones and Aquilae
- 4 Numidian LI
- 6 Archers
- 4 German Cavalry (GC)
- 4 Iberian LC
- 1 Palintonos
- Caesar, 1 Area Commander, and 3 Cavalry Prefects

He may deploy these units anywhere, in any manner, he sees fit, but all inside the vallations.

Exceptions:

- Roman units may not be placed north of hexes W5815, and W5915-5918.
- The outside Rampart (W5714-W1832) must have each Rampart hex either occupied by a Roman combat unit (not including artillery) or adjacent to one (keep in mind the restrictions of 6.68).
- Legion scorpions must be deployed within 2 hexes of a cohort in their legion.
- The cavalry is placed in any/all of the three cavalry camps just outside the walls. (And remember 6.44.)
- At least one legion must start inside the Infantry Camp (c.W5022). It’s scorpiones may be placed anywhere.

Roman Reinforcements

The Romans do not get any Reinforcements.

Gallic Forces

The Gallic Player gets Tribal (or Cavalry) Counters equal to no more than 80 Size Points for the Relief Force. He gets all the units for those tribes.

The Gallic player is restricted to using Entrance Areas III, IV, V and/or VI. He does not have to use all of these. At the start of each Gallic Activation he may place up to 3 Tribal Counters in any one of those Areas, as per the rules for such. He may do so for any subsequent Activation until he has no more Tribal Counters to see place/use. He does not have to place any Tribal Counters in any of his Activations.

Vercingetorix and the Alesia Force are off-map, along the eastern edge. When activated, they may enter the map through W3733-W4034 and/or W4333-W4533. Critognatus is not used.

Special Rules

1. There is only one Assault Period.
2. Routed units are, instead, eliminated.

Gallic Aggression

For players who wish to stay as close to Reality/Historicity as any game can get, we suggest using the following (restrictive) rule.

When Gallic BI (barbarian infantry) units emerge from Tribal Counters, as per 5.48 and 6.21, they must move to attack the nearest, possible Roman units and/or ramparts, that are not already being so attacked/assaulted, as quickly as possible. All, to be sure, within the restrictions of 5.49 and the ability to move through other units.

The term “move to attack” includes missile fire (archers), filling in the Gardens of Death, and any other activities that will help the assault.

The requirements of this section apply to the Gauls inside Alesia with the exception that the Gallic player is free to move toward any interior Rampart hex not necessarily the closest.

PLAY NOTE: This is a rule that could be open to interpretation, as gamers are wont to do. It should be interpreted within the spirit, not the letter. There are a lot of units, and sometimes that creates traffic jams. We think you understand what we’re saying: no lollylagging around while those other tribes circle around the walls off the map. The Gauls were neither so clever nor patient.

(12.2) HISTORICAL SCENARIO

Maps

Only the western map is used. Realistically, the Gallic Relief Force did not have the capability to reach any of the areas that are on the Eastern map.

Roman Forces and Deployment

The Roman Player uses:

- Six Legions (his choice), with Legates, Scorpiones and Aquilae
- 4 Numidian LI
- 6 Archers
- 6 German Cavalry (GC)
- 4 Iberian LC
- 1 Palintonos
- Caesar, 1 Area Commander, and 3 Cavalry Prefects

He may deploy these units anywhere, in any manner, he sees fit, but all inside the vallations.

Exceptions:

- Roman units may not be placed north of hexes W5815, and W5915-5918.
• The cavalry is placed either in any/all of the three cavalry camps just outside the walls, or outside the walls but within 2 hexes of a hex inside a cavalry camp.
• At least one legion must start inside the Infantry Camp (W5022). Its scorpiones may be placed anywhere

Roman units may move outside the fortifications, but may never voluntarily move closer than three hexes to an outside map edge.

**Gallic Forces**

The Gallic Player gets all his units, both the inside Alesia force and the relief force.

Vercingetorix, Critognatus and the Alesia Force are off-map, along the eastern edge. When activated, they may enter the map through W3733-W4034 and/or W4333-W4533.

**Assault Periods**

There are three Assault Periods.

The Second Assault period is a Night Attack, with the following adjustments:

• The Roman Player adds one (+1) to all Missile Fire at targets outside the Walls
• The Gallic Player adds three (+3) to all Entrance Dierolls (5.33), including those for the Alesia Force.

**Roman Reinforcements**

Caesar has 4 legions and additional auxiliaries manning the walls of the eastern part of his defenses.

Starting with any Roman Activation Phase after which a Gallic combat unit has entered a Rampart Hex, the Roman Player may use his entire Activation to call for Reinforcements. Reinforcements are:

• 5 Cohorts of any legion, plus Legate (no scorpiones) or,
• All of the remaining Auxiliares (Archers and Light Infantry) not on the board, plus an Area Commander.

Only one group may be called for each Gallic Rampart success, and to call for another reinforcement group, there must be another Gallic breakthrough at least six hexes (traced along the Rampart) from the last one.

The Roman player may call as reinforcements a maximum of three groups in an Assault Period.

The Reinforcement Activation takes up that entire Roman Activation Phase. The reinforcements may enter in any subsequent Roman Activation Phase in which those units are activated.

All Roman units called as reinforcements must be redeployed off the map during the Roman Redeployment Phase.

Roman reinforcements enter through one of the following:

• W2533
• W2333 and/or W2434
• W5933
• W5234
• W5333 and/or W5434
• W5634-W5834

Cohorts from the same legion must enter, if they enter subsequently, through the same hex(es). Aquilae are placed within five hexes of the hex of entry for those cohorts.

**Gallic Aggression**

For players who wish to stay as close to Reality/Historicity as any game can get, we suggest using the following (restrictive) rule.

When Gallic BI (barbarian infantry) units emerge from Tribal Counters, as per 5.48 and 6.21, they must move to attack the nearest, possible Roman units and/or ramparts, that are not already being so attacked/assaulted, as quickly as possible. All, to be sure, within the restrictions of 5.49 and the ability to move through other units.

The term “move to attack” includes missile fire (archers), filling in the Gardens of Death, and any other activities that will help the assault.

The requirements of this section apply to the Gauls inside Alesia with the exception that the Gallic player is free to move toward any interior Rampart hex not necessarily the closest.

**PLAY NOTE:** This is a rule that could be open to interpretation, as gamers are wont to do. It should be interpreted within the spirit, not the letter. There are a lot of units, and sometimes that creates traffic jams. We think you understand what we’re saying: no lollygagging around while those other tribes circle around the walls off the map. The Gauls were neither so clever nor patient.

(12.3) **THE PLAYER’S GAME**

This scenario is bigger, longer and less anchored to the realities of the siege. It assumes the Gauls have the capability (which they did not) of entering from anywhere outside the circumvallation. While this may not be historical, it does provide the players with a lot more decisions, and a lot more tension.

Essentially, it is the same as the Historical scenario, except that:

• It uses both maps
• The Romans deploy all their available units as they see fit, except that

>> All infantry camps must be occupied by at least 5 cohorts of a legion.

>> The cavalry is placed either in any/all of the three cavalry camps just outside the walls, or outside the walls but within 2 hexes of a hex inside a cavalry camp.

• Roman units may never voluntarily move closer than three hexes to an outside map edge.
• There are no Roman Reinforcements.
• The Gauls may enter through any Entrance Area, as per 5.3.
• Vercingetorix and the Alesia Force enter per 5.6.
The following notes on play should be read in conjunction with example deployment. The example deployment is just that, an example. There was no consensus among the playtesters on an optimal Roman deployment or Gallic assault strategy. The following notes are by no means definitive but do provide an approach to player’s new to the game to dive in and get started. After a few sessions, you will determine your preferred approach for breaking the siege or the relief attempt.

**GALLIC PLAYER**

**Planning and Entry**

The Gallic player has a significant 4 to 1 advantage in numbers of units over his Roman counterpart. This huge force has two components: the Relief force which is divided into thirty Tribes (two of which are Cavalry only) and the Alesia Force. Not all tribes are created equal. The Relief force has 3 large tribes of 24+ units while the remaining 25 Tribes have 8 or fewer units (the 2 Cavalry tribes have 10). Unfortunately, this huge force will enter play piecemeal. Furthermore, the Gauls start from Entry Areas I and II near their camp, but directly facing the teeth of the Roman defense system. The more attractive Entry Areas such as V and VI require a die roll to enter and are limited to five Control points over the course of the Assault.

The Gallic plan given in the deployment example has two main thrusts. One against the siege works opposite Entry Areas I and II and the other against Mt. Rhea where the Roman siege works are incomplete. The two best large Tribes are allocated to the Mt. Rhea sector while the motley group of the Aremorican Tribe will lead the charge form the Gallic camp. The plan allocates the maximum number of allowable Tribes per Entry Area. The Tribes assigned to Entry Area III will support the Entry Area I/II Tribes, while the Tribes from Area IV will join the fun on Mt. Rhea. It is critical that the Gallic Cavalry are part of the initial deployment to forestall any aggressive moves by the Roman Cavalry.

The Gallic player can either enter his Tribes as quickly as possible to maximize the pressure on the Romans and reduce the likelihood of an early Retirement, or hold back and keep the Romans guessing where the main blow will fall. Once the big three tribes are on the map, the Roman player will pretty much divine your intent, so its then best to attempt to bring in Tribes at every opportunity. The first one or two groups should come from Entry Areas I or II because entry is automatic and the Aremorican tribe will need the help. With their low TQ ratings, they will disappear fast, though if they are successful in placing their Fill markers, they will have done their duty. After that it’s on to Area V (80% chance) to start the assault on Mt. Rhea. Once the two thrusts are underway, who comes in next is dependent on how the battle is going.

And what of the Alesia Force? It is large (40+ units), has some good units, but is brittle with a Withdrawal rating of only 18. If you are using the standard rules of no Reduced side, the Alesia...
The Siege of Alesia

Place eight cohorts facing Mt. Rea in hex rows – a prime target and an easy kill. If the Gallic player brings his opportunity when the Gallic cavalry are not around. Archers are easy kills and have limited effectiveness against the Romans in the Ramparts – use them cautiously because they do count against a tribe’s Withdrawal limit. Keep in mind the Victory conditions. You can win if four Legions have six or more cohorts Routed/Eliminated. It’s best wherever possible to concentrate your attacks on the same units.

Tactics

The Gallic Cavalry needs to be wherever the Roman cavalry is. Their role is to prevent the Roman horse from interfering with the assaulting units. Your BI should always have Fill markers since the penalties for carrying them are minimal. It’s best to bring on the BI from the Tribes in waves so that you can quickly get to Fill 2. Note that you can stack two BI in a GoD hex. These guys won’t last long, but you have more where they came from. Your Archers are easy kills and have limited effectiveness against the Romans in the Ramparts – use them cautiously because they do count against a tribe’s Withdrawal limit. Keep in mind the Victory conditions. You can win if four Legions have six or more cohorts Routed/Eliminated. It’s best wherever possible to concentrate your attacks on the same units.

HISTORICAL SCENARIO DEPLOYMENT EXAMPLE

Roman Legions selected: VI thru XI

Legion IX: Used to meet Infantry Camp (W5022) requirement and is placed in the Camp two cohorts per hex ready for a quick exit. The Legate and Standard are placed with any cohort.

Legion XI: Cohorts 1-4 are placed in the Redoubts in W5820, W5414, W4815, and W4816 respectively. Cohorts 5-10 are placed on the outside Rampart from W5825 to W5932. The Legate and Standard are placed with any cohort.

Legion X: Place eight cohorts facing Mt. Rea in hex rows W58xx and W59xx inside the vallations, keeping in mind the set up restrictions given in the scenario. The other two cohorts are placed in Rampart hexes of W5714 and W5920. The Legate and Standard are placed with any cohort.

Legions VI-VIII: The cohorts of each Legion are placed such that one cohort is placed on an inner Rampart hex facing Alesia, while the other nine are placed on a outer Rampart hex facing the map edge.

The cohorts of Legion VI cover the area around W2721, those of Legion VII the area around W3312, and those of Legion VIII the area around W4414. The Legates and Standards are placed with any cohort of their respective Legions.

Artillery: The Scorpiones of all six Legions are placed on any Rampart hex facing Alesia, several in hex row W52xx and the rest from W4105 to W4817. Place the Palintonos in the Infantry Camp adjacent to a southern/eastern Wall.

Auxilia: The four LI units are placed on any outer Rampart hex, while the six Archers are placed in an inner Rampart hex facing Alesia with at least three in the southern area in hex row W25xx. Place the Area Commander in the south with the Archers in a hex that has as many Auxilia and Scorpiones in range as possible.

Cavalry: The six GC, Iberian LC, and all three Prefects are placed in and around the north Cavalry Camp (W4510).

Gallic Deployment and Tribal Assignment

Initial Deployment (8 Control Points [5.41])

Area I

Aremorican Tribes (3)
Atrebates (1)

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The Siege of Alesia

Both cavalry tribes (4); neither have LI included

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Area II

Area III

Area IV

Area V

Area VI

Area

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More than any other single incident, Julius Caesar’s siege of Alesia and his defense of same reveals the efficiency and brilliance not so much of Roman military skills, which were considerably better than that of the Gauls, but how superior they were to the “barbarian” tribes in organization and engineering. Even allowing for Caesar’s using the siege to advance his reputation, Alesia is a major achievement in military history.

In 54 BC, with Caesar busy in Britain, some of the Gallic tribes began to become more than unhappy with Roman rule. Led by Ambiorix, chieftain of the Eburones, a handful of tribes joined together, destroyed the legion camped at Aduatuca and headed off to do further harm. Caesar, back in Gaul and alerted to the problems, quickly gathered some forces, smashed a large army of Nervii, and scattered Ambiorix and his troops to the north (Ambiorix, himself, disappearing into the mists of time, although Hirtius has him reappearing shortly after Alesia, fomenting the troubles that led to Uxellodorum). Caesar, having devastated the countryside and left half of Gaul in ruins, retired to Italy for a vacation.

The Gauls, however, were not only just momentarily stunned, this time they were really mad. Even worse, for Rome, they were fully committed to just what Caesar feared: an armed, organized, conglomeration of Gallic tribes in full revolt.

Under the aegis of a young chieftain (and self-appointed king) of the Arverni, Vercingetorix, the Gallic tribes gathered in numbers not previously seen in such combination. Vercingetorix, noting that with Caesar in Italy dealing with the local problems created by Crassus’ death at Carrhae and Clodius’ murder in the streets of Rome, felt that the legions, most of them camped in northern Gaul, would be helpless without his leadership. He thus set about ensuring that Caesar would not reach them when the revolt started by attacking the areas around The Province (southeastern Gaul), diverting Caesar’s attention, and allowing the opportunity for the main Gallic force to destroy the Roman legions piecemeal.

In theory the idea was good, but it did not reckoning with Caesar’s remarkable senses of military insight, initiative and decisiveness. With an alacrity that dismayed the many tribes he approached in his marches, Caesar managed to neutralize the Gallic forays south, gather enough of his army to protect his movements, and head north to stop the revolt.

Vercingetorix immediately changed his strategy from one of active rebellion to guerrilla warfare, laying waste to all Gallic food sources and hitting at the highly susceptible Roman supply lines with his numerous cavalry. This worked fine until the Bituriges complained that their oppidum, Avaricum, was too good a defensive position to destroy and talked Vercingetorix into allowing it to be garrisoned. Caesar immediately marched to Avaricum and laid siege to the town – not an easy proposition given Avaricum’s swampy frontage and naturally defensive terrain— with Vercingetorix lying in wait 15 miles away.

Despite Vercingetorix’s presence, Caesar’s siegeworks – an elaborate ramp system – allowed him to take Avaricum and destroy it and its inhabitants, while the remainder of Vercingetorix’s army retreated to the capital of the Arverni, Gergovia, where Caesar, with 7 legions (Labienus had taken the other four north, to the home of the Parisii, who, along with some other locals, were fomenting trouble), undertook another siege. This time the result was different. The Romans were repulsed and the Gallic revolt was given a major boost.

Vercingetorix, with 80,000 foot (Caesar’s number; probably fewer than that) and a newly reinforced cavalry arm, now decided to continue the guerrilla-style war, but on a large scale. Aware that Caesar’s legions were marching south, he planned to ambush them, en masse, while they were on the march, much as Hannibal had done at Lake Trasimene. The idea was sound, the execution less so. Exactly what happened is difficult to determine, as Caesar is surprisingly confused about this “battle”, but it appears that the initial assault by Gallic cavalry against the Roman marching line was botched, the legions formed square, the German cavalry in Caesar’s command drove off the Gauls, and the legions then chased the tribal foot into disarray, causing many casualties and much depression in the Gallic ranks.

Rather than regroup and start anew, Vercingetorix now made the fatal decision to fall back into the impregnable oppidum of the Mandubii, Alesia. Caesar followed rapidly and, aware that the site was unassailable, decided on a blockade, hoping to force eventual surrender. (Alesia is not actually a siege, per se, as no attempt was ever made to take the actual town.)

As Caesar started to construct his circumvallations – walls (vallations) surrounding (circum-) the plateau on which Alesia
The Siege of Alesia

The first Gallic attack was made by their numerous cavalry, accompanied by light infantry and archers. Exactly what they expected to do against the considerable works constructed by the Romans is not overly clear, but a massive cavalry battle ensued, during which Vercingetorix probably (but not definitively) attempted, unsuccessfully, to divert attention, and Rome’s German cavalry, once again, broke the back of the Gallic horse.

After a day of rest and reflection, the Gauls launched a second attack, this time at night. Using shouts to alert the besieged force, the relieving Gauls headed straight for the western walls, only to run into Caesar’s hidden pits, pikes and pila, as well as hails of arrows and stones from the ramparts. They never made a dent in the vallations, and Vercingetorix’s men only managed to partially fill in the deep trench that separated them from even getting close to the circumvallations on the western side. It is interesting to speculate as to why Vercingetorix didn’t try his break-out attempts away from the relief force’s attack, if only to stretch Caesar’s force as thin as possible. (Of course, that’s why we play these games, right?)

Whatever, free from Gallic provocation, Caesar finished his two sets of walls, a total of 26+ miles of (inner) circumvallations and (outer) contravallations, the latter to protect his legions against (contra–) what assuredly would be a relief army.

And it wasn’t long in coming. Vercingetorix, whose charismatic leadership had aroused almost all of Gaul, incited virtually every tribe to rise and send forces to relieve the siege. Caesar, listing all the tribes and their contingents, proposes an army of 250,000, a figure that not only strains belief but bypasses it. (For one, with no wagon train, how were they to be fed? Not a take-out Chinese within 15,000 miles! Boiiburger stands?) Regardless, as Caesar finished – or almost finished, the area atop what is now Mt Rea appears to have been left “open”; some historians say that, despite the archaeological evidence supporting such, that defies logic – his walls, complete with multi-faceted, extensive, and truly nasty pits, spikes and moats (see the diagram in the body of the rules) surrounding both the inside and outside walls, the mass of Gauls set up camp in a large wooded area southwest of the oppidum.

The Gauls now decided things might go better if they had a plan. Scouts had determined that the walls atop Mt Rea were “open”, defended by two legions. 6000 tribal infantry, under Vercassivellaunus, now moved through the woods under cover of night. Then, midday the following day, in coordination with both the main Gallic force, which attacked (again) the westernmost walls, and, amazingly, the besieged force, which proceeded, mostly, against the same section from the interior – it appears that Vercingetorix did send small attack parties at various other sections, as a diversion, something he could do from interior lines that the relieving Gauls could not - the Gauls launched their final, desperate assault.

It was touch-and-go for some time, as Caesar was not only forced to redeploy large groups of cohorts to shore up sagging defenses as the Gauls fought their way down from the heights of Mt. Rea and launched heavy, simultaneous assaults against the walls to the north, but he even had to take personal command of the battling legions—a Caesar trademark, to be sure—to give their morale a jolt. While Vercingetorix’s besieged men were finding it almost impossible to break through the Roman engineered defenses, the battle at the open, Mt Rea end of the vallations waged back and forth, until Caesar, at just the right moment, released his German cavalry onto the rear and flank of the incoming Gauls.

This final, mounted attack proved the crux of the matter. The Gauls broke almost instantly, and the rout was on. The relief force fled en masse, although many of the leaders were captured. Vercingetorix, seeing the debacle unfold before him, ordered his men back to Alesia, surrendering in person to Caesar (in several famous paintings) the next day, to eventually be taken back to Rome, in chains, exhibited as part of Caesar’s booty, and eventually strangled.

Except for a few minor uprisings elsewhere, Gaul was now Roman.

Actually, Gaul was now Caesar’s, the first major cornerstone to what many felt were his imperial ambitions. And the entire operation surrounding Alesia is a monument, partially of his own construction, to be sure, to his considerable command capabilities.
Map Errata and Clarifications:
The Streams are the lighter, narrower, hexside water obstacles. Hex W2927 is bordered on two sides by a Minor River and two sides by a Stream.

The dry/water filled ditches in GoD hexes that are adjacent to a Rampart hex are part of the GoD hex and have no additional effect on play.

The Rampart should cross the Minor river between hexes W4814/W4914 and W4817/W4916. There is no additional cost to move across the Minor river when moving along the Rampart.

Shock Table
Retreat: Should read: “Each affected unit must Retreat per 10.2. If the unit cannot Retreat, it stays in place and takes two additional hits.”

Terrain Effects Chart
Hexes inside Alesia and the two building hexes (W4130 and W4131) are treated as Clear terrain.

Rampart: add note “n’
n = The cost is 2 MP to enter and exit a Rampart hex with a Gate from/to non-Rampart hexes

Remove note h from the “Up One Level” row. These effects have been included in the Rampart hex costs.

Add note “m’ to the Minor River and Stream entries:
m = Bridges negate the extra MP to cross a Minor River or Stream.

Counter Errata:
• Sequani 1/Aedui BI should have a MA of 5
• The Ambrcrci BI #1 and #2 should read “1/Aedui” and “2/Aedui” respectively.
• The 6thCohort of the XIII Legion should have a TQ of “4” on its reverse side
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