1.0 INTRODUCTION

Alesia is a wargame of the epic battle between Roman and Gallic forces in 52 BC. The battle pitted two of the great Leaders of that era against each other: Julius Caesar and Vercingetorix. This began as a Roman siege of the Gallic fortress at Alesia and concluded with a decisive battle.

The game system emphasizes command control. Players pick command markers to generate actions, modeling the chaos of the original battle. The Gallic objective is to break out of Alesia and link up with the relief army coming in from off the map. The Roman objective is to defeat the Gauls and eliminate Vercingetorix.

There are two players in the game: Romans and Gauls. The game consists of three days of battle. Within each day, there will be several turns, each generated by the pick of a command marker.

2.0 COMPONENTS

2.1 Map

The map shows the battleground of Alesia and the Roman siege lines. A hexagonal grid has been superimposed over the terrain features on the map to regularize the movement and positioning of the playing pieces. The hexagons are called hexes in the rules.
2.2 Playing Pieces
The pieces are referred to as units for military forces, and markers for informational pieces. If any parts are missing or damaged, please write to: Decision Games, P.O. Box 21598, Bakersfield, CA 93390-1598.

2.3 Unit Types

NAMED LEADER UNIT

Name
Leader Value
Disrupted
Combat Factor
Movement Allowance

LEGION LEADER UNIT

Note: The back of Legion Leader Units is purposely blank.

Unit ID
Legion ID

COMBAT UNIT

Unit Type
Unit ID
Disrupted
Combat Factor
Movement Allowance

Combat Units capable of Missile Fire

Note: Roman auxiliary units and Gallic combat units have a generic unit ID, they do not represent Legion numbers or any specific organization.

Important: Disrupted missile units do not have a range factor, they are not capable of ranged fire when disrupted.

ROMAN FORT UNITS

Note: The back of Roman Fort Units are purposely blank.

Heavy Missile
Unit Type
Disrupted
Combat Factor
Movement Allowance

UNIT TYPES

ROMAN

Roman Leaders
Legionary Infantry
Roman Auxiliary Cavalry
Roman Light Infantry
Roman Archers
Roman Slingers

GALLIC

Gallic Leaders
Gallic War Band
Gallic Gaesati (Gallic Spearmen)
Gallic Missile Troops
Gallic Cavalry
2.4 Unit information

Combat Factor: This is the unit’s basic combat strength when attacking or defending.

Movement Allowance: This is the number of movement points (MP) a specific unit may expend. Units with a movement allowance of zero cannot move.

Leader Value: Number of hexes a leader can provide command.

Range Value: Number of hexes a missile unit can conduct offensive fire combat.

Missile Unit Indicator: These represent units which can use offensive ranged combat and fire defensive fire.

Back Printing: Some leaders and combat units are printed with two sides: the front is when they are good order; the reverse is when they are disrupted.

Unit Designations, Nationalities & Sides: Units may be identified by a title, a number, or a name. Each Roman Legion consists of a leader and three infantry units. Legions are identified by their Roman Numeral; all other units have generic unit identifications.

Gauls: There are two Gallic contingents: the Alesia Garrison (blue units) and the Relief Force (green units).

Romans (red units): All Roman units are part of the same contingent.

2.5 Command Markers

These provide command control and special events.

Roman Maximum Effort

Gallic Morale Check

Combined Gallic Activation

Roman Activation

Roman Morale Check

Gallic Relief Army Activation

Gallic Alesia Contingent Activation

2.6 Administrative Markers

Breach (Indicates a Destroyed Roman Fortification)

Orbis (Roman Special Formation)

Day (Day of Battle)

Active Leader (Indicates an Activated Leader)

Cavalry Charge (Special Tactic)

2.7 Special Displays

Gallic Units in Alesia Box: A holding area for Gallic units inside Alesia (18.0).

Relief Army Areas: Holding areas for the Gallic Relief Army units (18.0). These areas are located around the map itself and on a chart at the end of the rules.

Roman & Gallic Command Marker Boxes: Used to hold command markers that have been randomly drawn.

Roman & Gallic Eliminated Units Boxes: Used to hold eliminated units.

Gallic Units in Alesia Box: Used to hold units that are in Alesia, who are not activated.

2.8 Game Charts & Tracks

Day of Battle: Indicates the first (I), second (II), and third (III) days of battle.

Terrain Effect Chart (TEC): Shows the effects of terrain on movement and combat.

Combat Results Table (CRT): Used to resolve combat (Melee and Fire).
**Terrain Key:** Shows examples of the terrain used on the game map.

**2.9 Do or Die**
Players will need one six-sided die to play the game.

**2.10 Definitions**

**Combat Units:** Combat units include all units listed in 2.3.

**Day:** One of the three Days of Battle.

**Disrupted:** If a combat unit is back printed it can be subject to disruption (15.0). Disrupted is the term used to describe a unit that has been disorganized by losses and/or the eternal “bleeding off” of personnel to the rear. Disrupted units do not exert a ZOC. While disrupted units do not exert ZOC, they are still required to attack enemy units that exert an EZOC (10.2).

**Force:** A group of units taking an action together.

**Friendly/Enemy units:** Friendly units are the ones controlled by one player; enemy units are the ones controlled by the other player.

**May:** You can choose to take the action or not.

**Missile Units:** Are capable of melee and missile combat.

**Must:** You are required to take the action.

**Occupy:** Having a unit in a hex.

**Pick:** Randomly draw a command marker from the pool.

**Stack:** One or more units in a single hex.

**Turn:** A single impulse of action within a day, generated by a command marker pick. Each day may consist of up to nine turns.

**2.11 Game Scale**
Each hex represents about 1,700 feet across. Each Roman legionary represents three or four cohorts (1,000 to 1,600 men). A leader represents a great man, his staff, and elite guard troops, or a Roman legionary command group (anything from a tribune down to a centurion rising to the occasion). Gallic units each represent 1,000 to 4,000 warriors. Cavalry represents 500-1,500 troopers.

**3.0 VICTORY CONDITIONS**

There are two ways to win Alesia: “Sudden Death” and “End Game”.

**3.1 Sudden Death Victory**
A player wins a sudden death victory if at any time, one of the conditions below is in effect. At this point, the game comes to an end and the victory is declared.

**Roman Player wins:** If at any time both the following are in effect:

- Vercingetorix has been eliminated, and;
- Julius Caesar is in play.

**Gallic Player wins:** If at any time both the following are in effect:

- Vercingetorix has exited the map (into a relief area), and;
- Julius Caesar has been eliminated in combat.

**3.2 End Game Victory Points (VP)**
If neither of the above occurs, then the game will come to an end with the conclusion of Day III. At this point, each player totals his VPs. The side with fewer VPs subtracts its total from the side with more. The side with the greater number of VP wins the game unless there is a draw.

**3.2.1 Gallic VP**
The Gallic player gains these VP for eliminating Roman units:

- Caesar: 10
- Each other Roman Leader: VP equal to the eliminated Leader Value.
- Vercingetorix is in a Relief Army Box: 20
- Each Fort Unit: 2
- Each Cavalry Unit: 1
- Each Legionary Unit: 1
- Each Gaesati unit: 1

**Note:** Gaesati units are Gallic spearmen, the term does not denote any special abilities and is only used to provide flavor to the game.

**3.2.2 Roman VP**
The Roman player gains these VP for eliminating Gallic units:

- Vercingetorix: 10
- Each other Gallic Leader: VP equal to the eliminated Leader value
- Each Gaesati unit: 1
- Each Cavalry unit: 1
- Each Roman Fort unit on the map: 1
- Other units: 0

**3.2.3 End of Game Level of Victory**
Depending on the points accrued, victory levels are determined as follows:

0-20: Draw
21-40: Provincial Victory
41-60: Consular Victory
61+: Triumphant Victory

**Designer’s Note:** The Romans receive the points for maintaining forts because they incite the Gauls to attack.
4.0 DEPLOYMENT

Set up the game in the order listed below. Play then proceeds per the sequence outlined in 5.0.

**Important:** The Roman player will be fighting a two-front battle; one against the Gallic contingent in Alesia, and a second against the relieving force entering the map from the Relief Army Areas around the outside of the map.

4.1 Command Pool

Players will need two large-mouth opaque containers, such as a coffee mug; one is the "Roman Draw Pool", the other is the "Gallic Draw Pool". Throughout the course of a game, players will draw command markers at random from their respective pools.

4.2 Command Marker placement

Each player places his maximum effort marker to one side (it can be placed in the pool per 6.5). Place all other command markers (eight Roman) and (nine Gallic) in the respective pools.

**Note:** The Roman markers include the six orange counters marked with Roman Numerals and the orange morale check marker. The Gallic markers include three green and three blue markers with Roman Numerals, the two blue morale check markers, and one combined command marker.

4.3 Gallic Set Up

The Gallic player sets up his units as follows:

- **Alesia Contingent:** Place all units on the map inside of the Alesia Hill Fort or off to the side in the Alesia Units Box.
- **Relief Army:** Secretly place all units in any of the six Relief Force Boxes (those marked with compass directions) surrounding the map. The Gallic player may divide up the relief force in any manner he chooses, placing all or some of the units in any box desired. Cover them with a sheet of paper so the Roman player does not know from where they are coming.

**Note:** There are boxes provided at the end of the rules to allow players to secretly place these units.

4.4 Roman Set Up

The Roman player then places his units as follows:

- **Forts (23):** Are placed on any hex marked with an inner or outer wall symbol (8.0 applies). No fort can be placed adjacent to another fort.
- **Cavalry Units:** Cavalry units may be placed in any hex within two hexes of a Roman Camp hex (8.0 applies).
- **All other Units:** Place all other units in any inner or outer wall hex, or any camp hex (8.0 applies).

**Important:** The fort symbols on the map are there for historical purposes only and have no effect on game play.

4.5 Reinforcements

All units begin the game in play, there are no reinforcements in the game.

5.0 SEQUENCE OF PLAY

Alesia is played as three days of battle; each day is composed of turns. Each turn is generated by the pick of a command marker. Each turn is therefore composed of segments called "Phases". During a player’s turn, the player will activate certain units, conduct movement, and execute combat. The player who is currently conducting a phase is called the “phasing player,” the other player is the “non-phasing player.”

5.1 Structure

There are up to three Days of Battle (Day I, Day II, and Day III). Each Day can be a variable number of turns, depending on what command markers are picked, what order they are picked, and whether a player wishes to conduct any activity with that command. In any case, continue playing a day until one of the following occurs:

- One side wins a Sudden Death Victory (3.0).
- There are no more command markers remaining in either player’s pool. If this is Day I or Day II, then both sides “Fall Back” and prepare for the next day (16.0). If this is Day III, then the game comes to an end and players check victory (3.0).

**Important:** Players cannot “pass” when it comes to picking a command marker. They must pick a marker when it is their turn. A player may choose to not conduct any movement or combat, however if there is a marker remaining in the pool, the owning player must pick a marker.

5.2 Day Sequence of Play

Each player turn is initiated when the player picks a command marker. This consists of phases described below.

I. GALLIC PLAYER TURN

The Gallic player conducts the following phases in the order given:

- **Command Marker Phase:** Pick one command marker from the Gallic command pool and place it in the Gallic Command Markers Box, with the number side up (6.0).
- **Activation Phase:** Indicate which leaders will be activated by placing leader activated markers on the number of leaders corresponding to the contingent (Alesia or Relief) and number on the command marker picked (6.0).
- **Movement Phase:** Move any and/or all activated units, as desired (7.0).
- **Ranged Fire Phase:** Conduct any offensive missile fire (11.0).
- **Combat Phase:** Conduct melee combat with units in contact with enemy units (10.0).
- **Activation Removal Phase:** Remove all activated markers from friendly leaders.
II. ROMAN PLAYER TURN

The Roman player conducts the following phases in the order given:

**Command Marker Phase:** Pick one command marker from the Roman command pool and place it in the Roman Command Markers Box, with the number side up (6.0).

**Activation Phase:** Indicate which leaders will be activated by placing leader activated markers on the number of leaders corresponding to the number on the command marker picked (6.0).

**Movement Phase:** Move any and/or all activated units, as desired (7.0).

**Ranged Fire Phase:** Conduct any offensive missile fire (11.0).

**Combat Phase:** Conduct melee combat with units in contact with enemy units (10.0).

**Activation Removal Phase:** Remove all activated markers from friendly leaders.

III. Subsequent Player Turns.

Continue alternating between the Gallic and Roman player turns until one of the following occurs:

- One player wins a Sudden Death Victory (3.0).
- All command markers for both sides have been picked and played. At this point the Day of Battle ends and players proceed to the Night Turn.

IV. Night Turn

If this is the end of Day III, the game comes to an end; check for Victory (3.0). If this is the end of Day I or Day II, perform the following:

**Return Phase:** Both players place their command markers back in their respective pools. Remove all breach markers from on the map.

**Fall Back Phase:** First the Gauls and then the Romans move all their units per 16.0.

**Rally Phase:** Players rally disrupted units (15.0).

**Game Turn Phase:** Move the game turn marker to the next box on the Game Turn Record Track.

**Note:** When the Gallic player is taking a turn, all references to “friendly” refers to Gallic forces, and all references to “enemy” refers to Roman forces, and vice versa when the Roman player is taking a turn.

6.0 ACTIVATIONS

Players activate leaders to initiate movement, explained as follows:

**Important:** Unless specifically required by a rule, a unit does not have to be activated to perform other actions.

### 6.1 Leader Activations

When a player picks an activation marker, he can activate the number of leaders equal to the number on the marker. Place an activated marker on each such leader. The marker remains on that leader until the Activation Removal phase, at which point it is removed. A leader can be activated once per player turn and can be activated multiple times per day. Activated leaders and all friendly units within the command radius of those leaders are activated. This is determined during the Activation Phase, before any unit moves.

**Example:** If a marker reads “III”, then the player can activate three leaders.

**Important:** Leaders cannot be activated by other leaders.

### 6.2 Determining Command Radius

The command radius is traced from the activated leader the number of hexes equal to its leader value, in all directions outwards. This radius is not blocked by enemy units or terrain. A leader with a value of zero can only activate units in his own hex. There is no additional effect if more than one leader value is exerted into a hex.

**Example:** The Roman Leader (command radius of “2”) could activate all depicted units, except the unit in hex 2639.

### 6.3 Gallic Contingents

There are two Gallic contingents, the Alesia Contingent (blue) and the Relief Army (green). When a Gallic activation marker is picked, it will specify either the Alesia Contingent (Blue), the Relief Army (green), or Combined (both green and blue) (a combination of the two), defined as follows:

- **Alesia Contingent Marker:** May only activate leaders belonging to the Alesia Contingent.

- **Relief Army Marker:** May only activate leaders belonging to the Relief Army.

- **Combined Marker:** May activate any or all leaders from both the Alesia Contingent and the Relief Army.
Important: A Gallic Leader of either force can always activate units of the other force. All Roman leaders (including legionary leaders) can activate any friendly units. The units do not have to be from the same numbered legion. See example in 6.2.

6.4 Effects of Activation
Units need to be activated to move in the Movement Phase (7.0). See also the special tactics rule (20.0).

Note: Units do not need to be activated to engage in combat, only to move.

6.5 Special Command Markers
There are special command markers that provide special opportunities or situations, listed as follows:

6.5.1 Maximum Effort
Each player has a maximum effort marker. Each player may add this counter to his pool at the start of any day prior to the start of the Gallic Player Turn. After being played, the maximum effort marker is removed from play (it can be used only once per game). Players can add the marker secretly (they are under no obligation to tell the enemy it is in their pool for that day). On the turn that the maximum effort marker is picked the following is in effect:

- All friendly leaders are activated. (for the Gauls both contingents are activated). Activated markers do not need to be placed.
- Shift all melee attacks by friendly units one column to the right.

Note: Maximum effort may lead to one side taking one more turn than the other at the end of the Day.

6.5.2 Morale Check
If a player picks the morale check marker, play temporarily comes to a halt to check friendly morale. Use the following procedure to check morale:

- Determine the morale break value; This is the total of all friendly eliminated units. Each combat unit (mobile and static) count as “1”; add the total leader values of all eliminated leaders. The resulting number is the morale break number.
- Roll three dice, total the results.
- If the result of the dice roll is less than the current morale break number, that side suffers a morale break. In this case, you lose the rest of this turn (you cannot activate, move, attack etc., for this one turn).
- If the result of the dice roll is equal to or greater than the morale break number, then:

  Romans: Legionary discipline; immediately rally all disrupted Roman leaders and legionary infantry units to good order (15.0). Initiate a turn and all Roman units are activated (do not need leaders for this).

  Gauls: Immediately rally all disrupted Gallic leaders and Gaesati units to good order (15.0). Initiate a turn and all Gallic units are activated (do not need leaders for this).

Note: The Gauls have two morale check markers while the Romans have one–this is owing to the wide swings of morale in Gallic armies.

7.0 MOVEMENT
A player moves his activated units during the friendly Movement Phase.

7.1 General
A player may move as many or as few activated units as he chooses. You may move eligible units in any direction or combination of directions to the limits of their movement factors.

7.2 Activation
You can only move activated units. A unit can move out of a leader’s command radius.

Important: If an activated leader moves, he does not activate units he ends up exerting a radius over which were not originally activated. You should move leaders after all other units have been moved to keep things sorted out.

7.3 Movement Procedure
Each unit has a movement allowance printed on it, which represents the number of movement points (MP) that unit can expend each game turn during a friendly Movement Phase. You move units by tracing a path of contiguous hexes through the hex grid, until all MP are expended, or you decide to cease moving the unit, whichever comes first. As each unit enters a hex it pays one or more MP from its movement allowance. Consult the Terrain Effects Chart for further details.

7.4 Restrictions
Once a unit has been moved and the player’s hand removed from it, it may not be moved again. A unit may expend all, some, or none of its MP in any one friendly Movement Phase. Unused MP may not be accumulated from turn to turn or phase to phase, nor may they be in any way transferred from one unit to another.

7.5 Minimum Movement
All units are generally guaranteed the ability to always move at least one hex per Movement Phase (except for static units). However, units may never enter an enemy occupied hex, nor enter prohibited hexes, nor move directly through enemy zones of control (9.0).

7.6 Static Units
Units with printed movement factors of zero (0) never move once placed onto the map, except to go into the dead pile.

7.7 Zones of Control (ZOC)
A moving unit must cease movement when it enters an enemy zone of control (9.0).

7.8 Terrain
A unit must expend the number of MP designated by the Terrain Effects Chart (TEC) to enter a hex. Roman and Gallic units pay different movement costs for certain terrain types.

7.9 Hexsides
Certain terrain runs along hexsides (streams, ditches). Units pay both the...
crossing point (on the TEC, listed as a “+” number) and the movement cost of terrain on the other side.

**Example:** To cross a stream and enter an open terrain hex costs two MP.

### 7.10 Multiple Terrain
If there is more than one type of terrain in a hex, use the highest single movement cost from among all the terrain involved.

### 7.11 Roman Fortification Walkways
A Roman unit that moves from one fortification hex directly into an adjacent fortification hex through a hexside traversed by that fortification expends one-half MP (0.5) per hex entered. Roman movement along fortifications is at twice a unit’s movement rate. Gallic units pay one MP. Moving along a fortification negates the effects of streams (for both sides).

**Note:** The drawing of the fortification must be contiguous; mere adjacent is not enough. For example, an inner and outer fortification wall are not connected even if adjacent.

**Exception:** Fortification walls do allow units of both sides to cross streams without paying the stream movement cost.

### 8.0 STACKING
Having more than one friendly unit in a hex at the same time is called “stacking.”

#### 8.1 Stacking Limits
Following are the hex stacking limits:

##### 8.1.1 Roman
- Two units per hex; plus,
- any number of leaders; plus,
- one fort unit.

**Exception:** Romans can stack up to three units per hex if all three are from the same legion.

**Example:** The Romans could have all three infantry units of the X Legion, any number of leaders, and a fort in the same hex.

##### 8.1.2 Gallic
- Two units per hex; plus,
- any number of leaders.

##### 8.2 Cavalry & Infantry
Cavalry can stack only with friendly cavalry, leaders, and (for the Romans) fort units. They cannot stack with other types, and vice versa. This restriction is in effect throughout all phases. All other friendly units can stack together.

##### 8.3 Stacking always in effect
Stacking limitations apply always. You cannot move units into a hex in excess of the stacking limit. See 13.5 for overstack procedures during retreat.

##### 8.4 Over-Stack Penalty
If at the end of any friendly or enemy Movement or Combat Phase a hex is found to be over-stacked, the player controlling those units must eliminate excess units such that stacking is restored.

##### 8.3 Prohibited Stacking
Friendly ground units cannot enter a hex containing enemy units.

**Important:** Gallic units may enter Roman fortification and camps hexes. However, fort units count as Roman units.

##### 8.4 Markers
Markers of all types do not count for stacking (for example: Orbis).

##### 8.5 Contingents
Units from either Gallic contingent may stack together.

##### 8.6 Stacking Order
Players are free to arrange their stacked units, from top to bottom, in any order they choose.

### 7.12 Alesia
Only Gallic units can enter Alesia hexes (18.0).

### 7.13 Exiting the Map
Roman units cannot exit the map. See rule (18.0) for Gallic off-map movement.
9.0 ZONES OF CONTROL

The six hexes immediately surrounding a combat effective (a unit that is not disrupted) unit constitute that unit’s “zone of control” (ZOc). Hexes into which a unit exerts a ZOc are called “controlled hexes.” ZOc have varying effects on enemy movement and combat.

9.1 Which Units Exert a ZOC
All non-disrupted units (including leaders and forts) exert a ZOc. Disrupted units do not exert a ZOc.

9.2 Persistence of ZOC
Units always exert a ZOc, regardless if activated or not. Enemy ZOc (eZOc) are not negated by other units, enemy or friendly.

9.3 ZOC Negation
The following are special cases:

Alesia: Roman ZOc do not extend into Alesia. Gallic units inside of Alesia (18.0) do not exert a ZOc.

Roman Camps: Gallic ZOc do not extend into Roman camp hexes.

9.4 Multiple ZOC
Both friendly and enemy units may simultaneously exert ZOc into the same hex. There is no additional effect if more than one unit, friendly or enemy, exerts ZOc into the same hex.

9.5 Effects of ZOC on Movement
A unit must always STOP when it enters an eZOc. It may move no further that Movement Phase.

9.6 Locking ZOC
Once in an eZOc, a unit must remain in place until one of the following conditions exist:

• There are no more EZOC exerted into that hex. This may be due to enemy units being eliminated, disrupted, or disengaging (9.7).

9.7 Disengagement
The following units can move out of an eZOc:

• Leaders, under all conditions.

• Cavalry, if the EZOC is not generated by any enemy cavalry or leader units.

• Units which retreat and pursue can exit EZOC (13.0 & 14.0).

9.7.1 Procedure
In all circumstances, a unit which exits an enemy controlled hex, must first enter a non-controlled hex. In other words, a unit can never move from one EZOC to another EZOC. It could move from an EZOC into a non-controlled hex, and then into an EZOC later in the turn (and then cease movement). A disengaging unit does not pay a movement point penalty.

9.8 ZOC and Combat
All friendly units (including disrupted units) in EZOC must attack (10.0).

Note: The reason for the mandatory combat is that enemy units would engage each other with pilum, javelins, and other short-range weaponry; this also represents the tendency for battles to get out of control of the higher commanders.

10.0 COMBAT

Units engage in combat to force back or destroy enemy units, and to seize terrain. There are two general types of combat: Melee and Fire. All combat is resolved on the Combat Results Tables (CRT).

10.1 Attacking & Defending
The phasing player is termed the “attacker”; the non-phasing player is the “defender,” regardless of the overall strategic situation. All units capable of engaging in combat can attack (and defend). Activation does not matter. All units can melee attack, including static and missile units.

10.2 Melee Combat
Melee combat is conducted by friendly units attacking adjacent enemy units, and to seize terrain. There are two general types of combat: Melee and Fire. All combat is resolved on the Combat Results Tables (CRT).

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10.3 Combat Execution Sequence
For each individual combat, follow the sequence below.

a) Attack Declaration: The attacker declares which of his stacks will attack which enemy stack. Each friendly unit in that stack will then attack the enemy stack (10.8). Attack declarations are made one stack at a time and must resolve all combats from that stack prior to declaring another attack from a different hex. See 10.4.

b) Combat Strength Determination: For each attacking unit, determine its combat strength. Then refer to the CRT.

Note: The strength of the defender does not figure into this calculation, unlike many other wargames.

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b) Combat Strength Determination: For each attacking unit, determine its combat strength. Then refer to the CRT.

Note: The strength of the defender does not figure into this calculation, unlike many other wargames.
10.4 Attack Declarations
Combat is via stacks. All units in a single hex must attack one single enemy stack. You cannot allocate units in a single hex to attack different enemy occupied hexes. The attacking player can choose which enemy stack to attack. Otherwise, the phasing player may choose the order in which he will make attacks.

Note: This will mean that in some cases not all enemy units exerting ZOC will be attacked. This represents the chaos of ancient battle.

10.5 Multiple Attacks
The attacker may commit more than one stack to attack a single enemy occupied hex. This may be declared at any time after the first attack, if there are still enemy units in that hex.

10.6 Single Attacks
No unit may attack more than once per Combat Phase. A single enemy unit may be attacked more than once per Combat Phase if each attack is by different units.

10.7 Ordering of Attacks
For each attacking stack, you may declare combat for units within it in any order.

10.8 Singular Unit Strength
You cannot combine the combat strength of more than one unit in a single combat resolution.

Example: The Romans have one 3 and one 2 strength unit in the same stack. They attack a Gallic stack. The first Roman unit would attack with a strength of three, the second with an attack of two.

10.9 Combat Strength Unity
A single unit’s attack and defense strengths are always unitary. A given unit’s strength may not be divided among different combatants.

10.10 CRT Shifts
Certain conditions will “shift” the combat column. A CRT column shift to the right means the column is increased by the number of columns indicated (that is, in favor of the attacker). A shift to the left means the column is decreased by the number of columns indicated (that is, in favor of the defender). If both the attacker and defender have shifts, use the cumulative difference.

Note: If the total cumulative shifts reduce the combat factors to less than “1” use the “(1)" column. If the total cumulative shifts exceed “7” use the “(7+1)” column. Non-mandatory attacks may be executed on the “(1-1)” column even if the shifts reduced the number of combat factors below one.

10.10.1 Leader Shifts
Leaders garner shifts to the right, in favor of the attacker. If there is more than one friendly leader in a hex, only one leader can be awarded shifts. That one leader awards shifts to all attacking units (including other leaders and itself) in the stack. Leaders award the following shifts:

- If the Leader is Caesar or Veringetorix, shift two columns to the right.
- All other Leaders shift one column to the right.

Important: A Leader does not have to be activated to provide this bonus. Also, note this applies only to the attack, not the defense.

10.10.2 Maximum Effort
If this is a turn of maximum effort, then all friendly attacking units receive an additional one column shift to the right.

10.10.3 Terrain
Defending units benefit from the terrain in the hex they occupy and, in certain cases, along that hex’s sides. The TEC gives the defensive shifts. Benefits for terrain are not cumulative. A defending force can receive only the shift for one type of terrain. If a force potentially has more than one defensive terrain shift available to it, it uses the single best one for that defense. A force receives the benefit for defending behind a hexside (such as a stream) only if all attacking units are attacking across the hexside.

Note: Terrain refers to both natural (for example: Slope) and man-made (example: Camps) features.

10.10.4 Roman Fortification Walls
When all Gallic units are attacking through Roman Wall “teeth” hexsides (against the teeth), they receive a two- column left shift penalty. If attacking through only non- “teeth” sides (direction of the teeth or from inside to outside), or a combination of the two, they receive a one- column shift left penalty. These shifts apply to both the inner and outer Roman walls. Roman units attacking Gallic units defending in a Roman Wall receive a one column shift left penalty, regardless of direction.

TEC Errata: The shift for Roman units attacking an inner or outer wall was left off the TEC. Players should make a note as a reminder.

10.10.5 Roman Fort Units
Gallic units receive a one column left shift penalty when attacking Roman defenders that are stacked with a Roman fort. All Roman units (including the fort) receive this bonus. Roman forts are units, not terrain. Terrain and fort shifts are cumulative.

11.0 MISSILE COMBAT
Certain units can engage in missile combat. These are units with a range factor Missile combat can occur at two different points in the game turn:

Offensively: During the friendly Ranged Combat Phase.

Defensively: During the application of the (A) combat result.

Note: Reduced units may have a Range factor of zero; in this case, they cannot engage in fire combat.
11.1 Offensive Fire Prerequisites
Any unit with a fire capability may conduct offensive fire. It may fire at any one enemy stack within range. This is executed in the Ranged Fire Phase.

11.2 Range
Range is the number of hexes through which a unit can conduct offensive fire. A unit can fire through all types of terrain and enemy units. There is no blocking of line of sight. Range is measured from the unit’s hex (exclusive) to the target hex (inclusive).

Roman Fort Range: Two hexes.
Archer and Slinger Range: One hex.

**Note:** Thus, an archer or slinger could fire offensively into an adjacent hex, while a fort could fire up to two hexes away. Also, there is no range attenuation...a unit with a two hex range attacks at full strength at one or two hexes.

11.3 Offensive Fire Procedure
Conduct offensive fire by implementing these steps:

- Designate the firing unit.
- Designate one enemy occupied hex within range.
- Use the combat strength of the firing unit (not the range factor!); determine the column shift per (10.10).
- Roll one die and apply the results normally.

11.4 Fire Combat Modifications
Units conducting missile combat must observe the following:

- They are not affected by (A) results.
- They cannot advance after combat (even if an (*) result occurs).

11.5 Terrain
Terrain effects for Fire Combat are listed on the TEC.

11.6 Defensive Fire
Defensive fire is built into the CRT. Whenever a unit conducting a melee attack against a hex containing a fire capable unit and the result is (A), then that attacking unit is disrupted. Terrain does not negate an (A) result. Defensive fire cannot be conducted at more than one hex range.

**Note:** There is no additional die roll for this. Also, if more than one fire capable unit is in a hex being attacked, apply only one (A) result. This is determined on a die roll by die roll basis.

12.0 COMBAT RESULTS

When a combat result is rolled, apply them as follows:

**A:** Disrupt the attacking unit if
1) One or more defending units in a melee attack has missile ability; or
2) If the attacker is conducting a charge (see 20.2).
3) Otherwise, no effect.

**D:** Disrupt one defending unit.

**E:** Eliminate one defending unit.

**R:**
1) Defending legionaries, leaders, and units in same hex as a leader withdraw one hex.
2) Otherwise, all defending units rout (disrupt all units, then roll one die, and retreat all units that number of hexes). See 13.6 for effect of forts on retreat.

(**): Attacker must pursue if enemy hex is cleared. Otherwise, pursuit is optional for attackers clearing defending hex.

12.1 Who Determines Losses
The player against whom the results are being inflicted determine which unit is affected, if there is a choice.

12.2 Hitting Empty Air
If a stack of units attacks an enemy occupied hex, and the first (or subsequent) combat resolution eliminates or retreats off all enemy units in it, the remaining attacking units in that stack cannot be switched to attacking other enemy hexes. They can conduct pursuit (14.0).
13.0 RETREAT

A retreat combat result (R) causes a defending unit to move involuntarily. The player controlling such units must move them the indicated number of hexes.

13.1 Retreat Procedure

Retreat is not regular movement; its execution doesn’t use movement points. It is carried out in terms of hexes, not movement points, and units must always retreat the number of hexes indicated, regardless of their printed movement allowances. There are two types of retreat: withdrawal and rout. This will depend on the unit type (see below).

Withdrawal: Leaders, units stacked with leaders, and legionary infantry units always withdraw.

Rout: All other units always rout.

13.2 Withdrawal

The player owning the retreating units moves them one hex.

13.3 Rout

The owning player rolls one die and moves the units that number of hexes. If there is more than one unit in a hex affected, roll one die for each.

13.4 Direction of Retreat

Units must be moved in the following directions:

13.4.1 Gauls

- If the retreating unit starts its retreat within three hexes of Alesia, then the unit retreats towards the nearest Alesia hex. If they reach Alesia, remove the unit from the map and place it in the Alesia box (18.0).

- If the retreating unit starts its retreat four or more hexes from Alesia, then the unit retreats towards the map edge. If they reach the map edge and have one or more hex of retreat remaining, they are placed in the adjoining off map box.

Note: The contingent of the retreating unit does not affect the above; for example, a Relief Army unit within three hexes of Alesia would retreat towards Alesia.

13.4.2 Romans

Roman units retreat towards the nearest hex containing a Roman camp or Roman fort unit (Roman player’s choice). If a retreating unit reaches a camp hex or fort unit, they cease movement in that hex.

13.5 Retreat priorities

Retreat is subject to the following strictures. Within these limits, units may be retreated in any direction.

- Each unit is retreated individually.

- Units may not retreat into hexes containing enemy units, into otherwise prohibited terrain, or off the map (other than Gallic units entering a map edge area). If there is no other alternative, they are eliminated in the last hex into which they could retreat.

- Units may not retreat into an EZOC. If there is not a hex, that is not in an EZOC, they are eliminated. Friendly units do not negate EZOC.

- Units may retreat into and through hexes containing friendly units. Units must obey all stacking rules in the final hex of their retreat path. If they end their retreat in violation of stacking, the owning player must eliminate excess units from the retreat force to restore the stacking limit.

- A retreating unit may not be moved through the same hex more than once, nor re-enter the hex from which it began the retreat. It must end its retreat the indicated number of hexes away from its combat position. If it can only retreat a portion of the number of hexes called for in the combat result, it is eliminated in the last hex into which it could retreat.

- Roman units cannot retreat into Alesia or off the map.

- Gallic units which cannot retreat in such a manner that they cannot end up closer to Alesia or a map edge, respectively, per 13.4.1, are eliminated.

- In no case may a unit be retreated into a hex that would cause it to be eliminated or over-stacked at the end of the retreat if another retreat path is available.

13.6 Fort Units & Retreat

Roman fort units ignore retreat results. If a hex has a fort in it, then: Roman units in the hex which receive retreat results may choose to ignore the retreat (Roman player’s choice on a unit by unit basis). If the fort is eliminated in combat, then other units in the hex are affected by retreat results.

13.7 Retreat & Multiple Defense

Under certain circumstances a unit may end its retreat adjacent to an enemy unit (for ex: if the enemy had no ZOc). They may be attacked again if the enemy units had not been committed to any attack, or if they end up in stacked with units which are attacked.

14.0 PURSUIT

Pursuit is a special form of movement that may occur after combat. Units that are conducting offensive missile fire and static units cannot conduct pursuit.

14.1 Pursuit Prerequisites

You can pursue with a unit if it is part of a stack of attacking units which clears all defending units from a hex. Units in other stacks which previously attacked the hex cannot attack. Units cannot attack into an empty hex to gain a pursuit result.

Note: This means the unit need only be in a stack which attacked and cleared an enemy occupied hex to conduct a pursuit.

Example: Three Roman units attack one Gallic unit. The first Roman unit disrupts the Gallic unit, the second one eliminates it. All three Roman units could pursue into that hex.
14.2 Pursuit Procedure
If a combat result allows a player to conduct pursuit, he may, but is generally not required to, immediately move some, none, or all eligible units as follows:

**Leader and Cavalry units:** Two hexes.

**All other mobile units:** One hex.

14.3 Pursuit Direction
Pursuing units must pursue per the following parameters:

- The first hex must be the hex the enemy units formerly occupied. The second hex, if allowed, may be in any direction.
- Pursuit differs from normal movement (7.0) in that it is in terms of hexes, not movement points.
- Pursuit may be made only into hexes into which pursuing units could normally move.
- If a pursuit is more than one hex, some pursuing units may stop in the first hex, and others in the second or subsequent hexes. Pursuit movement may not be increased by Roman fortification movement.

14.4 No ZOC Restrictions
Pursuing units are not affected by EZOC. They may move through them freely.

14.5 Mandatory Pursuit
Combat results with an asterisk (*) require all mobile units in a stack involved in a melee attack to pursue if the attack results in all enemy units being cleared from the hex. This mandatory pursuit follows the normal pursuit rules.

**Exception:** If possible, cavalry units must pursue two hexes. If not possible due to enemy units or terrain, they may cease their pursuit in the first hex.

14.6 Leaders & Control
If a leader is in the same hex as units which would otherwise be required to conduct a mandatory pursuit, the player can instead choose to not pursue.

15.0 Unit Status & Rally
Most combat units have two sides: the front is their full strength “Good Order” side; the reverse is their “Disrupted” side (which has reduced combat and movement strength, and sometimes no range factor). Units are reduced due to combat. A disrupted unit which is disrupted again is eliminated. A unit with only a good order side but no disrupted side is eliminated when disrupted.

**Note:** A disrupted missile unit cannot fire defensively, and thus does not apply (A) results.

15.1 Rally from Disruption
A disrupted unit remains disrupted until it rallies. Rally is conducted during the Rally Phase of the Night Turn. At this point, flip all disrupted units to their good order side.

15.2 Deployment
Units placed during initial setup (4.0) are always placed in good order.

16.0 Fall Back
During the Fallback Phase, execute the following in the order given:

- The Gallic player picks up all Gallic units which are within three hexes of Alesia and places them in the Alesia display.
- The Gallic player picks up all Gallic units which are four or more hexes from Alesia and places them in the nearest Relief Army Display (if more than one is equal distance, then the Gallic player chooses one).
- All Roman units which are on fortification walls and camps remain in place.
- The Roman player picks up all other Roman units and places them in camp hexes or on or adjacent to hexes with Roman fort units. This must be within stacking limits.

17.0 Special Units

17.1 Leaders
Leaders are treated as combat units, with special capabilities (as explained throughout the rules). To sum up, Leaders:

- Do not count for stacking (8.0).
- Do have a command radius (which can be used for movement activation; 6.0).
- Provide combat shifts (10.0, 11.0).
- Negate retreat results (13.0).
- Automatically rally if an army passes a morale check (6.5.2).

**Note:** Since leaders have a combat value, they are useful when placing them in the same hex to provide additional combat power.

17.2 Legionaries and Gaesati
These automatically rally if an army passes a morale check (6.5.2). Also, legionary units of the same legion can stack up to three units per hex (8.1).

18.0 Alesia & Gallic Relief Army Displays
The Alesia hexes represent the Oppidum (hill fortress) in which Vercingetorix had made a stand. The Relief Army displays represent the larger areas adjoining the battlefield in which the Gaels maneuvered their relief force. They operate by generally similar rules.

**Important:** A unit cannot both enter and exit Alesia or a Relief Army Box in the same Movement Phase.

18.1 Alesia
**Entering Alesia:** Only Gallic units can enter Alesia hexes. Gallic units
enter Alesia by moving adjacent to an Alesia hex, and paying one additional MP. Place the unit in the Alesia Box. Gallic units may remain on the map in Alesia, however stacking limits do apply for all units on the map. Gallic units can attack out of Alesia hexes, and can be attacked while in Alesia hexes. Roman units may not pursue into Alesia. ZOc extend out of, but not into Alesia hexes. Alesia wall hexesides only affect combat when attacking across the hexside the triangles face.

Exiting Alesia: A unit in the Alesia Box can exit it by placing it on any Alesia hex (at no movement cost), then paying the movement cost to enter any adjacent hex.

18.2 Relief Army Areas
Entering Relief Army Areas: Gallic units enter a Relief Army area by moving adjacent to the map edge and paying one MP. Place the unit in the Relief Army Display corresponding to the map edge from which it exited (West, etc.).

Exiting Relief Army Areas: Gallic unit in a Relief Army Display can enter the map by moving it on to the corresponding map edge paying the movement cost.

18.3 Alesia & Relief Army Areas
Stacking: There is unlimited stacking in the Alesia Box and Relief Army Areas.

Activation: A single activated Gallic leader in Alesia or a Relief Army display can activate all units in Alesia or that display (respectively). Leader radius does not extend across an Area boundary.

ZOc: ZOC do not extend into or out of Alesia and Relief Army Areas.

Combat: Units may not conduct combat into or out of Alesia and Relief Army Areas.

Retreat: Gallic units may retreat into Alesia or a Relief Army display. Doing so, completes the unit’s retreat. Units retreated into Alesia may immediately enter the Alesia Box.

18.4 Inter Area Movement
Activated Gallic units in one Relief Army Area can move to an adjacent area. They can move one area per Movement Phase (regardless of movement allowance).

Note: Inter-area movement may be conducted as hidden movement if agreed upon by both players prior to the start of the game.

19.0 FOg O’ WAR
You can always examine all units on the hexagon portion of the map. The Roman player cannot examine Gallic units in the Alesia or Relief Army Boxes.

20.0 SPECIAL TACTICS
Players can optionally use these tactics to enhance realism and complexity.

20.1 Flank Attacks
A Flank attack awards the attacker one right shift.

20.1 Prerequisites
A player may declare a flank attack when two or more stacks attack a single enemy occupied hex, and at least one stack is at 120 or 180 degrees from the first stack

20.1.1 Prerequisites
A player may declare a flank attack when two or more stacks attack a single enemy occupied hex, and at least one stack is at 120 or 180 degrees from the first stack

20.1.2 Restrictions
The player must declare all such attacking stacks for a single combat. Once declared, such attacks cannot be called off, even if an attack by other stacks clears the defender’s hex. However, such stacks could pursue (special case for 14.0).

20.2 Cavalry Charge
Cavalry can conduct a modified form of melee combat.

20.2.1 Prerequisites
A player can declare a charge for activated, good order cavalry units at the start of the Movement Phase. Place a charge marker on the hex to indicate a charge in progress. Charging units in the same hex, must move as a stack, they may not split off units. Charging cavalry and leaders may not end their movement in a hex with a cavalry or leader unit that is not marked with a charge marker. A charge may not begin in a relief area.

20.2.2 Procedure
You move the cavalry units up to three hexes (no more). All three such hexes must be open terrain. The hex to be attacked must be open terrain. The charge must be a minimum of one hex, but otherwise can be in any direction. This movement cannot be across a stream, ditch or uphill slope.

Attacks: Each charging unit shifts its melee attack one column to the right. All cavalry units in a hex must charge (you cannot withhold any units).

Leaders: Leaders may also participate in the charge (but cannot charge by themselves.) They also receive the charge bonus.

20.3 Breaches
The Gauls can use breach markers to negate the effects of Roman fortifications.

20.3.1 Prerequisite
The Gallic player can declare a breach attempt if any activated, good order Gallic units are in a Roman wall or camp hex at the start of a Movement Phase. The units may not be in an EZOc.

20.3.2 Procedure
Roll one die; if the result is an odd number, place a breach marker in the hex. On an even roll, there is no effect. Units which conduct a breach attempt cannot move nor may they conduct any attacks that turn. If more than one qualified unit is in the hex, each unit may try; however, all units must have their attempt declared before any attempts are resolved.

20.3.3 Breach Effects
A Breach marker in a hex negates the effect of any Roman walls or camps in hex/hexside. Treat them as open terrain (but any slope or stream still exists for that hex). The breach marker, once placed, remains in effect until the return Phase of the Night Turn, when all breach markers are removed.
20.4 Roman Orbis
The Roman player can form legionary units into an Orbis, a special combat formation.

20.4.1 Prerequisites
Prior to moving a unit or stack of units, the Roman player can declare an Orbis for any hex containing one or more legionary units (a leader may be in the hex). All such units must be activated and in good order. There can be no other unit types in the hex (other than leaders).

20.4.2 Effects
The following effects occur:

**Movement:** Units in an Orbis have their movement allowance reduced by one. All units in an Orbis must move together as one combined force.

**Melee Combat:** Units in Orbis are not affected by flank attacks.

**Fire Combat:** Gallic missile units firing offensively at an Orbis are shifted one column to the left. Also, ignore any defensive fire (A) result against an Orbis.

**Retreat and Pursuit:** Units in Orbis ignore all retreat results. They pursue normally.

20.4.3 Restrictions
- Units in Orbis cannot enter hexes containing other Roman units (mobile or static). Only Roman leaders and legionary units can enter an Orbis (which they then join), and then they cease movement.
- Units entering Orbis cannot move in that same Movement Phase.
- Other Roman units cannot enter an Orbis hex.

20.4.4 Duration
Units in Orbis remain in Orbis until:

- They are disrupted (one disruption will remove the Orbis marker).
- They are eliminated.
- At the start of any Roman Movement Phase the Roman player can remove all Orbis markers from activated Roman units.
- Leaders may leave an Orbis without the Orbis marker itself being removed.

**Note:** Orbis markers represents several different Roman defensive formations.

20.5 Roman Multiple Lines
Normally, all units in a hex must attack a single enemy occupied hex. However, if a Roman hex contains only Roman legionary units of the same legion (plus any friendly leader), then the player may have some units; attack in one direction, and others into the hex 180 degrees to their rear. These are resolved as two separate attacks.

20.6 Tactics markers
The number of breach, charge and Orbis markers in the counter mix is not a limit. You can make more if you need them.
ALESIA

RELIEF ARMY HIDDEN SET-UP DISPLAY

Northwest (hex 2918 to 2930)
Northeast (hex 2930 to 2941)
East (hex 2941 to 1241)
Southeast (hex 1241 to 1230)
Southwest (hex 1229 to 1218)
West (hex 1218 to 2918)