

# *Great Battles of Caesar Manual*



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# Introduction

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The *Great Battles of Caesar* is the third volume in the *Great Battles* series. It portrays the development of the Marian legion, as first envisioned by Scipio Africanus, throughout the second century BC. Roman legions came face to face during the Civil War between Caius Julius Caesar and Gnaeus Pompeius Magnus (Pompey the Great), the war which sounded the death knell for the Roman Republic.

*Great Battles of Caesar* uses the same system as the previous *Great Battles* series, with rule changes and additions that reflect the advances in command concepts and the more flexible use of the legion as the basic fighting formation.

The Roman command system of this era was significantly changed from its republican predecessor. Under the pressure of successive defeats at the hands of Hannibal during the second Punic War, Rome began to embrace the need for professional leaders such as Scipio Africanus. Prior to Scipio Africanus, the army's tactical doctrine was centered on the consular army using three lines (hastati, principes, and triarii), each composed of multiple legions. This created a two-tiered command system whereby the consul sent the three lines into action through the legion tribunes.

Scipio Africanus began to change this doctrine by using a legion's individual cohorts as the tactical maneuver unit. These changes were established, during the early Civil Wars, by Marius and Sulla. By the time of Caesar, in the waning days of the Republic, the army had become a truly professional organization with long-serving veterans.

An ancient commander, like his modern counterpart, could only control a limited number of maneuver units. The increase in maneuver units from three lines to multiple legions necessitated the creation of an intermediate command level to maintain effective control. This is reflected by the addition of section commanders.

Livy credits Caesar with saying that one of the key innovations that placed Pyrrhus in the highest ranks of military commanders was his use of the defensive camp. Assuming this is true, the Romans took their most important doctrinal innovation from another culture. The Romans were not originators, but they knew how to reverse-engineer. They adopted this technique around 277 BC when Pyrrhus was in Sicily. It has been said that the legionary soldier was actually an engineer trained as an infantryman. They certainly exhibited great skill in siege craft. A Roman camp was designed to hold an entire consular army. At the conclusion of each day's march the army built a defensive camp to protect it from surprise attack, and to have a nearby refuge should a battle go against them.

The consular army used infantry rather than cavalry as its shock arm. This limited the mobility and speed with which force could be brought to bear on the enemy. All the missile-armed troops were on foot and there was a notable absence of bow-armed units. The cavalry was there to protect the flanks of the legion, not break the enemy army. The lackluster quality and doctrine of Roman and allied cavalry made a consular army vulnerable to superior shock cavalry penetrating its flanks and disrupting the legionary infantry. The lack of mobility and of range of the Roman missile forces created opportunities for horse-mounted archers, as occurred at Ruspina.

With some notable exceptions, Rome produced a series of political generals whose only saving grace was their ability to implement the solid Roman doctrine in a fairly consistent and competent manner. As long as the opposing army was not led by a military genius, the solid legionary soldier usually prevailed. When a first-class general led the opposition, however, he was usually able to exploit the organizational deficiencies inherent in the Roman tactical system.

While not an overly difficult game to learn or understand, the *Great Battles of Caesar* uses a tactical system that rewards those who know what their soldiers can do and know how to exploit the capabilities of even the worst of them. Because warfare evolved from the previous era and became infinitely more complex, the game rules reflect that increased complexity, albeit only slightly. If you calmly blunder into battle with a "let's see what happens here" attitude, you will be carried home on your shield in a remarkably short time.

Because of the unusual nature of warfare in this era as well as the specialized capabilities of the various units, we suggest that players not familiar with the *Great Battles* series begin with the ["Quickstart" on page 14.](#)

*Remember: Watch your flanks.*

# Getting Started

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## System Requirements

To run the *Great Battles of Caesar*, you need the following minimum system configuration:

- Pentium 90 MHz (Pentium 120 MHz or better recommended)
- 16 megabytes RAM (24 megabytes RAM recommended)
- 50 megabytes free hard disk space, plus space available for the Windows swap file. The requirements are based on the amount of RAM your machine has:
  - 16 megabytes of RAM: 80 megabytes of swap space
  - 24 megabytes of RAM: 75 megabytes of swap space
  - 32 megabytes of RAM: 65 megabytes of swap space

**NOTE:** These amounts are upper limits and are only necessary when playing the larger battles and when the animations are checked in the preferences (see [page 30](#)).

- Windows 95
- SVGA or better video card
- Double-speed CD-ROM drive
- Mouse and driver
- Sound card
- Resolution of at least 600 by 800

## Installation

You must install the *Great Battles of Caesar* on your hard drive. You cannot play the game directly from the CD-ROM.

There are two options for installation: Normal and Full. Both installations run the game well, but the more information you store on your hard drive, the faster the game runs.

The *Great Battles of Caesar* is designed for Windows 95 and features an AutoPlay-enabled CD-ROM. AutoPlay simplifies installation of multimedia and gaming titles under Windows 95 by providing instant access to the most common options for a particular problem. An installation menu is displayed to guide you through the installation process.

If you prefer, you can install the *Great Battles of Caesar* manually. Select the *Start* icon, then *Settings*, then *Control Panel*. In the Control Panel window, double-click the *Add/Remove Programs* icon.

In the Install/Uninstall window, click *Install*. Insert the game CD into the CD-ROM drive.

Follow the instructions on the screen.

## Modem Setup

To play multiplayer games via modem, make sure that your modem is installed properly, then configure certain optional settings for optimum performance. If necessary, connect and configure your modem following the manufacturer's instructions or the Windows 95 documentation.

Once you have configured your modem, you need to turn off data compression to ensure smooth play.

You can change these settings using the Control Panel.

**NOTE:** If you want to initiate a modem-based network game, you *must* use the Control Panel to change these settings.

To change your data compression settings, follow these instructions:

1. Open the Control Panel.

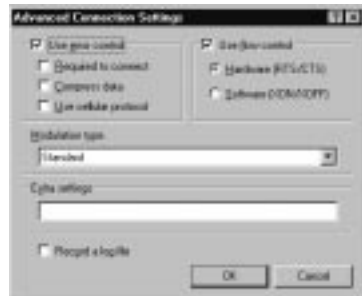
To do this, click the Windows 95 *Start* button, then select *Settings*, then *Control Panel*.

2. Double-click *Modems* to display the Modem Properties window.
3. Select the modem whose settings you want to change.
4. Click the *Properties* button to display the Properties window for the selected modem.



**NOTE:** You can also display this window via the *Great Battles of Caesar* modem dialing window.

5. Select the *Connection* tab.
6. Select the *Advanced* button.
7. Make sure that *Compress data* is **not** checked.
8. Select *Hardware* for flow control. The hardware control is usually the default.
9. Select *OK* to return to the Properties window and apply the new settings.
10. If the phone line quality is poor, your modem may not be able to establish a stable connection. If this happens, reinstate the *Use error control* check mark, but be sure to disable (remove the check mark for) data compression.



## Quickstart

This Tutorial is to help players new to the *Great Battles* series begin playing the game. It covers one round, or turn, of the battle of Ruspina, showing the basics of unit movement and attack.

1. From the opening window, click *Start Battle*. The Choose Scenario dialog box is displayed with a map showing all the battle sites.
2. Select *Ruspina*. A miniature map of the battlefield, and a brief description of the battle is displayed below the map.
3. Click *OK*. The Choose Variant dialog box is displayed, giving the option of playing the standard battle or the variant.
4. Leave the default standard battle and click *OK*. The scenario loads, and the Leader Control dialog box is displayed.
5. In the Leader Control dialog box the Caesarian army is preset to Player control. Click *OK*. The Army Rout Level dialog box is displayed. Leave the settings as they are and click *OK*.
6. The Elite Initiative dialog box is displayed. Select Cavalry Praefect II and click *OK*. The battle of Ruspina begins.

The map opens with the Cavalry Praefect II and his troops centered in the window, their flags raised and waving, and the leader's command range dimly highlighted (see [page 38](#)).

## Viewing the Battlefield



Use the zoom buttons in the toolbar (see [page 27](#)) to show the battlefield in three different views: zoom in, normal, and zoom out. The battlefield opens in normal view. You can choose any view and change it at any time. During shock combat (see [page 52](#)), the view zooms in so you can see the fighting. It returns to the previously selected zoom after combat.



Use the *Reverse View* button in the toolbar to rotate the view 180 degrees. This gives you another perspective of the battle.

Scroll the map by moving the cursor near a window edge. A rotating, golden arrow is displayed, and the view scrolls until it reaches the edge of the map, or until you move the cursor away from the window edge.

The Overview map (see [page 35](#)) in the top right corner shows the entire battlefield and armies in miniature. The rectangular viewfinder highlights the portion of the map shown in the Landscape View. Move the viewfinder by clicking on the Overview map. The Landscape View map dynamically changes as the viewfinder is moved.

The Running Commentary window is initially displayed in the bottom right corner. It records useful information such as the results of reaction fire, missile volley and shock combat. You can leave this window open to see what is occurring or toggle it off (and on) by pressing *Ctrl+C*.

The Overview map can be moved by clicking on a scroll handle and dragging to the preferred position. Similarly, clicking and dragging the Running Commentary window by the title bar, moves this window.

## The Status Bar



The status bar at the bottom of the screen has three parts:



- **The left scroll (Flyby):** When you pass the cursor over the Landscape View map, the hex number and elevation is displayed. If there is a unit occupying that hex, the following information is also displayed: the unit's name, type, troop quality (TQ), cohesion hits, size, and, if it has missile capability, missile information.
- **The middle scroll:** This shows which leader is active, along with his initiative rating and the number of command orders left/total.
- **The right scroll:** This shows which unit you have selected, along with some of the unit information found in the flyby. Use this scroll to compare a selected unit with an enemy unit's rating in the flyby.

## Movement and Shock Combat

To center on the active leader, click the *Center on Leader* button from the toolbar. A leader can give individual orders only to units within his command range, which is dimly highlighted (see [page 38](#)).



1. Select Gaul 3 (LN) in hex 2645. The unit's statistical information is displayed in the right scroll, and in the flyby as you place your cursor over the unit. The hexes into which Gaul 3 (LN) can move are highlighted.
2. Pass the cursor over the enemy units just beyond the highlighted hexes; the cursor changes to a sword. The sword indicates that Gaul 3 (LN) can shock attack those units.
3. Select hex 3245 for Gaul 3 (LN) to move into. This brings Gaul 3 (LN) next to Numidia 3 (SK) in hex 3345. Numidia 3 (SK) gives reaction fire and the result is recorded in the Running Commentary. Numidia 2 (SK) in hex 3343 is likely to reface, so that its flank is not exposed.

4. Click on Numidia 3 (SK) to designate shock combat. A red arrow is displayed from Gaul 3 (LN) to Numidia 3 (SK). Shock combat occurs when the active leader is finished.
-  5. Select Gaul 4 (LN) in hex 2647 and click the *Rotate Clockwise* button in the toolbar. Then, move Gaul 4 (LN) to hex 3049 and click the *Rotate Counterclockwise* button.  

6. Pass the cursor over Numidia 4 (SK) and click. Gaul 4 (LN) moves and shock attacks Numidia 4 (SK).
7. Select Cavalry Praefect II (the leader). The hexes he can move to are highlighted. Select hex 3146, then click again to deselect him, when he has arrived. Notice that Cavalry Praefect II's command range has moved with him.
8. Cavalry Praefect II has given all three of his orders, so the Finish Leader dialog box is displayed. Check the "Don't Show this Again" box.
9. Click *Finish* to finish the active leader. Shock combat now occurs.




When the combat is finished, the units (or what is left of them) regain their formation, or begin to rout, and the Overall Combat Results dialog box is displayed. Double-click on the battle to view details about the combat. Select *Close* to close the Combat Results window and then again to close the Overall Combat Results window.

Momentum is attempted to gain Cavalry Praefect II another orders phase. When this fails the next leader is activated. Leaders are activated in random order, so you may have to skip one of the following sections, then return to it when an appropriate leader is active.

## Missile Volley and Backward Movement

Missile volley can be performed, by units with a missile capability, before, during or after movement, and before or after the designation of shock combat.

When Auxilia (Caesarian) is active:

1. Select Auxilia 2 (SK) in hex 2736.
-  2. Move him to hex 3036, then click the *Missile Volley* button. the hexes into which he can fire highlight.
3. Select Numidia 6 (SK) in hex 3335.
4. The Running Commentary records the hits inflicted.
-  5. Select the *Backwards Move* button and move Auxilia 2 away from the enemy units.
-  6. Click the *Finish* button to finish the active leader.



## **Tribunes**

Tribunes are the legion commanders. They each have up to ten cohorts in their group. Although the initiative of a tribune is only 2, they never fail when attempting a group order, which is a reflection of the discipline and training of the Roman army. Take advantage of this ability when a tribune leader is active.

### ***Group Orders***

It is possible for a leader to order all the units in his group to perform the same task, even when some of them are outside his command range.

There are several group orders:

- Group Move
- Group Retreat
- Group Attack
- Group Restore Cohesion

For further details see [“Group Orders” on page 40](#)

To perform a Group Attack:

1. Center the map on the active leader. Right-click on the Landscape View map to display the pop-up menu.
2. Select Group Attack. All the units in the leader’s group move toward the enemy and attempt to fire a missile volley and to shock attack. Red arrows show where shock combat is to occur.
3. Finish the leader.

A leader that has attempted a group order is not eligible for momentum.

## **Section Commanders**

There is only one section commander at Ruspina - J Caesar. Section commanders do not have a group of units under their command. They can give individual orders to any unit within their command range.

When J Caesar is active use him to rally any routed units, to restore cohesion or to move units to plug any gaps which may have developed in your line. You may need to move him to bring units within his command range.

## ***Rallying Units***

Units which have been routed can be rallied.

1. Select a unit that has been routed.
2. Click the *Rally* button.
3. The Running Commentary box records the success or failure of the attempt.



## ***Restoring Cohesion***

Units which have taken cohesion hits, can have 0-3 hits removed.

1. Select a unit which has taken hits.
2. Click the *Restore Cohesion* button.
3. The Running Commentary window records the number of hits restored to the unit.



As the battle develops, notice how the Pompeian army moves and attacks. Look for weaknesses in the formations and for units left by themselves.

When all of the leaders are finished, the first round of the game is over, and the Game Overview dialog box is displayed. It shows the total results of the battle at this point. These results are visible for both sides, so you can see how many of your units are eliminated or terminally routed and how close the enemy is to losing. Select *Army Details* to view individual unit results.

As the next round begins the Elite Initiative box appears. Click *Yes* if you want J Caesar to be the first active leader.

This is not an easy battle to win in a straight fight. Try to protect your flanks and to develop a line for the Numidians to smash themselves upon ...

# Beginning a Game

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The *Great Battles of Caesar* can be played by one person or by several people over the Internet or any network that uses Winsock. You can play a battle, a campaign game, or a previously saved game.

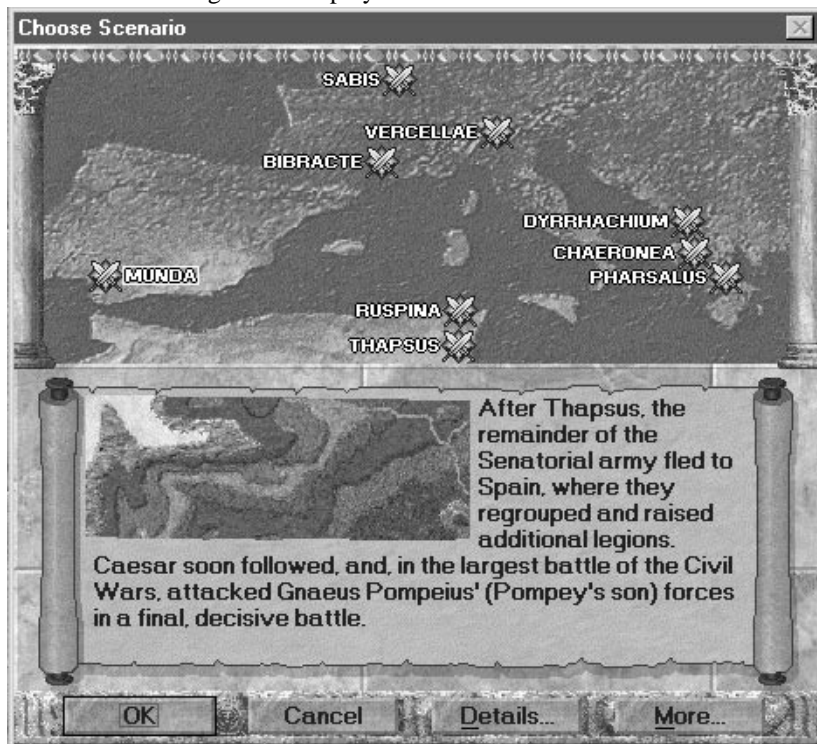


We recommend that you close all other applications when playing the *Great Battles of Caesar*.

To increase the speed of game play, we recommend that you turn off the animation options in the Preferences dialog box, under the *Game* menu. Regular removal of dead units from the battlefield, an option available under the *Unit* menu, is also recommended.

## Starting a New Battle

1. In the Great Battles of Caesar window, click *Start Battle*. The Choose Scenario dialog box is displayed.



2. From the battlefield map, select the battle you want to play:
  - Vercellae (101 BC) see [page 90](#)
  - Chaeronea (86 BC) see [page 90](#)
  - Bibracte (58 BC) see [page 91](#)
  - Sabis (57 BC) see [page 91](#)
  - Dyrrachium (48 BC) see [page 91](#)
  - Pharsalus (48 BC) see [page 92](#)
  - Ruspina (46 BC) see [page 92](#)
  - Thapsus (46 BC) see [page 93](#)
  - Munda (45 BC) see [page 93](#)
3. Click *Details* to display further information regarding the battle.

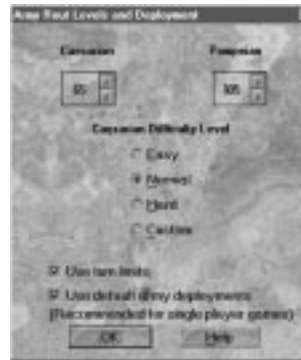
4. Click *OK*. The Choose Variant dialog box is displayed. (See the individual battle descriptions, starting on [page 89](#) for details). Highlight the variant you want, then click *OK*. The Leader Control dialog box is displayed.

**NOTE:** Sabis and Munda do not have a variant.

5. Select the side or armies you want to control and click *OK*. If you want to play a multiplayer game on a single computer (hotseat play), select *Player* for both sides. The Army Rout Levels and Deployment window is displayed.

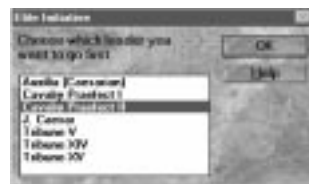


6. Select one of the Difficulty Level radio buttons (*Easy*, *Normal*, *Hard*, or *Custom*) to use preset rout levels for the armies. Even if you select one of the buttons, you can still change the rout levels.



7. Select the up or down arrows (spin controls) to adjust the rout level for the armies. The higher the number, the more units must be terminally routed or eliminated before that army loses the battle.
8. If you want to redeploy your units before battle begins, uncheck the “Use default army deployments” check box, see [Redeploying Units on page 89](#).
9. To play with no turn limits, uncheck this option (recommended for variant battles).

10. Click *OK*. If the Elite Initiative dialog box is displayed (see [page 37](#)) select a leader to center the Landscape View map on that leader. Highlight the leader you want to play first, then click *OK*. The Landscape View window is displayed.

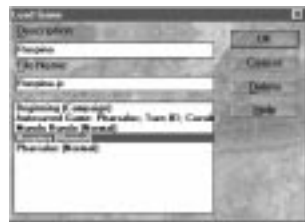


11. Begin playing the game. (See also Quickstart on [page 14](#).)

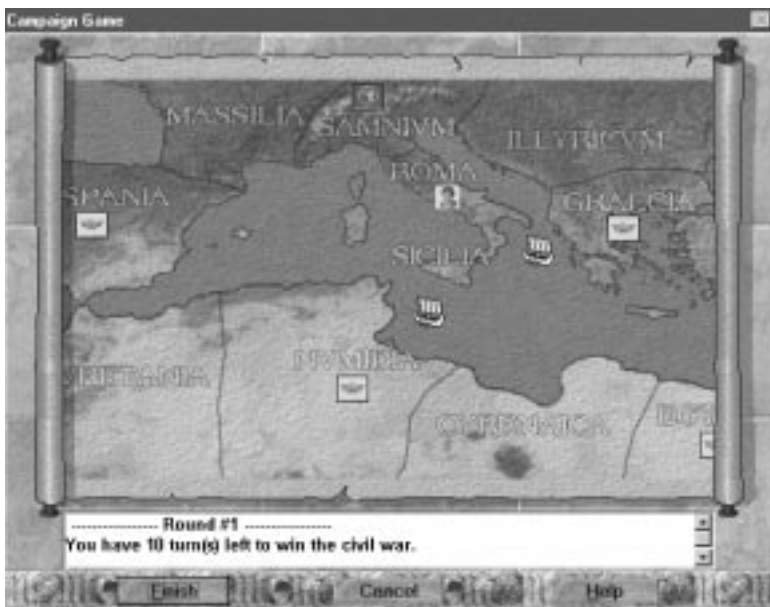
**NOTE:** The *More* button opens a menu which will allow you to load future “plug-in” scenarios.

## Loading a Saved Game

1. In the Great Battles of Caesar window, click *Load Saved Game*.
2. In the Load Game dialog box, highlight the description of the game you want to load from the Saved Games list.
3. Click *OK*.
4. The game loads and you can continue playing.



## Starting a New Campaign



**NOTE:** We recommend that you gain experience and knowledge fighting the single battles before you attempt a campaign game.

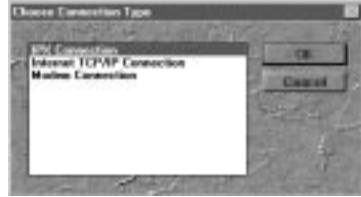
In the Great Battles of Caesar window, select *Start Campaign*. For further information, see [“Campaign Game” on page 95](#).

## Multiplayer Play

The battle scenarios of the *Great Battles of Caesar* can be played over the Internet or on a local network with a TCP/IP stack or via modem.

### Playing over a Local Area Network

1. In the Great Battles of Caesar window, click *Multiplayer*. The Enter Your Name dialog box is displayed.
2. Type your game name and click *OK*. The Choose Connection Type dialog box is displayed.
3. Select the IPX connection type and click *OK*. The Choose Game to Join dialog box is displayed.
  - a. **To join a game**, highlight the game you want to join and click *OK*.
  - b. **To begin a new game**, highlight *Create New Game* and click *OK*. The Session Name dialog box is displayed. Type the new game name or leave the default, and click *OK*.
4. (Host only). In the Connecting Other Players dialog box, click *Choose* to display the Choose Scenario box and select a scenario. To exclude a player, highlight the player's name and click *Reject*.
5. To send messages to other players, type the message in the box to the left of the *Send* button and click *Send*.
6. Click *OK*.
7. (Host only) Assign each player to a leader and click *OK*.



The game loads and the Landscape View window is displayed.

**NOTE:** Individual players must be assigned at least one leader to control. All leaders must be assigned to players, but no leader can be assigned to more than one player.

### Playing over the Internet

1. In the Great Battles of Caesar window, click *Multiplayer*. The Enter Your Name box is displayed.
2. Type your game name and click *OK*. The Choose Connection Type box is displayed.

3. Select the Internet TCP/IP connection type and click *OK*. The Choose Game to Join dialog box is displayed.
4. Join a game or begin a new one:
  - a. **To join a game**, highlight *Locate Remote Game*, then click *OK*. The Locate Session dialog box is displayed. Leave blank to search for any games, or type in the IP address of the host computer (server).
  - b. **To begin a new game**, highlight *Create New Game* and click *OK*. The Session Name dialog box is displayed. Type the new game name or leave the default, and click *OK*.

Follow steps 4–7 in [“Playing over a Local Area Network” on page 23](#).

**NOTE:** The host should email or telephone the client players to let them know the IP address. IP addresses usually change every time you log on, so if you have to restart after disconnection, the host needs to inform everyone of the new IP address.

## Setting up Modem Play

1. In the Great Battles of Caesar window, click *Multiplayer*. The Enter Your Name box is displayed.
2. Type your game name and click *OK*. The Choose Connection Type dialog box is displayed.
3. Select *Modem Connection* in the Choose Connection Type dialog box and click *OK*.
  - a. **To join a game**, select *Dial Up Remote Game* and click *OK*. In the Modem Connection dialog box, type the session host's telephone number and select your modem from the drop-down box. Click *Connect*.
  - b. **To begin a new game**, select *Create New Game* and click *OK*. In the Session Name dialog box, type the new game name and click *OK*. In the Modem Connection dialog box, select your modem from the drop-down box and click *Answer*.

Follow steps 4–7 in [Playing over a Local Area Network on page 23](#)



## Player Chat

The Player Chat box allows you to converse with other players while playing a network game.

To use the Player Chat box:

1. Open a network (multiplayer) game. The Player Chat box is displayed automatically.
2. Select one of the chat options (Friendly, Hostile, Custom) described below.
3. Type your message on the message line and click *Send*. Your player name and message are recorded in the message display.

The Player Chat box opens whenever a message is sent to you. Press *Ctrl+A* to open and close the Player Chat box. The *Show Chat* option in the *Window* menu also opens and closes the Player Chat box.

The message display shows all messages sent by you and to you.

### *Chat Options*

- **Friendly**—Select this radio button to send messages to your allies.
- **Hostile**—Select this radio button to send messages (or insults) to your enemies.
- **Custom**—Select this radio button then select a single player or a combination of players from the Players box. This allows you to converse with a custom group.

## View Tutorial

Click *View Tutorial* to display the online help for the Quickstart tutorial for the battle of Pharsalus. An alternative tutorial, for the battle of Ruspina, begins on [page 14](#) of this manual.

## Help

Click *Help* to access the online help file.

## Exit

Click *Exit* to close the game and return to Windows 95.



# Using the Interface

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The *Great Battles of Caesar* features easy point-and-click operation. The toolbar displays the most commonly used options, which are also available in the menus.

Another feature of the interface is the user feedback. Combat units immediately move and display whether they are designated for combat. As a player, you can see the results of your leader's orders and plan strategy for future turns.

When you pass the cursor over a toolbar button, the function of the button is displayed. Buttons are grayed out when their function is not applicable.

All the windows are resizable and movable.

## Toolbar



**Close Game (Ctrl+Q)**—Closes your current game without exiting the application.



**Finish Leader**—Ends the active leader's turn (see [page 43](#)).



**Center on Leader**—Centers the active leader on the active map.



**Group Move**—Moves a leader and all units under his command in formation (see [page 40](#)).



**Group Attack**—the leader orders all the units in his group to shock attack the nearest enemy units.(see [page 40](#)).



**Rotate Counterclockwise**—Rotates the unit in the hex. If the unit is double-sized, the left-half pivots in the same hex, right-half rotates one hex forward.



**Rotate Clockwise**—Rotates the unit in the hex. If the unit is double-sized, the right-half pivots in the same hex, left-half rotates one hex forward.



**About Face**—Rotates the unit 180 degrees (available only to double-sized units; see [page 48](#)).



**Backward Move**—Shows the hexes available for a backward move (see [page 44](#)).



**Missile Volley (Ctrl+M)**—Highlights hexes containing units that can be fired at.



**Restore Cohesion**—Attempts to restore cohesion (see [page 59](#)) to the selected unit (0–3 hits removed).



**Rally Unit**—Attempts to rally the selected unit (see [page 57](#)).



**View Unit Details**—Shows the selected unit's statistics.



**Open Map**—Opens a Landscape View map (see [page 34](#)).



**Show/Hide Overview Map**—Shows or hides the Overview map.



**Hex Grid On/Off**—Shows or hides the green grid outline.



**Reverse View**—Rotates the active Landscape View map 180 degrees.



**Zoom Out/In**—Shows the Landscape View map in three different zoom levels.



**Window Style**—Vertical, horizontal, or cascade window display.



**Undo**—Undoes certain actions (see [page 45](#)).

## Menus

### Game Menu

**Close Battle (Ctrl+Q)**—Closes your current game without exiting the application.

**Save (Ctrl+S)**—If you have previously saved a game with the current battle, this action updates that saved game file. If you have not yet saved the current battle, see Save As below.

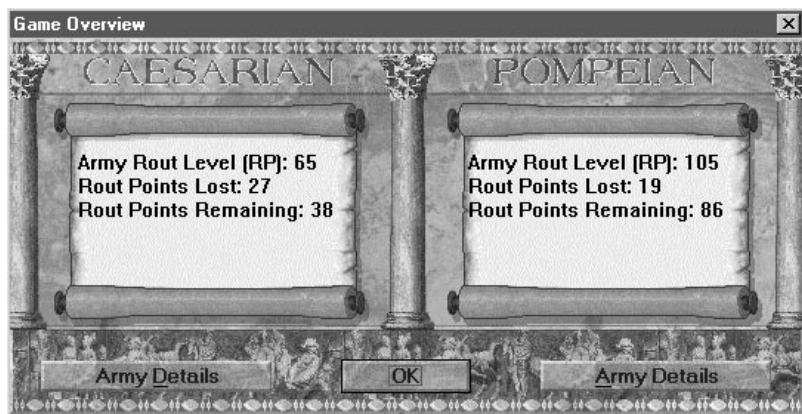
**Save As**—Displays the Save Game dialog box. To save a game, type a description of the battle in the Description field. Whatever you type in the Description field also is displayed in the File Name field, with .jc following the name. You can change the file name if you want. If the name you type in the Description field has already been used to save a game, a number is added to the end of the file name.



There is a list of previously saved games. If you want to overwrite a previously saved game, highlight the one you want to use. Click *OK* to save your game.

If you want to delete a previously saved game, highlight the name and click *Delete*.

**NOTE:** You can only save a game at the end of a turn, when the Game Overview box is displayed, or when you have a leader active. This is true even when playing the campaign game; it can be saved only during a battle scenario.



**Game Overview**—The Game Overview dialog box shows how your armies are faring against the enemy. It displays the current statistics for both sides and shows how many points are necessary for either army to withdraw (lose). This dialog box also is displayed at the end of every game turn to show updated statistics for both sides

**Army Details:** The Army Details dialog box gives you more detailed information about the leaders and units involved in the current battle, along with the total army rout level, percentage of army rout, TQ routing, and rout points eliminated.

**Preferences**—The Preferences dialog box lets you toggle several features of the game:

**Movement:** Shows units and leaders moving over terrain.

**Combat:** Shows fighting between units.

**Sounds:** Plays sounds of battle, such as movement and trumpets, throughout the game.

**Ambient Sounds:** Plays background sounds not directly related to battle.

**Sound Volume slider:** Changes the volume of battle and ambient sounds.

**Music:** Plays music throughout the game.

**Music Volume slider:** Changes the volume of the music.



**Trees:** Sparse or Dense options for increased or decreased visibility, respectively.

**Options:** The following options can be toggled:

- Finish Leader Dialog
- Confirm Group Command Dialog
- Overall Combat Results Dialog (see [page 55](#))
- Show Intro Video
- Auto Save Game

**Exit**—Exits the current battle and the application.

## Leader Menu

Options on the Leader menu are grayed out when their function does not apply.

**Center on Leader**—Centers the active Landscape View map on the active leader.

**Group Move**—Moves a leader and all units under his command in formation (see [page 40](#)).

**Group Retreat**—A leader and all his units retreat their full movement allowance, toward the retreat edge of the map (see [page 41](#)).

**Group Attack**—Moves all units toward the enemy to shock attack (see [page 41](#)).

**Group Restore Cohesion**—Attempts to restore cohesion to each unrouted unit in a leader's group (see [page 42](#)).

**Finish Leader**—Ends a leader's orders phase (see [page 43](#)).

## Unit Menu

Options on the Unit menu are grayed out when their function does not apply to the selected unit.

**Center on Unit**—Centers the active map on the selected unit.



**View Details**—The Unit Details dialog box displays the unit's statistics.

**Undo Last Action**—Undoes the last unit movement (see [page 45](#)).

**Rally**—Attempts to rally the selected unit (see [page 57](#)).

**Restore Cohesion**—Attempts to restore cohesion (see [page 59](#)) to the selected unit (0–3 hits removed).

**Missile Volley (Ctrl+M)**—Highlights hexes containing units that can be fired at (see [page 51](#)).

**Rotate Counterclockwise**—Rotates the unit in the hex. If the unit is double-sized, the left-half pivots in the same hex, the right-half rotates one hex forward.

**Rotate Clockwise**—Rotates the unit in the hex. If the unit is double-sized, the right-half pivots in the same hex, the left-half rotates one hex forward.

**About Face**—Rotates the unit 180 degrees (available only to double-sized units see [page 48](#)).

**Backward Movement**—Shows the hexes available for a backward move.

**Remove Dead Units**—Removes dead units from the battlefield in the Landscape View map. Once you have removed dead units, they cannot be returned.

## Map Menu

Options on the Map menu are grayed out when their function does not apply.

**Open Map**—Opens a new Landscape View map (see [page 34](#)).

**Zoom In, Normal, and Zoom Out**—Displays the active Landscape View map zoomed in three different views.

**Reverse View**—Rotates the map 180 degrees.

**Hide/Show Overview**—Hides or shows the Overview map in the active Landscape View map.

**Hide/Show Hex Grid**—Hides or shows the green grid outline on the active Landscape View map.

## Window Menu

Options on the Window menu are grayed out when their function does not apply.

**Tile Vertical, Tile Horizontal, and Cascade**—Vertical, horizontal, or cascade window display.

**Arrange Icons**—Arranges the minimized icons at the bottom of the application.

**Show/Hide Commentary (Ctrl+C)**—Toggles the Running Commentary window on and off.



**Show/Hide Chat (Ctrl+A)**—Opens the Chat window; deselect to close the Chat window. This option is only available when playing a multiplayer game over a network (see [page 23](#)).

**Landscape View**—Offers a choice of the individually numbered landscape maps.

## **Help Menu**

**About**—Game development information.

**Help on this battle**—Gives background information for the current battle scenario and the normal victory conditions.

**Help**—Opens the online help. The help file contains more detailed information about the *Great Battles of Caesar*, additional game hints, a tutorial for the battle of Pharsalus, and an extensive glossary of terms.

# Maps

## Landscape View Map



The Landscape View map is the main playing area, from which you give your orders and watch any ensuing conflict.

You can open more than one map of the battle you are playing. You can rotate and zoom in and out of these maps to show different areas of the same battlefield. These capabilities give you many different perspectives of the battle and help you keep an eye on the other leaders' units.



To open a Landscape View map, you can either select the *Open Map* button or select *Open Map* from the *Map* menu. A Landscape View map opens, centered on the active leader.

Each time a new leader is activated, the active map centers on that leader.

The command range of the active leader is highlighted, (see [page 38](#)). When a unit or leader is selected, the display shows a brighter highlight where it is possible to move that unit or leader.

**Overview Map:** The Overview map can be shown or hidden on each of the Landscape View maps you have opened. You may find you need to move the Overview map to select the hexes that are adjacent to it.

Toggle the hex grid using the *Show/Hide Hex Grid* buttons on the toolbar or select *Show/Hide Hex Grid* from the *Map* menu.



**Right-Clicking:** Right-click on the Landscape View map to display a pop-up menu from which you can:

- *Center on Leader*—Centers the active map on the active leader.
- *Group Move*—Moves a leader and all units in his group in formation.
- *Group Retreat*—Moves a leader and all units in his group their full movement allowance toward the retreat edge of the map.
- *Group Attack*—Moves a leader and all units in his group forward to shock attack the nearest enemy unit, if they can.
- *Group Restore Cohesion*—Attempts to restore cohesion to each unrouted unit in a leader's group.
- *Finish Leader*—Finishes the active leader's turn.

For further details see Group Orders [page 40](#)

**Changing Views:** Use the zoom buttons in the toolbar (see [page 27](#)) to show the battlefield in three different views: Zoom In, Normal, and Zoom Out. The battlefield opens in Normal view. You can choose any view and change it any time. During shock combat ([page 52](#)), the view zooms in so you can see the fighting. It returns to the previously selected zoom after combat.



Use the *Reverse View* button in the toolbar to rotate the view 180 degrees. This gives you another perspective of the battle and perhaps a better view of the situation.



Scroll the map by moving the cursor near a window edge. A rotating, golden arrow is displayed, and the view scrolls until it reaches the edge of the map or until you move the cursor away from the window edge.

**Cursor Changes:** If the cursor changes to a sword while over an enemy unit, it is possible to shock attack ([page 52](#)) that unit. When a unit can fire missiles (see [page 51](#)) at an enemy and *Missile Volley* has been selected, the cursor turns to an arrow, axe, bolt, javelin, or sling (as appropriate) when over the enemy unit.



## Overview Map

The Overview map shows the entire battlefield in a small scrolled area; the various units are represented by small colored dots.

**Clicking or Dragging:** The rectangular viewfinder highlights the portion of the map shown in the Landscape View map. The viewfinder can be moved by clicking on the Overview map or by dragging it to the preferred position.



**Opening the Overview Map:** Select either the *Show/Hide Overview* button or select *Show/Hide Overview* from the *Map* menu. The Overview map is displayed in the top right section of the Landscape View window. Only one Overview map can be opened for each Landscape View map.

**Moving the Overview Map:** Pass the cursor over one of the scroll handles, then click and drag the map to the preferred position.

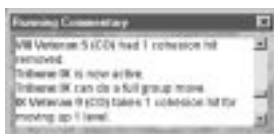
## Status Bar



The status bar is at the bottom of the screen and is divided into three parts:

- **The left scroll (flyby):** As the cursor passes over the interface, various pieces of information are recorded in the flyby. When you pass the cursor over the Landscape View map, the hex number and elevation is displayed, and if there is a unit occupying that hex, the following information is also displayed: the unit's name, type, troop quality (TQ), cohesion hits, size, and, if it has missile capability, the type of missile, missiles remaining, maximum number of missiles, and missile firing range. For a listing of all unit details, see [“Unit Table” on page 67](#).
- **The middle scroll:** This shows which leader is active, along with his initiative rating and the number of command orders left/total. For a full listing of leader details, see [“Leader Table” on page 74](#).
- **The right scroll:** This shows which unit you have selected, along with some of the unit information found in the flyby. Use this scroll to compare a selected unit with an enemy unit's rating in the flyby.

## Running Commentary Window



The Running Commentary window is initially displayed in the bottom right corner. It gives you instant feedback on game progress. Leave this window open or select *Show/Hide Commentary* from the *Window* menu (or select

*Ctrl+C*) to open and close the Running Commentary window.

To move the Running Commentary window, pass the cursor over the title bar of the window then click and drag to the preferred position.

**NOTE:** If you use *Undo Last Action*, any information already recorded remains listed in the Running Commentary window.

# Playing the Game

---

## Play Sequence

### Elite Initiative

Caesar's elite initiative simulates his ability to get his troops to perform remarkable feats, often allowing him to extricate himself from unhealthy situations into which his somewhat unstable ego had put him. To reflect this advantage in the game, Caesar is given three opportunities to be the first leader to take an orders phase. This takes place through the Elite Initiative dialog box. At the beginning of a battle (except where Caesar is not present), you can activate either Caesar or one of his other leaders first when playing the Caesarians. Each turn after that, you are asked whether you would like to use elite initiative to activate Caesar first that turn. Elite initiative is allowed three times (including the automatic first time) during a battle.

After you have used the three options for elite initiative, the leaders are selected randomly. The higher a leader's initiative, the better his chance is of going first.

### Sequence

When a leader is activated, he gives orders that allow units within his command range to move, missile volley, and shock attack. Momentum is then attempted, which may give him another orders phase.

When all leaders have been activated and are finished, the game turn is concluded. The Game Overview window is displayed.

## Game Length

All battles are fought until one side withdraws, or until a certain number of turns have passed, if that option was not unchecked in the Army Rout Levels

and Deployment window (see [“Starting a New Battle” on page 20](#)). Roman battles took longer to complete than those of just 150 or so years previously. Participants had developed a wide variety of tactical systems to counter those of their enemies. In addition, armor and protection was lighter and more efficient, enabling soldiers to fight longer. The result of all this was a sharp rise in casualties and battles lasting a great deal longer.

Each game turn represents, rather loosely, 15–20 minutes of real time.

## Game Scale

In the *Great Battles of Caesar*, army unit size is representative and symbolic. Each point of size represents approximately 100 infantry or cavalry. Thus a 5 size Cohort unit represents 500 men (historically a Cohort was 480 men).

The shape of a unit represents its frontage. A phalanx in full array had a frontage of approximately 150 yards; therefore, it occupies two hexes. A cavalry unit had a frontage of around 50 yards and occupies one hex.

Each hex is approximately 60–70 paces (yards) from side to side. For play purposes, some of the simulated rivers are a little wider than their actual counterparts.

## Leaders

See the Leader Table on [page 74](#) for details about individual leaders.



**Centering:** To center on the active leader in the Landscape View window, select *Center on Leader* from the *Leader* menu, or right-click anywhere on the Landscape View map and select *Center on Leader* from the pop-up menu. The map centers on the leader. You can also select the *Center Leader* button on the toolbar (see [page 27](#)).

**Command Range:** The leader command range is the dim, highlighted area surrounding an active leader. The command range is normally the greatest distance from a leader that a unit can be located and still receive an individual order.

A leader's command range is measured using an unobstructed path of hexes equal to the range, not including the hex occupied by the leader. Normal terrain penalties for going up or down levels apply (that is, if the range extends up a level, it reduces the range from the leader by one hex). The command range is obstructed by hexes occupied by enemy units, by terrain a leader cannot cross or enter, and by enemy zones of control not occupied by a friendly unit.

**Group:** A leader and the units which raise their nation's flag when that leader is activated, are in the same group.

**Section Commanders:** Section commanders do not have a group of units under their command. They can give individual orders to any unit with their command range.

**Moving:** Leaders have a nine-point movement allowance. In addition, they perform an orderly withdrawal before any opposing unit. Leaders cannot move next to enemy units, even routed ones.

To move a leader:

1. Select the leader.
2. Select the hex within the highlighted movement range to which you want to move the leader. He moves to the new hex.
3. To confirm the placement of the leader, click on him again.

Leaders can be moved only once per orders phase and use one of their own orders to do so. Leaders cannot order other leaders to move.

Leaders do not have—or need—any facing (see [page 47](#)).

## Leader Phases

Each leader has three phases: inactive, active, and finished. All leaders start the turn inactive, and become active in random order. When a leader becomes active, he is capable of giving orders. When a leader has concluded giving orders, he is finished.

Combat units can move and fight only when ordered to do so by their leaders. Leaders issue orders in the orders phase. Leaders cannot issue any orders or commands until they are activated. The momentum rule (see [page 42](#)) gives an activated leader up to two additional orders phases per turn.

Each game turn starts with a leader being activated. The higher a leader's initiative, the better his chance of going first. Elite initiative (see [page 37](#)) allows Caesar to be activated first on three occasions. Only inactive leaders who have not been active in that turn are eligible for activation, with the exception of the momentum rule.

A leader can be activated a maximum of three times in succession in a game turn by gaining momentum for the last two times.

## Individual Orders

A leader can order any friendly combat units within his command range (see [page 38](#)). A leader's command range moves as he moves.

An individual order allows a unit to conduct movement, missile volley, shock combat, remove 0–3 cohesion hits, or rally, as appropriate. In a single orders phase, a leader issues a maximum number of command orders equal to his initiative rating. A unit not in the leader's group but within his command range may be ordered but uses up two command orders to perform one of the previously described actions.

Section commanders are leaders who are not part of a group. They can give an individual order to any unit within their command range, using only one order to do so.

When a leader has issued all of the orders you want him to give (or that he can give), finish the leader (see [page 43](#)). Units then engage in shock combat during the ensuing shock segment. After shock combat has been completed, that orders phase is finished.

A leader can move if he issues an individual order to himself, at the cost of one command order.

A leader can issue a group order, which takes up all of his command orders, but it allows him to command all units in his group simultaneously.

## Group Orders

A group order may allow a leader to command more units than he could do with individual orders. In addition, it enables him to order units beyond his command range.

A leader and the units which raise their nation's flag when that leader is activated, are in the same group.

A leader's ability to complete a group order depends upon his initiative rating—the higher the rating, the better the leader's chance of successfully completing a group order.

*Exceptions:* Roman leaders are always successful at group order attempts, because of their superior communications system. All leaders succeed when attempting a group move.

Attempting a group order uses all of the leader's command orders for that turn, and he is ineligible for momentum. If the leader has already used one or more orders, no group orders are available. If a unit in the leader's group has been ordered by another leader earlier in the turn, *Group Move* is not available.

Group orders do not affect routed units.



**Group Move:** A group move is usually performed near the start of the battle to bring the leader and units into battle sooner. This also allows the leader to retain his units' initial formation.

When a leader orders a group move, once the units have finished moving, any unit that is in an enemy unit's zone of control fires a missile volley, if applicable. It is also possible to designate shock combat when performing a group move.

You can designate shock combat with a group move in two ways:

- When the hexes highlight and your cursor changes to a sword when passed over an enemy unit, select that enemy unit to be shock attacked.
- When the hexes highlight, select the hex you want your leader to move to, then, click on the enemy unit to be shock attacked.

**NOTE:** The advantage of designating shock after movement is that you decide where to place your leader. If you use the first option, you have no control over the positioning of your leader.

To order a group move:

When a leader has become active, select the *Group Move* button, right-click anywhere on the open map and select *Group Move* from the pop-up menu, or select *Group Move* from the *Leader* menu. Confirm the group command by clicking *OK*. The Group move window is displayed. Check the "Do Not Show This Again" box if you do not want it to appear again.



All available hexes into which the leader can move are highlighted. Select the hex into which you want the leader to move. The group can change facing by rotating in the usual way (see Facing on [page 47](#)).

The maximum distance a group can move is the movement allowance of the slowest unit.

**Group Attack:** A leader can also order his units to go into attack mode. In attack mode, a unit tries to find an enemy unit that it can shock attack.

To attempt a group attack:

When a leader has become active, select the *Group Attack* button, right-click anywhere on the Landscape View map and select *Group Attack* from the pop-up menu, or select *Group Attack* from the *Leader* menu. Confirm the group command by clicking *OK*. The Group Attack window is displayed. Check the "Do Not Show This Again" box if you do not want it to appear again. The Running Commentary window displays the results.



**Group Retreat:** A leader can attempt to order all units in his command to retreat. When successful, all of the leader's units turn and move their entire movement allowance toward the retreat edge of the map.

To attempt a group retreat:

When a leader has become active, right-click anywhere on the Landscape view map and select *Group Retreat* from the pop-up menu, or select *Group Retreat* from the *Leader* menu. Confirm the group command by clicking *OK* and check the “Do Not Show This Again” box if you do not want it to appear again..

**Group Restore Cohesion:** A leader can order all units in his command to restore cohesion. Each unit attempts to restore cohesion, with 0–3 hits being restored. Units without any hits and routed units are not affected by this order.

To attempt a group restore cohesion:

When a leader has become active, right-click anywhere on the Landscape View map and select *Group Restore Cohesion* from the pop-up menu, or select *Group Restore Cohesion* from the *Leader* menu. Confirm the group command by clicking *OK* and check the “Do Not Show This Again” box if you do not want it to appear again. The Running Commentary window displays the results.

## Momentum

At the conclusion of the orders phase, a momentum check is made for the currently active leader. If he passes, he undertakes another order phase. If he fails, he is finished. The higher a leader’s initiative, the greater the chance for achieving momentum.

The percentages used to calculate momentum are as follows:

First momentum check:

(leader initiative +1) x 8 = percent chance of getting a second orders phase

Second momentum check:

(leader initiative +1) x 5 = percent chance of getting a third orders phase

After a leader’s third orders phase in a turn, he is automatically finished. Momentum applies only to a leader who has just completed an orders phase. A leader who was finished several phases ago does not attempt momentum. A leader who has attempted a group order (see [page 40](#)) is not eligible for momentum and is finished.

**Dark Gray Flag:** A unit with a dark gray flag indicates that the unit was ordered in a previous orders phase during this turn. If the unit is ordered to participate in a group order, it takes a cohesion hit (see Cohesion on [page 59](#)). A unit cannot be ordered more than once per orders phase.

## Finishing Leaders

Finishing a leader ends his orders phase and resolves any shock combat situations. When a leader attempts momentum and passes the momentum check, the leader receives another orders phase. If he fails the check, he is finished, and the next leader is activated.

To finish a leader:

Select *Finish Leader* from the *Leader* menu, right-click on the Landscape View map and select *Finish Leader* from the pop-up menu, or click the *Finish Leader* button.



When all leaders are finished, the rout movement phase occurs (see Unit Rout & Rally on [page 57](#)).

## Wounding or Killing a Leader

A missile volley can be fired at a leader. There is a 15 percent chance of his being hit. If he is hit, the outcome is based on the following percentages:

- 25 percent chance that the leader is startled (if they have not yet given orders, they do not have a chance this turn).
- 45 percent chance that the leader is wounded (first time wounded; second time killed).
- 30 percent chance that the leader is killed and replaced with a generic, lower-rated leader.

Replacement leaders are denoted by an (R) following the name of the leader they have replaced.

Leaders automatically perform an orderly withdrawal (see [page 46](#)). There is a five percent chance of being injured from an orderly withdrawal; injuries are determined using the same percentages as for missile volley.

A leader is never involved in shock combat. Therefore, if a leader is surrounded by enemy units, he still performs an orderly withdrawal; however, an orderly withdrawal check is made for every hex he moves into or through.

## Units

Refer to the Unit Table on [page 67](#) for individual unit information.

## Moving Units

Leaders can give individual orders to units within their command range (see [page 38](#)). The leader and units that raise their nation's flag when the leader is activated, are in the same group.

**Orders:** It costs the leader one command order to order a unit in his group. It costs two command orders to order a unit not in his group. Section commanders, who are leaders who have no group, can order any unit within their command range, at a cost of only one command order.

A leader's initiative rating is the maximum number of command orders he can give in an orders phase.

**Moving:** A unit's movement allowance is the maximum that unit can move in a phase.

To move a unit:

1. Select the unit. Its movement range is displayed as highlighted hexes.
2. Select the hex to which you want to move the unit.
3. To deselect the unit, click on it again or select the next unit.


To specify a route for a unit move it in increments.

When a unit moves adjacent to an enemy unit, the enemy unit has the opportunity to perform a missile volley, an orderly withdrawal, or to reface, if applicable.

A unit can rotate as part of its movement allowance (see [page 47](#)).

**Backward Movement:** The backward move allows a unit to move backward while maintaining its original facing. It is a useful defensive maneuver and should not be confused with orderly withdrawal ([page 46](#)).

To perform a backward move:

1. In the Landscape View map, select a unit.
2.  Select *Backward Movement* from the *Unit* menu or click the *Backward Movement* button. The hexes that your unit can move to highlight.
3. Select the hex to which you want to move your unit.

**Missiles:** If a unit has missile capability, it can fire a missile volley (see [page 51](#)) once per orders phase; before, during or after movement; and before or after shock combat is designated.

**Shock Combat:** When the cursor turns to a sword while over an enemy unit, it indicates that the selected unit(s) can attempt to perform shock combat (see [page 52](#)) on that unit. Select the enemy unit to be attacked. The red arrows indicating that shock combat has been designated appear and your unit(s) moves adjacent to the enemy, if necessary.

When your unit moves adjacent to it, the enemy unit may perform an orderly withdrawal (see [page 46](#)), if eligible.

A leader does not use a command order to designate shock combat if the unit does not move or fire a missile volley during that orders phase.

Once a unit has completed movement and missile volley, assign shock combat by clicking on an enemy unit or deselect the unit by clicking on it again. Selecting another friendly unit also deselects the current unit.

**NOTE:** Once you deselect a unit or assign it to perform shock combat, you cannot select it again that orders phase. Shock combat must be assigned while the unit is selected.

**NOTE:** When a leader is successful in gaining momentum, the flag color of the units that were ordered in the last orders phase changes to dark gray. If a unit is moved or ordered to missile volley when it has been ordered previously during the turn, it takes a cohesion hit.

## Undo Last Action

Occasionally, you may move a unit or leader in one direction and then wish you had not! The *Great Battles of Caesar* allows you to take back a move or series of moves of a unit or leader.

The following conditions prevent you from undoing a move:

- Missile fire—either from your unit or an enemy unit's reaction fire
- Refacing—an enemy unit refaces after you approach its flank
- Orderly Withdrawal—getting close enough to cause an enemy unit to withdraw
- Rout Move—moving over rough terrain that causes your unit to be routed
- Designate Shock—selecting an enemy unit for shock combat
- Finishing—finishing a leader, even if additional orders are still possible

When none of the above occurs, you can undo a unit's or leader's last move.

To undo a unit's or leader's movement:

Select *Undo Last Action* from the *Unit* menu or click the *Undo* button in the toolbar. The unit or leader returns to its previous position.



## Reaction Fire

Missile units can fire a volley in reaction to enemy movements into and out of their zones of control.

**Entry Reaction:** Whenever a friendly unit enters the zone of control of an enemy missile-capable unit, that missile unit fires a volley at the entering unit. Effects from this missile volley occur immediately.

When a unit moves adjacent to a defending unit's flank, the defending unit may reface and fire a reaction volley. When a unit moves adjacent to a

defending unit's rear, it may temporarily reface, fire a reaction volley, then return to its original facing.

This reaction refacing is dependent on a number of factors, including unit type, distance moved by the enemy unit, and the defending unit's TQ. In general, light infantry, lancers, skirmishers, and light cavalry have a better chance of refacing than do heavy infantry, heavy cavalry, and medium infantry. In the right situation, however, all units (except chariots, elephants, and double-sized units) can reface when approached by an enemy.

Reaction fire requires that the missile units have sufficient missiles available to volley. A unit cannot fire a reaction volley if it has no missiles.

*Exception:* Rampaging elephants and routed units do not draw reaction fire.

## **Orderly Withdrawal**

During movement enemy cavalry approached by a non-cavalry unit and leaders approached by any enemy unit can perform an orderly withdrawal. Skirmishers can also perform orderly withdrawal—but only when confronted by cohorts, heavy infantry for phalanxes.

When an enemy unit moves adjacent to a unit capable of orderly withdrawal, the latter unit undergoes a TQ check. If the unit passes the TQ check, it performs an orderly withdrawal, moving up to two hexes away from the enemy unit. If it fails the TQ check, the unit stays in the hex.

The withdrawing unit maintains its original facing throughout withdrawal. However, the unit does pay any of the usual cohesion penalties for movement (see Terrain Effects [page 49](#)).

When the withdrawing unit is approached from a rear or flank hex, it suffers a one-point cohesion penalty before withdrawing. Cavalry always suffers a one-point cohesion hit when orderly withdrawing when approached by elephants.

*Exception:* The penalty applies to skirmishers only when approached from the rear—not from their flank.

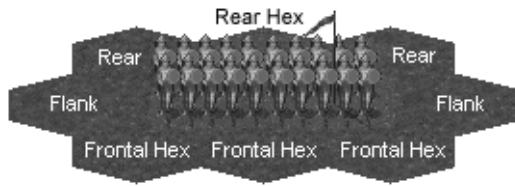
A unit can be withdrawn an unlimited number of times during a game turn. The penalties are cumulative, but no movement points are expended, and no orders are needed.

When a withdrawing unit reaches its TQ rating in cohesion hits, it is routed. A unit cannot withdraw into an enemy zone of control or into rough hexes.

*Exception:* Orderly withdrawal of cavalry in the face of rampaging elephants can take place at any time.

## Facing

All units (except leaders, who have no facing) face into the vertex (corner) of the hex. The two hexes to the front (three for double-sized units) are called the frontal



hexes; those to the side are called the flanks; and those behind, the rear. A unit can move into a hex in front of it, or behind it, when using backward movement.

A unit can only fire a missile volley at, and engage in shock combat with, an opponent they are facing.

## Rotate Units

For a single-hex unit to change its facing, it must rotate within its hex. It costs one movement point for each vertex shifted. If a unit is double-sized, one half pivots in the same hex, while the other half moves into a new hex.

### Exceptions:

- Chariots, elephants and heavy cavalry pay two movement points per vertex to change facing.
- Skirmishers pay one movement point for any number of changes of facing within one orders phase.

Although changing facing is movement, any such change in rough terrain does not incur a cohesion penalty.

To rotate a unit:

1. Select the unit you want to rotate. Its movement range is highlighted.
2. Select *Rotate Clockwise* or *Rotate Counterclockwise* from the *Unit* menu, or click the *Rotate Clockwise* or *Rotate Counterclockwise* buttons (see [page 27](#)).
3. The unit turns and its new movement range is highlighted.



## Double-Sized Units

Double-sized units reflect formation and tactical use. Because of the nature of the double-sized units, they have special rules:



- **Pivoting:** A double-sized unit can either go forward with both halves of the unit entering new hexes, or one half of the unit can enter a hex while the other half pivots in the space it occupies (in essence changing the facing of the unit). Accomplish this latter movement by selecting *Rotate Clockwise* or *Rotate Counterclockwise* from the *Unit* menu or the *Rotate Clockwise* or *Rotate Counterclockwise* buttons.



- **The About Face maneuver:** At a cost of three movement points, a double-sized unit can be refaced in the opposite direction (180 degrees) in the same two hexes. There is no cohesion penalty for this maneuver, and it can be performed at any time, even when part of the unit is in an enemy zone of control or in rough terrain. Accomplish this movement by selecting *About Face* from the *Unit* menu or the *About Face* button.

## Zone of Control

The zone of control (ZOC) is those hexes over which a unit exerts control, forcing enemy units to cease movement on entering. A zone of control does not extend to hexes into which the unit exerting the control cannot move.

The zone of control depends upon the type of combat unit:

- Missile-armed foot skirmishers exert a zone of control into their front and flank hexes—except when out of missiles, in which case they exert a zone of control only into their frontal hexes.
- All other combat units exert a zone of control only into their front hexes.
- Routed units and leaders do not exert a zone of control.

All units stop moving when they enter an enemy zone of control except skirmishers which can move into and out of enemy zones of control during movement.

**Moving Out:** A unit that begins an orders phase in an enemy zone of control can move out, as long as there is a hex for it to move into (normal movement restrictions apply, see [page 43](#)).



## **Terrain Effects**

A unit expends movement points for each hex it enters. The number of movement points expended this way depends upon the terrain type of the hex. Most units pay extra movement points to move into a hex of different elevation. Units also use movement points to change facing (see [page 47](#)).

Certain units receive a cohesion point penalty when they change elevation or when they enter or change facing in terrain that is anything other than clear. All cohesion penalties for movement (including advances after combat) and facing changes are applied the instant they occur.

There are limitations on how many levels of elevation a unit can cross while moving from one hex to another.

Cavalry (light or heavy) can never change more than one elevation level at a time (for example, it cannot move directly from a level one hex to a level three hex, or vice versa). All other units can change two elevation levels at a time.





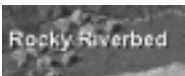




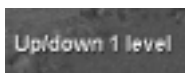
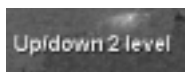
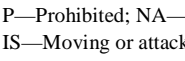


A moving unit must have enough movement points to pay the terrain cost of entering a hex. If it doesn't, it cannot enter that hex.

Terrain affects the shock combat results (see Terrain Adjustments on [page 86](#)). Units in woods gain some protection from enemy missile fire.

**Double-sized Units:** When a double-sized unit moves and enters two hexes of different terrain/elevation, it expends the terrain costs of the left-hand hex. This applied to both movement and cohesion penalties.

**Rough Terrain:** This is any hex that costs one or more cohesion hits to enter.

*Terrain types*

Terrain type		MP cost to enter/ cross	Cohesion Penalties to enter/cross					
			Infantry	Skirmishers	Leaders	Cavalry	Elephants	Chariots
		1	0	0	NA	0	0	0
		2	1	0	NA	1	1	P
		1	1	0	NA	2	1	P
		1	1	1	NA	1	0	P
		2	1	1	NA	2	P	P
		+1	1	1	NA	1	0	P
	OS IS	2	2	2	NA	2	2	2
		1	1	1	NA	1	1	1
		1	2	1	NA	2	P	P
		0	0	0	NA	0	0	0
	Up	+1	1	1	NA	1	0	1
	Down	+1	1	0	NA	0	0	1
	Up	+2	2	2	NA	P	P	P
	Down	+1	2	2	NA	P	P	P
P—Prohibited; NA—Not Applicable; OS—Moving or attacking from outside of camp; IS—Moving or attacking from inside of camp.								

## Combat

There are two kinds of combat—missile volley and shock combat. Missile volley occurs as part of (or instead of) movement and any damage is assigned immediately. Shock combat is designated during the orders phase but damage is assigned after the leader has been finished (see [page 43](#)). A missile unit can participate in both types of combat during an orders phase.

The main reason for engaging a unit in battle is to inflict cohesion hits. This weakens the opponent and makes it easier to reach the overall objective of winning the battle.

### Missile Volley

Units with missile capability can fire a missile volley. There are several types of missile units: archers, artillery, axmen, javelinists and slingers.

A missile unit can fire a volley at any time before, during, or after movement. Each unit, however, can volley only once during an orders phase.

Missile fire can occur as an order, as reaction fire, or during orderly withdrawal (mounted archers only). A missile unit can fire a volley at any single target unit that is within its missile range.

A unit can fire a reaction volley any number of times during an enemy order phase as long as it has missiles remaining.

The following missile volley adjustments apply:

- When the target unit is elephants or chariots, it takes two cohesion hits for every successful missile volley.
- All combat effects from missile volley are immediate and occur before anything else.

**Missile Range:** A unit's missile range extends from the unit's frontal hexes (see Facing, [page 47](#)).

The further away a target is, the less likely it is that the missiles will hit.

**Missile Supply:** Missile units can fire until they run out of missiles. Each missile type has its availability levels:

- Artillery start each battle with 99 missiles.
- Axmen start each battle with two missiles.
- Javelinists start each battle with three missiles, except cohorts which only have one.
- Slingers and archers start each battle with ten missiles.

**Missile Replenishment:** Replenishment of missiles occurs at the beginning of each leader's activation. Replenishment is attempted for any of the units in the leader's group and command range that are out of missiles.

For each replenishment attempt, a random number of missiles—up to half the unit's original missile supply (rounded up)—are added to that unit.

**NOTE:** This can result in a unit replenishing zero missiles.

A unit that has replenished its missiles cannot be ordered during that orders phase.

Cohort do not have the ability to replenish missiles.

**Wounding Leaders:** All leaders can be wounded and even killed. Killed leaders are removed from play and are replaced with lower-rated generic leaders (see [page 43](#)).

## Shock Combat

The shock combat system relies on the interaction of the units' weapon types, armor protection, size, angle of attack, and TQ, to produce a single result. While no factor is unimportant, pay special attention to the TQ.

To engage a unit in shock combat:

1. Click on the unit you want to use to initiate shock combat. The unit's movement range is highlighted.
2. When an enemy unit is in range, the mouse pointer changes to a sword when you position it over the enemy unit. Click on the unit that you want to engage in shock combat.
3. Your unit moves adjacent to the enemy unit and a red arrow is displayed.

**NOTE:** For more control of the unit's movement and from where it shock attacks, move the unit in increments to the preferred position, then click on the enemy unit you want as your primary target (see below).



4. When you have assigned all the units you want to assign (or can assign), to perform shock combat, right-click on the map and select *Finish Leader*, or select *Finish Leader* from the *Leader* menu or click the *Finish Leader* button.

The units engage in combat and the results are displayed in the Overall Combat Results dialog box. Details of the battle are viewable by double-clicking on the battle name to display the Combat Results box.

**Eligible Units:** A unit is only eligible to perform shock combat when:

- The enemy unit being attacked is in one of its frontal hexes.
- It could normally move into the hex occupied by the enemy unit
- It has an inherent ability to perform shock combat (Skirmishers cannot perform shock combat, except against chariots and routed units).

### ***Designating Shock Combat***

1. Everyone in an attacking unit's zone of control must be attacked.
2. Everyone that is being attacked must be in the attacker's zone of control.

When you move a unit next to the enemy unit that you want to attack and click on that unit to designate shock, the enemy unit you clicked on becomes the *primary* target. This is due to rule #1. If there is *another* enemy unit in your zone of control, it also becomes part of the battle; that is, multiple battle arrows appear. This is also due to rule #1.

If you bring another unit into the same battle, you *cannot* designate shock on your first unit's primary target. However, you can designate shock on any remaining enemy units.

If you click on the other enemy unit, the battle arrow from your first unit disappears and a new arrow is displayed from your second unit.

Units that shock attack must attack all units in their zone of control, unless the defending unit is already being attacked by another unit in that shock segment.

The following restrictions apply:

- A unit can attack more than one enemy unit, as long as the targeted defenders are all in the attacking unit's zone of control.
- An attacking unit (even a two-hex unit) cannot split its attack capabilities, although two (or more) units can combine their attacks on one defender.
- If more than one unit is defending or attacking, the units' sizes are totaled for combat resolution purposes.

Shock combat occurs after a leader has been finished (see *Finishing Leaders* on [page 43](#)). All shock combat initiated by that leader is resolved before momentum is attempted or the next leader becomes active.

### ***The Charge (TQ Check before Shock Combat)***

When moved and designated for shock combat, the following units go through a TQ check to see how well they have kept formation: cohorts,

heavy infantry, medium infantry, phalanxes, lancers, and elephants. The units that are being attacked also go through a TQ check.

*Exceptions:*

- Units in shock combat with routed units.
- All non-skirmisher units engaging in shock combat against skirmisher units.
- Phalanxes, heavy infantry and cohorts that are attacked frontally by light infantry.

**TQ Check:** A random number is generated from 0–9. If the number is higher than the unit's TQ it has failed the TQ check and, it receives cohesion hits equal to the difference between the number and the unit's TQ.

One of the following now occurs:

- Both units are routed.
- The attacker is routed and the defender remains in place.
- The defender is routed and the attacker advances into the vacated hex, as long as it has no other enemy units in its zone of control and it can physically do so (double-sized units may not be able to do so). If such an advance then causes the unit to be routed, it does so (see Unit Rout & Rally on [page 57](#)).
- Neither unit is routed and shock combat is resolved normally.

### ***Combat Adjustment***

The combat system uses the combat tables, beginning on [page 79](#) to determine the outcome of a battle.

When the attacker is attacking with more than one unit, and such attack is coming from more than one angle, the angle of attack most advantageous to the attacker is used.

If there is more than one type of defending unit, the defender type is determined randomly.

**Determine superiority:** There are two factors influencing superiority:

- Position—The angle of attack.
- System—The weapons and armor.

The side that has the advantage is determined by comparing the position and systems of the attacking unit with the defending unit and establishing whether the attacker or defender is superior.

Conditions for superiority are determined as follows:

When a unit is attacking an enemy through its flank or rear, it is considered attack superior to the defender.

*Exceptions:*

- Attacking skirmishers through their flanks does not produce superiority.
- Cavalry versus elephants (see [“Elephants” on page 62](#)).
- An attacking unit cannot gain superiority if it is in the zone of control of any enemy unit (excluding skirmishers) other than the one it is attacking and if that enemy unit is not being attacked by a another friendly unit.

When no superiority is attained from the relative positions of the units, the weapon systems are compared to determine whether one is superior to the other. This is determined using the information shown in [“Shock Superiority” on page 79](#).

**Combat Resolution:** The same unit used to determine superiority determines the base shock combat value shown in the Initial Clash of Swords table on [page 80](#).

Look up the base shock combat value column in the Shock Combat Results table (see [page 86](#)) and adjust for size ratio difference (see [page 85](#)) and terrain. This shows the range of possible outcomes.

The results from the Shock Combat Results table (see [page 86](#)) are distributed as cohesion hits for both attacker and defender. The number in parentheses is for the defender.

When the attacker is superior, the defender’s result is doubled. When the defender is superior, the attacker’s result is tripled. When more than one unit on the same side was involved in that combat, cohesion hits are distributed.

**The Push of Shields or Breakthrough:** When shock combat has been resolved, any unit that has three or more times the number of cohesion hits than any other enemy unit during combat takes two additional cohesion hits.

**The Collapse:** Units which have been routed now proceed to the unit rout and rally stage. Chariots are eliminated and Elephants rampage.

When all battles are completed, the Overall Combat Results window is displayed with a list of all the battles fought. Click on a battle to center the map where that combat took place. Double-click on the battle to view the Combat Results dialog box, which shows the current status of the units involved in the combat.



**NOTE:** To toggle the Overall Combat Results dialog on or off, select *Preferences* in the *Game* menu and check or uncheck the Overall Combat Results Dialog option.

ATTACKERS				DEFENDERS			
	Current	Total	To Hits		Current	Total	To Hits
XIV Veteran 4	1	1	5	Numidia TB	2	3	3
XIV Veteran 2	1	3	4				

The current hits listed in the Combat Results box are cohesion hits which have just been received in the battle. The total hits reflect the unit's overall total hit allocation at this time. Units which have been routed are denoted by an asterisk.

## Cavalry Pursuit

If a unit is routed by an attacking cavalry unit in shock combat, the victorious cavalry unit can pursue. If more than one cavalry unit causes the rout, only one of them can pursue.

The victorious cavalry unit can pursue the routing unit off the map. There is a 40 percent chance that the pursuing unit returns to the battle in subsequent rounds. When the cavalry unit does return, it is in berserk mode. You can no longer control the cavalry unit, and during each turn, a "ghost phase" is given to all berserk units to combat enemy units.

### Exceptions:

- If the defending unit is eliminated because it cannot complete its rout, there is no pursuit.
- If a unit shock attacks two units and only one is routed, there is no pursuit.

When a cavalry unit pursues a routed unit, it follows using the same path. The cavalry unit stops when it moves adjacent to the routed unit or when it enters an enemy zone of control. When the cavalry unit is adjacent to the routed unit and not in an enemy zone of control, it undergoes a TQ check to see whether it attacks again. If successful, the routed unit undergoes a TQ check to see whether it is eliminated.

If the routed unit is a foot unit, the pursuit stops at this point. If the routed unit is a cavalry unit, it now moves off the map, with the pursuing cavalry following (although the pursuing cavalry stops if it enters an enemy zone of control).



The chances of a pursuit occurring are as follows:

- Light Cavalry
  - against Cavalry: 20 percent
  - against Infantry: 40 percent
- Roman Cavalry or Lancer
  - against Cavalry: 40 percent
  - against Infantry: 60 percent
- Barbarian or Heavy Cavalry
  - against Cavalry: 60 percent
  - against Infantry: 80 percent

There is a ten percent deduction if the pursuing cavalry is in the zone of control of an unrouted enemy.

## **Unit Advance**

After shock combat, attacking units that can advance into hexes vacated by routed enemy units do so. All advancing units are assigned cohesion penalties when entering rough terrain.

*Exception:* If a unit causes an enemy to vacate a hex because of the Charge (see [page 53](#)) and is in an enemy zone of control at the time, it cannot advance.

If there is more than one attacking unit, the unit that has superiority (if any) advances. If there is no such unit, the one with the highest TQ advances. If there is a tie in TQ, the advance is random.

There is no advance after missile fire alone, regardless of what the target unit does.

## **Unit Rout & Rally**

A unit which has been routed has received cohesion hits equal to or over its TQ. It is immediately moved two hexes toward its retreat edge (usually the one behind the unit's original deployment). No movement points are expended, but the unit takes the most direct path towards its retreat edge, even if this means moving through friendly units.

**Rout Movement Phase:** In the rout movement phase, which occurs after all leaders have finished but before the Game Overview dialog box is displayed at the end of the game turn, all routed units are moved their full movement allowance—even if they moved previously during the turn.

A unit that either moves off the map or cannot complete its rout movement because of the presence of enemy units or impassable terrain is either routed terminally or eliminated.

If a unit is shock attacked or receives a hit from missile volley while routing, it is eliminated.

Routing units may move through friendly units, but they may not end rout movement in the same hex as a friendly unit. The routing unit moves through instead.

A unit that has had a routed unit pass through suffers an immediate one-point cohesion penalty.

Routed skirmishers lose their unique capabilities and are treated like any other unit. Routed artillery and chariots are eliminated and elephants ram-page! (See [“Elephants” on page 62.](#))

Restrictions on routed units:

- Routed units retain their size and movement allowance.
- Routed missile-armed infantry units automatically have no missiles.
- Routed, moving units do not incur movement/terrain cohesion hits.
- Routed units may not receive or use orders or commands, other than to rally.
- Routed units use normal movement rules, except that they may not enter enemy zones of control unoccupied by friendly units.

**Rallying Units:** Any leader may attempt a rally if the routed unit is within his command range (see [page 38](#)).

*Exception:* Gallic leaders may only attempt to rally units within two hexes of them.



To attempt to rally a routed unit:

Select the routed unit, select *Rally* from the *Unit* menu or click the *Rally Unit* button. The higher the leader's initiative, the better the chance to rally the unit. If the unit is rallied, a number of cohesion hits are removed.

Rallied units may not receive or use orders until the next game turn. Missile units still have no missiles.

**Terminal Rout:** If the attempt to rally the unit fails, the unit goes into a terminal rout and heads straight off the map. In essence, they have thrown down all their armor and weapons and run away. For victory purposes, they are eliminated.

## Rout Points

A unit's rout points are equal to its troop quality (TQ), with the following exceptions:

- All skirmisher units are worth one rout point.
- Elephants and chariots are worth two rout points.
- Phalanxes are worth twice their TQ rating. Therefore, a phalanx with a TQ of seven is worth 14 RPs.
- Leaders are worth five times their initiative rating.

When both sides exceed their rout point level at the end of the same turn, the player with the least number of rout points above that level wins.

## Cohesion

Cohesion is a measure of how organized and effective a unit is at any point during the battle. It is represented in the game by TQ and cohesion hits.

Cohesion hits are a measure of how much disorganization or damage a unit has sustained during the battle. When a unit's cohesion hits equal or exceed its TQ rating, the unit is routed.

Cohesion hits do not affect a unit's combat strength or capabilities in any way, except to show how close it is getting to falling apart. Therefore, a unit with a TQ of six and four cohesion hits has the same combat effect as one with no hits. It is just closer to being routed.

**TQ Check:** Each unit has a TQ, rated from one to nine (based on their historical capabilities), with nine being the best rating. Whenever a TQ check is made, a number from 0–9 is selected; if the number is equal to or lower than the unit's TQ, the unit passes the check.

The consequences of failing a TQ check vary, depending on the action that is being undertaken.

**NOTE:** This *does* mean that the few elite units with TQ ratings of nine never fail TQ checks.

**Hits from Combat:** When there are multiple units involved in a single combat resolution, hits are divided among those units. After shock combat, all units that are within one cohesion hit of being routed and are in an enemy zone of control must pass a TQ check. If the unit fails the TQ check, it is routed.

**Recovery:** During an orders phase, any unrouted unit with cohesion hits can remove zero to three cohesion hits if given an order to do so. When the unit is in an enemy zone of control, adjacent to an enemy unit, or within range of any enemy missile unit, it is more difficult to regain any cohesion.



To attempt to restore cohesion, select the unit, then click on the *Restore Cohesion* button or select *Restore Cohesion* from the *Unit* menu.

**Group Restore Cohesion:** It is possible for a leader to try to instruct all the units in his group to attempt to restore cohesion. As with all group orders (see [page 40](#)), this uses all the leader's orders for that orders phase, and they do not attempt momentum. Roman leaders always succeed in their attempt.

## Depletion

Depletion reflects the loss of men in shock combat. Any time a unit that has been routed is rallied, it becomes depleted. In some scenarios, certain units start the battle depleted. Units that are already depleted do not suffer additional depletions.

For the affects of depletion on combat see [“Column Adjustments” on page 86](#).

Depletion decreases the chance of a unit causing hits with missile volley.

## Reinforcements

During several of the battles, reinforcements arrive. There is a chance of the extra units appearing at the beginning of any turn.

When units are already occupying the destination hexes of reinforcement units, they do not appear until the hexes are free at the beginning of a turn.

Reinforcements appear at an edge of the map, and a notification is displayed in the Running Commentary. When their leader is activated, they can be moved as usual.

## Army Withdrawal

To win a battle, you must cause the enemy to accumulate a certain number of rout points within the number of game turns allowed (see Battle Scenarios & Victory Conditions starting on [page 89](#) for further details). The rout level is calculated from the terminally routed units and eliminated units. These levels differ for every battle and can be adjusted in the Army Rout Level dialog box (see [page 21](#)) to vary the battle's difficulty.

# Unit & Leader Details

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## Combat Units

Combat units come in two sizes: square (single) and rectangular (double-size). Each combat unit is a specific type, depending on its weaponry and armor/protection. All combat units are rated numerically for their TQ, size, and movement allowance. Units that are capable of firing missiles are also noted: archers, artillery, axmen, javelinists and slingers.

### Artillery

By the first century BC, the use of field artillery had become commonplace. Although Caesar mentions their use only in passing, other sources show that each legion usually traveled with an accompaniment of scorpiones, catapulta or ballista. Essentially they were simply giant crossbows, firing bolts.

The crews are treated as light infantry if attacked or attacking. Artillery that has been routed is eliminated.

### Barbarian Cavalry

Barbarian cavalry had some, but not a lot of, body armor, light shields, and, perhaps a lance or sword. Armed in a manner similar to lancers, they are treated as a separate class due to their bigger horses and overall aggression and ferocity, which made them superior to almost all other cavalry of the era. In the *Great Battles of Caesar*, these are the vaunted and feared Germans.

### Barbarian Infantry

Barbarian infantry is a form of medium infantry, remarkably aggressive but tactically dense tribesmen. They fought with huge swords, 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); far too often, they were just an unruly mob that disintegrated when faced with superior organization and discipline.

## **Chariots**

Chariots were greatly favored by the eastern armies, who had great, flat expanses over which to use them. Because they had fixed axles and no suspension, however, they were extremely difficult to maneuver. The Greek versions - scythed, of course - seem to have been the pride and joy of the army. That they were virtually useless in the rocky hills and uneven terrain of Greece seems not to have occurred to Mithridates' military advisors. At Chaeronea, despite initiating the festivities, Archelaus' wheeled wonders appear to have been a nonevent.

Chariots operate under the following movement and terrain restrictions:

- Chariots pay a two-point cohesion hit cost for changing facing.
- Chariots cannot:
  - Enter rough terrain.
  - Move up or down more than one level in any one phase.

Any unit shock attacked by a chariot unit has one point added to its TQ check prior to the attack. Chariots can ignore any pre-shock combat TQ checks when undertaking a moving shock attack that covers four or more hexes. Routed chariots are eliminated.

## **Cohorts**

Under the reforms attributed to Marius, the legion shed its three-line, hastati, principes, and triarii differentiation. They were homogenized into cohorts, each with the same weapons and armor. A cohort was an organization akin to the modern battalion consisting of 480 men. It was composed of three maniples of 160 men each. Each manipule consisted of two centuries of 80 men each. These are "paper strength" only because, 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. Because every soldier was armed the same, superiority in battle resulted not from weapons but from training and experience.

## **Elephants**

The era of the war elephant as a key tactical weapon system had passed. They make their last appearance in classical history during Caesar's African campaign, at Thapsus, where they played a decisive role in the outcome ... destroying their own army and setting it to rout before Caesar's cohorts could reach the front lines. By this time, the Romans had become quite adept at dealing with these behemoths, reducing their effectiveness to an historical footnote.

War elephants were pretty much impervious to anything—except sharp, pointy objects and loud, strange noises. They also tended to have minds of their own, which they often followed when confronted with those same sharp, pointy objects and strange sounds.

Elephants have little protection against missile attacks because they are not armored. When an elephant unit is hit by missile volley it always takes two hits.

Whenever an elephant is shock attacking, the defending unit is more likely to take a cohesion hit during the pre-shock combat TQ check.

**Rampage:** Routed elephants rampage, charging anyone in sight. An elephant rampage is always resolved before any other game mechanic is addressed—except for orderly withdrawal in face of the rampaging elephants.

A rampaging elephant continuously attempts to move three hexes in any direction until it either moves off the map or is otherwise eliminated. When a rampaging elephant unit enters a hex occupied by a friendly or enemy unit, the unit takes:

- One cohesion hit if the elephant enters frontally.
- Two cohesion hits if it enters from the flank or rear.

Regardless of the angle of rampage, cavalry and chariots always take two hits when a rampaging elephant attacks.

The elephant rampage goes on until one of the following events occurs:

- The elephant rampages off the map.
- The elephant is eliminated by its mahout (handler).

Rampaging elephants have no zone of control and cannot be rallied.

**Cavalry:** Cavalry units can never voluntarily move into the zone of control of an enemy elephant unit. They can move into or through an elephant's flank or rear hexes, but at the cost of two cohesion points for each such hex entered. When cavalry attacks an elephant unit through the flank or rear hexes, it does not gain the usual attack superiority for this position superiority.

*Historical Note:* Horses dislike elephants intensely; getting one to go near an elephant is a task requiring much skill and patience.

When an elephant moves adjacent to enemy cavalry, the cavalry attempts orderly withdrawal, and receives a one-point cohesion hit. If the cavalry is already routed, it is eliminated.

## **Heavy Cavalry**

The Greek cataphract heavy cavalry was almost fully covered with scale-metal armor, both horse and rider. The Mideast had a great number of these units. They could be devastating if they could gain impetus for a full-scale attack. Individual cavalymen, however, were slow and maneuvered with difficulty.

Cataphract heavy cavalry units have the following special capabilities and restrictions:

- They pay two movement points per vertex to change facing.
- Missiles are less likely to inflict cohesion hits.
- When defending, there is a two column adjustment to the left in the Shock Combat Results table (see [page 86](#)).

## **Heavy Infantry**

Heavy infantry was usually protected by a helmet, breastplate and, perhaps, leg armor. They carried a shield and short sword, as well as a seven-foot spear. This amounts to over thirty pounds of uncomfortable equipment. They usually fought in densely packed formations that restricted mobility.

## **Lancers**

Lancers are light cavalry units trained to use lances for attack. They have no missile capability (a simplification for game purposes). It is somewhat speculative to comprehend how they used lances effectively without the presence of stirrups to anchor them to their mounts, but they obviously did so. Many of these units were recruited from Gaul and incorporated into Roman legions as auxiliary units.

## **Light Cavalry**

Light cavalry were essentially mounted javelinists from north Africa and archers from the eastern Mediterranean and Asiatic provinces. Their speed and mobility was a great advantage as demonstrated by the effectiveness of the Numidian light cavalry at Ruspina.

The Numidian light cavalry leaders at Ruspina, to reflect the advantage they had over the cohorts, have a greater chance of successfully achieving momentum during the first round of the battle.



## **Light Infantry**

Light infantry wore little or no body armor and usually carried a spear and perhaps a light shield and sword. Most light infantry had missile capability. Light infantry differ from skirmishers in that light infantry fought in formation and were trained for some shock combat. This class includes the *antesignani* which were units raised by the Romans to operate with their cavalry units as a combined-arms task force.

Phalanxes, cohorts and heavy infantry that are attacked frontally by light infantry do not have to undergo a TQ check prior to shock combat.

The Gallic archers had developed a better bow than that used in the Mediterranean. Gallic archers, therefore, have a greater chance of hitting a target than other archers.

## **Medium Infantry**

Medium infantry, while not as well-equipped as their heavier counterparts, usually had swords and some body protection that was superior in effectiveness to that worn by light infantry.

## **Phalanx**

The phalanx was a formation of shoulder-to-shoulder hoplites used in Greek warfare since around the seventh century BC and perfected by the Macedonians. By the era of Roman ascendancy, the phalanx had reached the zenith of its development. The front ranks now used a shortened, nine-foot spear, while the fifth rank used an immense 21-footer, with the lengths of the sarissa of intervening ranks having corresponding lengths.

After a non-phalanx unit moves and shock attacks a phalanx frontally, the unit going against the phalanx has its effectiveness drastically reduced. This applies only to moving attacks, not to attacks in which the attacking unit started adjacent to the phalanx unit and stayed in that hex to shock.

## **Roman Cavalry**

In terms of weapons and armament, the Roman cavalry was more like heavy cavalry than light because they copied much from the Greek era. Unfortunately, they were neither trained in, nor especially adept at, shock combat.

By the late Republic, cavalry is not attached specifically to a legion. The Romans simply hired cavalry contingents as they were needed, mainly from the Gauls and Germans. Any cavalry which was armed, trained and led by the Romans, is termed Roman Cavalry.

## **Skirmishers**

Skirmishers were intended to harass and annoy the approaching enemy and present a screen behind which movement could be concealed. Their mobility allowed them to outrun their more weighty opponents, a move that was their best bet for survival. They rarely—if ever—shock attacked because they had no weapons with which to do so. They were deployed in dispersed, amorphous formations which gave great maneuverability.

### *Special Rules:*

- Skirmishers can only perform shock combat upon chariots and routed units.
- All non-skirmisher units engaging in shock attack against skirmisher units do not have to undergo the TQ check prior to attack.
- Skirmishers can perform an orderly withdrawal before heavy infantry cohorts and phalanxes.
- When performing orderly withdrawal, skirmishers only suffer a cohesion penalty when approached from the rear.

## Unit Table

In the Units table that follows, the following abbreviations are used:

- S—Size
- TQ—Troop Quality
- MA—Movement Allowance
- MS—Missile
- Ar—Archer; Ax—Ax; Bo—Bolt; Ja—Javelin; Sl—Sling
- R—Range

Army	Name	S	TQ	MA	MS	R	Type
Caesarian	III Veteran 1	5	8	5	Ja	1	Cohort
	III Veteran 2-5	5	7	5	Ja	1	Cohort
	III Veteran 6-10	5	6	5	Ja	1	Cohort
	V Veteran 1	5	8	5	Ja	1	Cohort
	V Veteran 2-5	5	7	5	Ja	1	Cohort
	V Veteran 6-10	5	6	5	Ja	1	Cohort
	VI Veteran 1	5	8	5	Ja	1	Cohort
	VI Veteran 2-10	5	7	5	Ja	1	Cohort
	VII Recruit 2-5	5	6	5	Ja	1	Cohort
	VII Recruit 6-10	5	5	5	Ja	1	Cohort
	VII Veteran 1	5	7	5	Ja	1	Cohort
	VIII Veteran 1	5	8	5	Ja	1	Cohort
	VIII Veteran 2-5	5	7	5	Ja	1	Cohort
	VIII Veteran 6-10	5	6	5	Ja	1	Cohort
	IX Veteran 1	5	8	5	Ja	1	Cohort
	IX Veteran 2-10	5	7	5	Ja	1	Cohort
	X Veteran 1	5	8	5	Ja	1	Cohort
	X Veteran 2-10	5	7	5	Ja	1	Cohort
	XI Veteran 1	5	8	5	Ja	1	Cohort
	XI Veteran 2-5	5	7	5	Ja	1	Cohort
	XI Veteran 6-10	5	6	5	Ja	1	Cohort
	XII Veteran 1	5	8	5	Ja	1	Cohort
	XII Veteran 2-5	5	7	5	Ja	1	Cohort

Army	Name	S	TQ	MA	MS	R	Type
Caesarian (continued)	XII Veteran 6-10	5	6	5	Ja	1	Cohort
	XIII Veteran 1	5	8	5	Ja	1	Cohort
	XIII Veteran 2-10	5	7	5	Ja	1	Cohort
	XIV Veteran 1	5	8	5	Ja	1	Cohort
	XIV Veteran 2-5	5	7	5	Ja	1	Cohort
	XIV Veteran 6-10	5	6	5	Ja	1	Cohort
	XV Recruit 2-5	5	6	5	Ja	1	Cohort
	XV Recruit 6-10	5	5	5	Ja	1	Cohort
	XV Veteran 1	5	7	5	Ja	1	Cohort
	XXVII Conscript 2-10	5	5	5	Ja	1	Cohort
	XXVII Recruit 1	5	6	5	Ja	1	Cohort
	Alaudae Recruit 2-5	5	6	5	Ja	1	Cohort
	Alaudae Recruit 6-10	5	5	5	Ja	1	Cohort
	Alaudae Veteran 1	5	7	5	Ja	1	Cohort
	Antesignani 1-8	1	7	6	Ja	1	Light Infantry
	Auxilia 7-12	1	4	6	Sl	2	Skirmisher
	Auxilia 1-6	1	4	6	Ar	4	Skirmisher
	Ballista	1	2	2	Bo	7	Artillery
	Catapult V, VII, VIII, X, XI and XV	1	2	2	Bo	7	Artillery
	Gaul 1-6	4	6	8			Lancers
	German 1 and 2	3	7	8			Barbarian Cavalry
	German 3-6	4	7	8			Barbarian Cavalry
	Moor 1-12	5	6	8	Ja	1	Light Cavalry
	Scorpion 1-3	1	2	3	Bo	7	Artillery
Gallic	Atrebates 1-4	7	4	5			Barbarian Infantry
	Atrebates 5-8	7	5	5			Barbarian Infantry
	Atrebates 9-12	7	6	5			Barbarian Infantry
	Atrebates 13-16	7	7	5			Barbarian Infantry
	Boii 1	7	8	5			Barbarian Infantry
	Boii 1 and 2	5	5	5	Ja	1	Light Infantry

Army	Name	S	TQ	MA	MS	R	Type
Gallic (continued)	Boii 1 and 2	7	7	5	Ax	1	Light Infantry
	Boii 2 and 3	7	6	5			Barbarian Infantry
	Cimbri 1-10	7	8	5			Barbarian Infantry
	Cimbri 1-10	3	5	6	Ar	4	Light Infantry
	Cimbri 1-30	5	7	8			Barbarian Cavalry
	Cimbri 1-30	7	6	5	Ja	1	Light Infantry
	Cimbri 1-32	7	6	5	Ax	1	Light Infantry
	Cimbri 31-58	7	5	5	Ja	1	Light Infantry
	German 1-10	3	5	6	Ar	4	Light Infantry
	Helvetii 1-3	5	6	8			Lancers
	Helvetii 1-10	7	8	5			Barbarian Infantry
	Helvetii 1-10	5	5	5	Ja	1	Light Infantry
	Helvetii 1-13	7	7	5	Ax	1	Light Infantry
	Helvetii 11-30	7	6	5			Barbarian Infantry
	Nervii 1-10	7	5	5			Barbarian Infantry
	Nervii 11-20	7	6	5			Barbarian Infantry
	Nervii 21-30	7	7	5			Barbarian Infantry
	Tulingi 1	7	8	5			Barbarian Infantry
	Tulingi 1 and 2	5	5	5	Ja	1	Light Infantry
	Tulingi 1 and 2	7	7	5	Ax	1	Light Infantry
	Tulingi 2 and 3	7	6	5			Barbarian Infantry
	Vedette 1-10	1	6	8			Barbarian Cavalry
	Veromandui 1-5	7	4	5			Barbarian Infantry
	Veromandui 6-10	7	5	5			Barbarian Infantry
	Veromandui 11-15	7	6	5			Barbarian Infantry
	Veromandui 16-20	7	7	5			Barbarian Infantry
Greek	Bythnia 1-8	6	4	5	Ja	1	Light Infantry
	Cappadocia 1-6	6	5	5	Ja	1	Light Infantry
	Galatia 1-5	7	5	5			Medium Infantry
	Greek 1-4	10	5	4			Phalanx
	Macdonian 1-3	10	6	4			Phalanx

Army	Name	S	TQ	MA	MS	R	Type
Greek (continued)	Phrygia 1-5	7	5	5			Medium Infantry
	Phrygia 1-7	6	4	5	Ja	1	Light Infantry
	Pontus 1	2	6	8	Ar	4	Light Cavalry
	Pontus 1-4	7	5	7			Heavy Cavalry
	Pontus 1, 2, 5-7	4	5	8			Roman Cavalry
	Pontus 1-6	1	3	6	Sl	2	Skirmisher
	Pontus 1-8	1	3	6	Ar	4	Skirmisher
	Pontus 1-14	1	3	7	Ja	1	Chariot
	Pontus 2	4	5	8	Ar	4	Light Cavalry
	Pontus 3	5	6	8	Ja	1	Light Cavalry
	Pontus 3 and 4	4	6	8			Roman Cavalry
	Pontus 4	5	5	8	Ja	1	Light Cavalry
	Pontus 8	4	7	8			Roman Cavalry
	Pontus 9-13	1	5	6	Ar	4	Skirmisher
	Pontus Bronze Shields 1-10	7	6	5			Heavy Infantry
	Slave 1-7	10	3-7	4			Phalanx
	Thrace 1-4	6	6	5	Ja	1	Light Infantry
Pompeian	I Veteran 1	5	8	5	Ja	1	Cohort
	I Veteran 2-10	5	7	5	Ja	1	Cohort
	III Veteran 1	5	8	5	Ja	1	Cohort
	III Veteran 2-5	5	7	5	Ja	1	Cohort
	III Veteran 6-10	5	6	5	Ja	1	Cohort
	X Veteran 1	5	8	5	Ja	1	Cohort
	X Veteran 2-10	5	7	5	Ja	1	Cohort
	XVI Recruit 2-5	5	6	5	Ja	1	Cohort
	XVI Recruit 6-10	5	5	5	Ja	1	Cohort
	XVI Veteran 1	5	7	5	Ja	1	Cohort
	XVII Recruit 2-5	5	6	5	Ja	1	Cohort
	XVII Recruit 6-10	5	5	5	Ja	1	Cohort
	XVII Veteran 1	5	7	5	Ja	1	Cohort

Army	Name	S	TQ	MA	MS	R	Type
Pompeian (continued)	XXX Recruit 2-5	5	6	5	Ja	1	Cohort
	XXX Recruit 6-10	5	5	5	Ja	1	Cohort
	XXX Veteran 1	5	7	5	Ja	1	Cohort
	L Recruit 2-5	5	6	5	Ja	1	Cohort
	L Recruit 6-10	5	5	5	Ja	1	Cohort
	L Veteran 1	5	7	5	Ja	1	Cohort
	Africa 1-12	5	5	7	Ja	1	Elephant
	Asia	4	5	8	Ar	3	Light Cavalry
	Balearic 1-3	1	4	6	Sl	2	Skirmisher
	Ballista 1 and 2	1	2	2	Bo	7	Artillery
	Bessian 1 and 2	4	5	8			Roman Cavalry
	Cappadocia	5	6	8	Ja	1	Light Cavalry
	Cilicia Conscript 2-10	5	5	5	Ja	1	Cohort
	Cilicia Recruit 1	5	6	5	Ja	1	Cohort
	Crete 1-3	1	5	6	Ar	4	Skirmisher
	Crete Conscript 2-10	5	5	5	Ja	1	Cohort
	Crete Recruit 1	5	6	5	Ja	1	Cohort
	Dardan 1 and 2	4	6	8			Roman Cavalry
	Galatia 1 and 2	3	5	8			Roman Cavalry
	Galician Veteran 1	5	8	5	Ja	1	Cohort
	Galician Veteran 2-5	5	7	5	Ja	1	Cohort
	Galician Veteran 6-10	5	6	5	Ja	1	Cohort
	Gaul 1 and 2	3	6	8			Roman Cavalry
	Gaul 1-6	5	6	8			Lancers
	German	3	6	8			Barbarian Cavalry
	Greek	3	5	8			Roman Cavalry
	Lacedaemon 1	1	4	5	Ar	4	Skirmisher
	Macedon	2	7	8			Roman Cavalry
	Macedonia A Conscript 2-10	5	5	5	Ja	1	Cohort
	Macedonia A Recruit 1	5	6	5	Ja	1	Cohort
	Macedonia B Conscript 2-10	5	5	5	Ja	1	Cohort

Army	Name	S	TQ	MA	MS	R	Type
Pompeian (continued)	Macedonia B Recruit 1	5	6	5	Ja	1	Cohort
	Marine 1-6	5	4	6	Ja	1	Light Infantry
	Numidia 1-6	1	3	6	Sl	2	Skirmisher
	Numidia 1-12	1	3	6	Ar	4	Skirmisher
	Numidia 1-23	3	5	6	Ja	1	Light Infantry
	Numidia 1-40	2	6	8	Ja	1	Light Cavalry
	Pompey's Herdsmen	4	4	7			Roman Cavalry
	Pompey's Slaves	4	4	7			Roman Cavalry
	Pontus 1 and 2	1	5	6	Ar	4	Skirmisher
	Scorpion 1-6	1	2	3	Bo	7	Artillery
	Spain 1-4	5	5	8			Roman Cavalry
	Spain A Conscript 2-10	5	5	5	Ja	1	Cohort
	Spain A Recruit 1	5	6	5	Ja	1	Cohort
	Spain B Conscript 2-10	5	5	5	Ja	1	Cohort
	Spain B Recruit 1	5	6	5	Ja	1	Cohort
	Spain C Conscript 2-10	5	5	5	Ja	1	Cohort
	Spain C Recruit 1	5	6	5	Ja	1	Cohort
	Syria	2	6	8	Ar	3	Light Cavalry
	Syria A Conscript 2-10	5	5	5	Ja	1	Cohort
	Syria A Recruit 1	5	6	5	Ja	1	Cohort
	Syria B Conscript 2-10	5	5	5	Ja	1	Cohort
	Syria B Recruit 1	5	6	5	Ja	1	Cohort
	Thessaly 1 and 2	4	5	8			Roman Cavalry
	Thrace	5	5	8	Ja	1	Light Cavalry
Roman	III Veteran 1	5	8	5	Ja	1	Cohort
	III Veteran 2-5	5	7	5	Ja	1	Cohort
	III Veteran 6-10	5	6	5	Ja	1	Cohort
	V Veteran 1	5	8	5	Ja	1	Cohort
	V Veteran 2-5	5	7	5	Ja	1	Cohort
	V Veteran 6-10	5	6	5	Ja	1	Cohort
	VI Veteran 1	5	8	5	Ja	1	Cohort



Army	Name	S	TQ	MA	MS	R	Type
Roman (continued)	VI Veteran 2-10	5	7	5	Ja	1	Cohort
	IX Veteran 1	5	8	5	Ja	1	Cohort
	IX Veteran 2-10	5	7	5	Ja	1	Cohort
	X Veteran 1	5	8	5	Ja	1	Cohort
	X Veteran 2-10	5	7	5	Ja	1	Cohort
	XIII Veteran 1	5	8	5	Ja	1	Cohort
	XIII Veteran 2-10	5	7	5	Ja	1	Cohort
	XIV Veteran 1	5	8	5	Ja	1	Cohort
	XIV Veteran 2-5	5	7	5	Ja	1	Cohort
	XIV Veteran 6-10	5	6	5	Ja	1	Cohort
	XVI Recruit 2-5	5	6	5	Ja	1	Cohort
	XVI Recruit 6-10	5	5	5	Ja	1	Cohort
	XVI Veteran 1	5	7	5	Ja	1	Cohort
	XVII Recruit 2-5	5	6	5	Ja	1	Cohort
	XVII Recruit 6-10	5	5	5	Ja	1	Cohort
	XVII Veteran 1	5	7	5	Ja	1	Cohort
	XXX Recruit 2-5	5	6	5	Ja	1	Cohort
	XXX Recruit 6-10	5	5	5	Ja	1	Cohort
	XXX Veteran 1	5	7	5	Ja	1	Cohort
	Antesignani 1-4	1	7	6	Ja	1	Light Cavalry
	Auxilia 1-6	1	4	6	Ar	4	Skirmisher
	Auxilia 7-10	1	4	6	Sl	2	Skirmisher
	Galician Veteran 1	5	8	5	Ja	1	Cohort
	Galician Veteran 2-5	5	7	5	Ja	1	Cohort
	Galician Veteran 6-10	5	6	5	Ja	1	Cohort
	Gaul 1-4	4	6	8			Lancers
	German 1 and 2	3	7	8			Barbarian Cavalry
	German 3-6	4	7	8			Barbarian Cavalry
	Roman 1 and 2	2	6	8			Roman Cavalry
	Scorpion 1-6	1	2	3	Bo	7	Artillery

## Leader Table

**Elite Commander:** Caesar has the ability to usurp the standard initiative-based orders phase sequence. See [“Elite Initiative” on page 37](#).

The columns in the Leaders table are as follows:

**Initiative:** Denotes a leader’s basic ability to control forces and make rapid decisions. Initiative determines the order of leader activation and the chances of that leader being able to use momentum. It also defines the number of orders that a leader can issue per orders phase. The higher the rating, the better the leader.

**Command Range:** Denotes a leader’s overall presence on the battlefield as well as the effectiveness of his abilities; also lists the range in hexes over which that leader can exert his initiative.

**Movement Allowance:** The number of movement points a leader can expend in a phase. The movement allowance for all leaders is nine. They never suffer cohesion hits for any kind of movement.

Army	Name	Initiative	Command Range	Movement Allowance
Caesarian	A Lepidus	5	5	9
	Auxilia (Caesarian)	2	4	9
	C Rebilus	4	6	9
	Cavalry Praefect I	3	4	9
	Cavalry Praefect II	3	4	9
	F Maximus	5	6	9
	Gn Domitius	4	5	9
	J Caesar	6	9	9
	King Bogud	4	7	9
	Labienus	4	6	9
	Legates	4	6	9
	M Antonius	5	6	9
	P Considius	4	6	9
	P Sulla	4	5	9
	Q Pedius	5	6	9

Army	Name	Initiative	Command Range	Movement Allowance
Caesarian <i>(continued)</i>	Tribune Alaudae	2	4	9
	Tribune III, V, VI, VII, VIII, IX, X, XI, XV, XII, XIII, XIV, XV, XXVII	2	4	9
Gallic	Atrebates Chief 1	4	4	9
	Atrebates Chief 2	5	4	9
	Boii Chief 1	4	4	9
	Beorix	5	10	9
	Cavalry Commander 1	4	10	9
	Cavalry Commander 2	4	2	9
	Cavalry Commander 2	4	10	9
	Cavalry Commander 3	4	10	9
	Chief 1	5	10	9
	Chief 2	5	10	9
	Chief 3	5	10	9
	Chief 4	5	10	9
	Chief 5	5	10	9
	Helvetii Chief 1	4	4	9
	Helvetii Chief 2	4	4	9
	Helvetii Chief 3	3	4	9
	Nervii Chief 1	5	4	9
	Nervii Chief 2	5	4	9
	Tulingi Chief 1	4	4	9
	Veromandui Chief 1	5	4	9
	Veromandui Chief 2	5	4	9
Greek	Archelaus	5	5	9
	Archon	3	4	9
	Aristion	4	3	9
	Buphus	4	2	9
	Diogenes	5	3	9

Army	Name	Initiative	Command Range	Movement Allowance
Greek (continued)	Dromichaetes	4	4	9
	Erudites	3	4	9
	Metrophranes	4	3	9
	Taxiles	5	4	9
Pompeian	A Labienus (Cavalry)	4	5	9
	A Labienus (Cavalry)	5	7	9
	A Varus	4	6	9
	Auxilia (Pompeian)	2	4	9
	C Lentulus	3	4	9
	C M Scipio	4	4	9
	C Piso (Cavalry)	3	4	9
	Cilician Tribune	2	4	9
	Cretan Tribune	2	4	9
	D Ahenobarbus	5	5	9
	Galician Tribune	2	4	9
	Gnaeus Pompeius	5	7	9
	L Afranius	4	5	9
	M Petreius	4	6	9
	M Petreius (Cavalry)	4	4	9
	Macedonian Tribune A	2	4	9
	Macedonian Tribune B	2	4	9
	Pacideius 1 (Cavalry)	3	5	9
	Pacideius 2 (Cavalry)	3	5	9
	Pompey	6	6	9
	Scipio	5	5	9
	Sextus Pompeius	4	5	9
	Spanish Tribune A	2	4	9
	Spanish Tribune B	2	4	9
	Spanish Tribune C	2	4	9

<b>Army</b>	<b>Name</b>	<b>Initiative</b>	<b>Command Range</b>	<b>Movement Allowance</b>
Pompeian <i>(continued)</i>	Syrian Tribune A	2	4	9
	Syrian Tribune B	2	4	9
	Tribune I, III, X, XVI, XVII, XXX, L	2	4	9
Roman	Auxilia	2	4	9
	Catulus	4	5	9
	Cavalry Praefect I	3	4	9
	Cavalry Praefect II	3	4	9
	Galician Tribune	2	4	9
	Marius	6	7	9
	Murena	4	5	9
	Sulla	5	6	9
	Tribune III, V, VI, IX, X, XIII, XIV, XVII, XXX,	2	4	9



# Combat Tables

---

The tables and figures needed to calculate shock combat results have been integrated into the *Great Battles of Caesar* combat system. These numbers and all shock combat results are automatically calculated, but this section includes the instructions and charts for manual calculations to allow you to become familiar with the data. Knowing how the charts work together to determine size ratio differences, shock superiority, and combat results help you use your units more effectively when engaging in shock combat (see [page 52](#)).

## Shock Superiority

Use the shock superiority table only if there is no positional superiority (see [“Shock Combat” on page 52](#)).

In the Shock Superiority table, the following abbreviations are used:

- |                               |                           |
|-------------------------------|---------------------------|
| • BC—Barbarian Cavalry        | • BI—Barbarian Infantry   |
| • CH—Chariot                  | • Con CO—Conscript Cohort |
| • EL—Elephant                 | • HC—Heavy Cavalry        |
| • HI—Heavy Infantry           | • LC—Light Cavalry        |
| • LI—Light Infantry/Artillery | • LN—Lancer               |
| • MI—Medium Infantry          | • PH—Phalanx              |
| • RC—Roman Cavalry            | • Rec CO—Recruit Cohort   |
| • SK—Skirmisher               | • Vet CO—Veteran Cohort   |

Using the following rules, determine which unit, if any, has superiority:

- Always read down the attacker column.
- Use available weapons system most advantageous to each player.

- DS\*: If the combat unit has missile capability and has no missiles, then it is not DS (defender superior)
- —: No superiority; cohesion hits normal for both sides.
- Regardless of weapons/armor type, any unit that attacks an enemy through its rear or flank is attacker superior.

*Exceptions:* Cavalry attacking elephant, and skirmishers being attacked through their flank.

Defender	Attacker														
	BC	BI	CH	Con CO	EL	HC	HI	LC	LI	LN	MI	Rec CO	RC	SK	Vet CO
BC	—	—	AS	—	AS	—	—	—	—	—	—	—	—	DS	—
BI	—	—	—	—	—	—	—	—	DS	—	—	—	—	DS	—
Con CO	DS	—	—	—	DS	—	AS	—	—	DS*	—	AS	—	—	AS
EL	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
CH	—	—	—	—	—	—	—	AS	—	—	—	—	—	AS	—
HC	—	—	AS	—	AS	—	—	—	—	—	—	—	DS	DS	—
HI	—	—	—	—	—	—	—	DS	—	DS	—	—	DS	DS	AS
LC	AS	—	AS	—	AS	AS	—	—	—	AS	—	—	AS	—	—
LI	—	AS	—	—	—	—	AS	DS*	—	—	—	AS	—	—	AS
LN	—	—	AS	—	AS	AS	—	—	—	—	—	—	—	DS	—
MI	—	—	—	—	—	—	—	DS*	—	—	—	—	DS	DS	—
Rec CO	—	—	—	—	—	—	—	DS	—	—	—	—	DS*	DS	AS
RC	AS	—	AS	—	AS	—	—	—	—	—	—	—	—	DS	—
SK	AS	AS	AS	AS	AS	AS	AS	AS	AS	AS	AS	AS	AS	—	AS
Vet CO	DS	—	—	—	—	—	—	DS	DS	—	—	—	DS	DS	—

## Initial Clash of Swords

The angle at which your units attack can make a significant difference in the amount of damage they inflict. Using the Initial Clash of Swords table and the rules that follow, match the attacking and defending units at the appropriate orientation (front, flank, or rear).



Initial Clash of Swords

Defender	Orientation			Attacker												
				EL	CH	PH	MI	BI	LI	SK	HC	RC	BC	LN	LC	Rec CO
PH	Front	6	8	7	5	5	4	1	5	5	5	4	3	5	4	6
	Flank	13	13	12	10	10	9	6	10	10	10	9	8	10	9	11
	Rear	13	13	13	12	12	10	7	11	11	11	11	9	12	10	12
MI	Front	9	10	9	7	8	7	3	7	7	7	6	5	7	6	8
	Flank	13	13	11	10	10	9	5	8	8	8	7	6	10	9	10
	Rear	13	13	12	12	13	10	7	10	10	10	9	7	12	11	12
BI	Front	6	10	9	6	7	7	1	5	5	5	4	3	6	7	7
	Flank	13	13	11	10	10	7	6	10	10	10	9	8	10	9	11
	Rear	13	13	12	12	13	9	7	11	11	11	11	9	12	10	12
LI	Front	11	11	10	8	10	10	5	8	8	8	7	6	8	7	9
	Flank	13	12	10	8	10	10	5	8	8	8	7	6	8	7	9
	Rear	13	13	12	10	12	10	6	10	8	8	8	6	10	9	11

Initial Clash of Swords (continued)

Defender	Orientation			Attacker											Vet CO		
				EL	CH	PH	MI	BI	LI	SK	HC	RC	BC	LN		LC	Rec CO
SK	Front	13	13	13	13	11	12	6	7	11	11	11	10	9	11	10	12
	Flank	13	13	13	13	11	13	7	7	11	11	11	10	9	11	10	12
	Rear	13	13	13	13	11	13	8	7	11	11	11	11	9	11	10	12
HC	Front	11	11	9	7	7	7	6	3	7	7	7	6	5	7	6	8
	Flank	13	12	10	8	9	9	7	4	8	8	8	7	6	8	7	9
	Rear	13	13	11	9	9	11	8	5	9	9	9	8	7	9	8	10
RC	Front	11	11	9	7	7	7	6	3	7	7	7	6	5	7	6	8
	Flank	13	12	10	8	9	9	7	4	8	8	8	7	6	8	7	9
	Rear	13	13	11	9	9	11	8	5	9	9	9	8	7	9	8	10
BC	Front	11	11	9	7	7	7	6	3	7	7	7	6	5	7	6	8
	Flank	13	12	10	8	9	9	7	4	8	8	8	7	6	8	7	9
	Rear	13	13	11	9	9	11	8	5	9	9	9	8	7	9	8	10
LN	Front	11	13	11	9	9	9	8	5	9	9	9	8	7	9	8	10
	Flank	13	13	11	9	9	10	8	5	9	9	9	8	7	9	8	10
	Rear	13	13	12	10	10	11	9	6	10	10	10	9	8	10	9	11

Initial Clash of Swords (continued)

Defender	Orientation	Attacker														
		EL	CH	PH	MI	BI	LI	SK	HC	RC	BC	LN	LC	Rec CO	Con CO	Vet CO
LC	Front	13	13	11	9	10	8	5	9	9	9	8	7	9	8	10
	Flank	13	13	11	10	11	8	5	9	9	9	8	7	10	8	10
	Rear	13	13	12	11	12	9	6	10	10	10	9	8	11	9	11
EL	Front	7	8	4	3	1	1	1	NA	NA	NA	NA	NA	3	1	3
	Flank	7	11	9	7	5	6	3	7	7	7	6	5	7	6	8
	Rear	7	13	12	11	7	9	6	10	10	10	10	8	11	9	11
CH	Front	8	7	5	3	3	2	1	3	3	3	2	1	3	2	4
	Flank	13	13	13	11	11	10	7	3	3	3	9	9	11	10	12
	Rear	13	13	13	13	13	10	7	3	3	3	9	9	13	10	12
Vet CO	Front	7	9	8	6	7	5	2	6	6	6	5	4	6	5	7
	Flank														8	
Rec CO	Rear	13	13	13	12	11	10	7	11	11	11	11	9	12	10	12
	Front	9	10	9	7	8	6	3	7	7	7	6	5	7	6	8
	Flank	13	13	11	10	10	9	5	8	8	8	7	6	10	9	10
	Rear	13	13	12	12	13	11	7	10	10	10	9	7	12	11	12

Defender		Orientation		Attacker										Con CO		Vet CO	
				EL	CH	PH	MI	BI	LI	SK	HC	RC	BC				
CO	Front	11	11		8	10	7	5	8	8	8	7	6	8	7	9	
	Flank	13	12	10	8	10	7	5	8	8	8	7	6	8	7	9	
	Rear	13	13	12	10	12	9	6	10	8	8	8	6	10	9	11	

Con	Front	11	8	10	7	5	8	8	8	7	6	8	7	9
CO	Flank	13	12	10	8	10	7	5	8	8	8	8	7	9
	Rear	13	13	12	10	12	9	6	10	8	8	6	10	11

## Size Ratio Difference

Although size is the least important factor involved in shock combat, attacking a phalanx unit (size 10) with a skirmisher unit (size 1) would not be a wise maneuver, even from the flank or rear.

Use the Size Ratio Difference table and the rules that follow to match the attacker's size to the defender's size. The results adjust the column used on the Shock Combat Results table (CRT) on [page 86](#).

**NOTE:** When shock combat involves either elephants or chariots, size is not taken into consideration—there is no size ratio difference (SRD) .

*Size Ratio Difference*

		Attacker's Size									
		1	2	3	4	5	6	7	8	9	10
Defender's Size	1	0	1R	2R	3R	4R	5R	6R	7R	8R	9R
	2	1L	0	0	1R	1R	2R	2R	3R	3R	4R
	3	2L	1L	0	0	0	1R	1R	1R	2R	2R
	4	3L	1L	1L	0	0	0	0	1R	1R	1R
	5	4L	2L	1L	1L	0	0	0	0	0	1R
	6	5L	2L	1L	1L	1L	0	0	0	0	0
	7	6L	3L	2L	1L	1L	1L	0	0	0	0
	8	7L	3L	2L	1L	1L	1L	1L	0	0	0
	9	8L	4L	2L	1L	1L	1L	1L	1L	0	0
	10	9L	4L	3L	2L	1L	1L	1L	1L	1L	0
	11	10L	5L	3L	2L	2L	1L	1L	1L	1L	1L
	12	11L	5L	3L	2L	2L	1L	1L	1L	1L	1L
	13	12L	6L	4L	3L	2L	2L	1L	1L	1L	1L
	14	13L	6L	4L	3L	2L	2L	1L	1L	1L	1L
	15	14L	7L	4L	3L	2L	2L	2L	1L	1L	1L
	16	15L	7L	5L	3L	3L	2L	2L	1L	1L	1L
	17	16L	8L	5L	4L	3L	2L	2L	2L	1L	1L
	18	17L	8L	5L	4L	3L	2L	2L	2L	1L	1L
	19	18L	9L	6L	4L	3L	3L	2L	2L	2L	1L
	20	19L	9L	6L	4L	3L	3L	2L	2L	2L	1L

#R or #L = Shift shock CRT column # to right or left

## Shock Combat Results

All of the tables' results end with the Shock Combat Results table. The Initial Clash of Swords table gives the base look up column. The Size Ratio Difference table and column adjustments (see below) may move the lookup column to the right or left.

The Die Roll column is a randomly selected number from 0 to 9.

### Shock Combat Results

Die Roll	CRT Columns												
	0	1	2	3	4	5	6	7	8	9	10	11	12
0	6(1)	5(2)	4(2)	3(2)	3(2)	3(2)	3(2)	3(2)	3(2)	3(2)	3(2)	2(2)	2(2)
1	6(1)	4(2)	4(2)	3(2)	3(2)	3(2)	3(2)	3(2)	3(2)	2(2)	2(3)	2(3)	2(3)
2	5(1)	4(2)	4(2)	3(2)	3(2)	3(2)	2(2)	2(2)	2(2)	2(2)	2(3)	2(3)	2(3)
3	5(1)	4(2)	4(2)	3(2)	3(2)	2(2)	2(2)	2(2)	2(2)	2(2)	2(3)	2(3)	2(3)
4	5(2)	4(2)	3(2)	3(2)	3(2)	2(2)	2(2)	2(2)	2(3)	2(3)	2(3)	2(4)	1(3)
5	4(2)	4(2)	3(2)	3(2)	2(2)	2(2)	2(2)	2(3)	2(3)	2(3)	2(3)	2(4)	1(4)
6	4(2)	4(2)	3(2)	2(2)	2(2)	2(2)	2(2)	2(3)	2(3)	2(3)	2(4)	2(4)	1(4)
7	4(2)	4(2)	3(2)	2(2)	2(2)	2(2)	2(3)	2(3)	2(3)	2(3)	2(4)	1(4)	1(4)
8	4(2)	3(2)	2(2)	2(2)	2(2)	2(3)	2(3)	2(3)	2(3)	2(4)	2(4)	1(4)	1(4)
9	3(2)	3(2)	2(2)	2(2)	2(3)	2(4)	2(4)	2(4)	2(4)	2(4)	1(4)	1(4)	1(6)

- #(#) = Attacker cohesion hits (defender cohesion hits)
- If attacker superior (AS), double (2x) defender cohesion hits. If defender superior, triple (3x) attacker cohesion hits.
- If either defender or attacker is a skirmisher, halve the cohesion hits of the non-skirmisher unit (rounding down).

## Column Adjustments

### Terrain Adjustments

Use the best position available to defender(s):

- 1L — all defenders in river, marsh, or woods
- 1L — defending unit is infantry in a rough hex
- 1L — any defender on a higher terrain level than attackers
- 1L — all defenders on a higher terrain level than attackers
- 1L — any units attacking across a river hex
- 2L — all units attacking across a river hex

- 1R — all defenders on a lower terrain than attacker

All terrain adjustments are cumulative.

### ***Depletion Adjustments***

Depletion affects combat as follows:

- 1R — Any defender depleted
- 1L — Any attacker depleted

### ***Fortification Adjustments***

- 3L — attacking from outside the camp, across a ditch and berm
- 2L — attacking from inside the camp, across a ditch and berm





# Battle Scenarios & Victory Conditions

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The *Great Battles of Caesar* depicts nine battles scenarios, seven of which have a variant. Each battle has its own map, which displays the terrain of that battlefield.

For more information about the battles described in this section, refer to the *Great Battles of Caesar* help file.

Turn limits can be checked on or off, and army withdrawal levels can be changed in the Army Rout Levels and Deployment dialog box (see [page 21](#)).

## Redeploying Units

The individual battles in the *Great Battles of Caesar* open with a standard deployment. The troops have been placed to try and duplicate the actual battle as closely as possible. You may wish, however, to change history and the deployment of the troops. Unchecking the “Use default army deployments” check box in the Army Rout Levels and Deployment dialog box (see [“Starting a New Battle” on page 20](#)) allows you to place your units almost anywhere on the Landscape View map.

### To change the army deployment:

1. In the Army Rout Levels and Deployment dialog box, uncheck the “Use default army deployment” check box.
2. Click *OK*. The Landscape View map opens, and you can begin moving units.
3. Select a unit.
4. Position the green, hex highlight where you would like the unit to be deployed and click. The unit appears in the new location.
5. When you have moved all the units you want to, click *Finish* to end redeployment.

The battle begins.



## Vercellae (101 BC)

Consul Gaius Marius, having just returned from a successful campaign in Libya, is ordered north to face the plundering Germanic armies. After victories over the Teutons and the Ambrones, Marius, with six legions, turned east to face Beorix and the Cimbri.

### Standard and Variant Victory Conditions:

The Roman army must beat the Gallic army by the end of game turn 6; otherwise, they lose the battle.

**Roman Army Withdrawal Level:** The Roman army withdraws when units totaling 240 rout points have been eliminated.

**Gallic Army Withdrawal Level:** The Gallic army withdraws when units totaling 165 rout points have been eliminated.

### Heat at Vercellae:

The battle of Vercellae took place in August. The Gauls, being from the far North, were unaccustomed to the heat and its enervating effect. The following adjustments occur to all Gallic non-cavalry units:

- From the beginning of turn three, +1 to TQ checks.
- From the beginning of turn five, +2 to TQ checks.



## Chaeronea (86 BC)

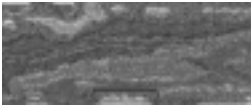
Sulla, after driving Marius from Rome, usurps Marius' Senatorial appointment and lands his army in Greece. In the key battle of the first Mithridatic War, he confronts a much larger army under Archelaus just north of the town of Chaeronea, site of Phillip of Macedon's famous victory.

### Standard and Variant Victory Conditions:

The Roman army must beat the Greek army by the end of game turn 6; otherwise, they lose the battle.

**Roman Army Withdrawal Level:** The Roman army withdraws when units totaling 155 rout points have been eliminated.

**Greek Army Withdrawal Level:** The Carthaginian army withdraws when units totaling 125 rout points have been eliminated.



## **Bibracte (58 BC)**

The breakout of the Helvetii to find new lands, at the expense of the Aechii (a client of Rome) was the excuse Caesar needed to start his military career. As proconsul for Gaul, his response was to gather four veteran legions, raise two new ones and stop the Helvetii at Bibracte.

### **Standard and Variant Victory Conditions:**

The Caesarian army must beat the Gallic army by the end of game turn 6; otherwise, they lose the battle.

**Caesarian Army Withdrawal Level:** The Roman army withdraws when units totaling 240 rout points have been eliminated.

**Gallic Army Withdrawal Level:** The Gallic army withdraws when units totaling 165 rout points have been eliminated.



## **Sabis (57 BC)**

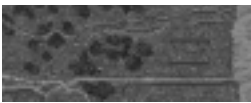
Due to poor scouting, Caesar and his men are caught off guard while setting up camp at the river Sabis. A gruesome battle with the Belgian Nervii tribe sorely tests the unprepared Romans' courage and discipline.

### **Standard Victory Conditions:**

The Caesarian army must beat the Gallic army by the end of game turn 6; otherwise, they lose the battle.

**Caesarian Army Withdrawal Level:** The Roman army withdraws when units totaling 196 rout points have been eliminated.

**Gallic Army Withdrawal Level:** The Gallic army withdraws when units totaling 126 rout points have been eliminated.



## **Dyrrachium (48 BC)**

After Caesar crossed the Adriatic into Greece, he built siege lines around Pompey's army. But in his haste he neglected to protect his seaward flank.

When he became aware of this weakness, Pompey launched more than 40 cohorts in a daring two-pronged frontal and amphibious assault to break the siege.

### **Standard and Variant Victory Conditions:**

There are no turn limits in this battle.

**Caesarian Army Withdrawal Level:** The Roman army withdraws when units totaling 115 rout points have been eliminated.

**Pompeian Army Withdrawal Level:** The Carthaginian army withdraws when units totaling 145 rout points have been eliminated.



## **Pharsalus (48 BC)**

After retreating from his defeats at Dyrrachium and Lesmikia, Caesar regrouped his veteran army and sought battle near the town of Pharsalus. Outnumbered 2-1 in total forces and almost 7-1 in cavalry, Caesar nonetheless advanced to decide the issue with Pompey.

### **Standard Victory Conditions:**

The Caesarian army must beat the Pompeian army by the end of game turn 8; otherwise, they lose the battle

**Caesarian Army Withdrawal Level:** The Roman army withdraws when units totaling 240 rout points have been eliminated.

**Pompeian Army Withdrawal Level:** The Carthaginian army withdraws when units totaling 210 rout points have been eliminated.

### **Delbruck Version Victory Conditions:**

The Caesarian army must beat the Pompeian army by the end of game turn 8; otherwise, they lose the battle

**Caesarian Army Withdrawal Level:** The Roman army withdraws when units totaling 240 rout points have been eliminated.

**Pompeian Army Withdrawal Level:** The Carthaginian army withdraws when units totaling 200 rout points have been eliminated.



## **Ruspina (46 BC)**

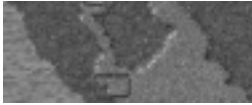
Following Pompey's death, the Senatorial leaders named Q C Scipio to lead their army. He landed in Africa and there raised a ten-legion army augmented by Labienus' Gallic and Germanic cavalry. In a prelude to Thapsus, Labienus' cavalry surrounded and attacked Caesar's primarily infantry army at Ruspina.

### **Standard and Variant Victory Conditions:**

The Caesarian army wins if all unrouted units are retreated off the southern edge of the map before the army loses. The edge directly behind the Caesarian army at the start of the scenario is the southern edge.

**Caesarian Army Withdrawal Level:** The Roman army withdraws when units totaling 65 rout points have been eliminated.

**Pompeian Army Withdrawal Level:** The Pompeian army withdraws when units totaling 105 rout points have been eliminated.



## **Thapsus (46 BC)**

When Caesar moved to capture Scipio's main port of Thapsus, Scipio planned a coordinated two-pronged attack to destroy Caesar's army. flanked

by the sea on one side and salt marshes on the other, Caesar negated Scipio's cavalry advantage and attacked with five legions.

### **Standard and Variant Victory Conditions:**

The Caesarian army must beat the Pompeian army by the end of game turn 6; otherwise, they lose the battle.

**Caesarian Army Withdrawal Level:** The Roman army withdraws when units totaling 170 rout points have been eliminated.

**Pompeian Army Withdrawal Level:** The Pompeian army withdraws when units totaling 120 rout points have been eliminated.



## **Munda (45 BC)**

After Thapsus, the remainder of the Senatorial army fled to Spain, where they regrouped and raised additional legions. Caesar soon followed,

and, in the last battle of the Civil Wars, attacked Gnaeus Pompeius' (Pompey's son) forces in a final, decisive battle.

### **Standard Victory Conditions:**

The Caesarian army must beat the Pompeian army by the end of game turn 12; otherwise, they lose the battle.

**Caesarian Army Withdrawal Level:** The Roman army withdraws when units totaling 230 rout points have been eliminated.

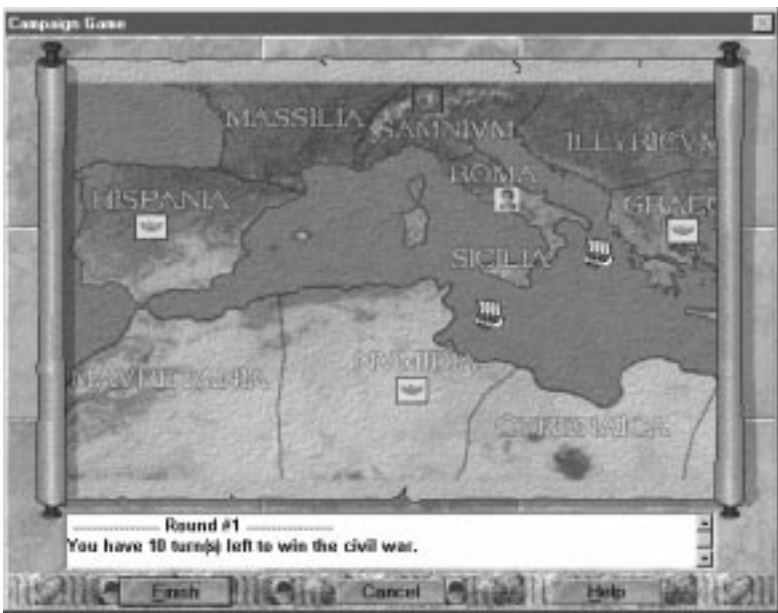
**Pompeian Army Withdrawal Level:** The Pompeian army withdraws when units totaling 190 rout points have been eliminated.



# Campaign Game

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In the campaign, Caesar attempts to win the Civil War and to become the Emperor of the Roman Empire. There is no set order to the battles and no subjugation of provinces, and in this way differs from the campaigns in the *Great Battles of Alexander* and the *Great Battles of Hannibal*.



**Key:**



Caesar and his Army



Caesar's Fleets



Pompey



Senatorial Army

To scroll the map, drag it by holding down the left mouse button and moving the cursor to the left or the right.

To win the campaign game, Caesar must defeat the Senatorial armies before one of them, or Pompey, captures Roma. Your level of achievement is reflected at the conclusion of the campaign by the title bestowed upon you.

**Moving Caesar's Army:** The red *Flag* icon on the campaign map shows where Caesar is stationed with his main army. You can move the flag up to two provinces each turn.

Move Caesar by clicking and dragging the flag to the destination province then dropping it. When the flag moves into a province the border is highlighted in red.

When you have completed your move, click *Finish* to enter a battle, or to proceed to the beginning of the next turn, as applicable.

**When in Roma:** At the end of each turn Caesar remains in Roma (apart from the first), each of his units has its TQ reduced by one. This penalty is cumulative, although no unit's TQ is reduced to less than one.

**Fighting a Senatorial Army:** If, at the end of a turn, both Caesar and a Senatorial army are occupying the same province, a battle ensues. The battle scenario depends upon the Senatorial army involved. Only Ruspina is fixed to a province - Egypt.

The battles in the campaign are:

- Munda (see [page 93](#))
- Pharsalus (see [page 92](#))
- Ruspina (see [page 93](#))
- Thapsus (see [page 92](#))

**Pompey:** When Caesar enters a province which Pompey occupies, but no Senatorial army is present, Pompey flees towards a province containing a Senatorial army. A Senatorial army led by Pompey is more likely to attempt to capture Roma.

**Navies:** The navies, represented by the ship icons, are on Caesar's side. They prevent the Senatorial armies from crossing from Numidia to Sicilia and from Graecia to Roma. However, a Senatorial army may attempt to defeat a navy during a turn, instead of moving. If successful, the appropriate sea may now be crossed.

**Cleopatra:** When Caesar enters Egypt he fights the battle of Ruspina. This is the only battle that is fixed to a province in the campaign. On winning Ruspina, there is a 50 percent chance that Caesar is unable to move out of Egypt - persuaded to stay by the allure of Cleopatra. Each turn Caesar



remains in Egypt, after the first, each of his units have their TQ reduced by one. This penalty is cumulative, although no unit's TQ is reduced to less than one.

**Victory or Defeat:** There are several ways to lose; just one to win.

If, at the end of a turn, a Senatorial army is the sole occupant of the Roma province, Caesar loses.

If, at the end of any turn, except the first, Pompey is the sole occupant of the Roma province, Caesar loses.

If Caesar has not won by the end of turn ten, he loses.

Caesar must defeat all four of the Senatorial armies, before the end of turn ten, to win.



# Credits

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## **Interactive Magic, Inc.**

<i>Executive Producers</i>	Ray Rutledge, Joe Rutledge
<i>Project Manager</i>	Steve Wartofsky
<i>Game Design Consultant</i>	S. Craig Taylor, Jr.
<i>Technical Editor</i>	Sara Ley
<i>Editing Assistant</i>	David Artman
<i>Multimedia Support</i>	Robert Stevenson, Chris Roby
<i>Quality Manager</i>	David Green
<i>QA Coordinator</i>	Brian Davis
<i>Internal Playtesters</i>	Joe Allen, Mike Pearson, Marc Racine, James Cowgill, Jason Sircy, Adam Turner, Carlin Gartrell, Ted Wagoner, Chris Gardner, Anthony Lazaro, JP Berard, Denham Hardman, Chuck Rice, Sean McDaniels
<i>External Playtesters</i>	Jim Pedicord, Phil Natta, Peter Pelka, Adam Digleria, David Holst, Nick Caldwell, Gary Rost, Brant McClure, Lu Pham, Mark Perry, Brian Holland, Louis Portillo, Steve Lieb, Gino Costa, Mark Logsdon, Kent Coleman, Richard Arnesen, Dennis McLaughlin
<i>Product Marketing Manager</i>	Angela Lipscomb

*Package Design*                      Cassell Design Group

*Introduction Narration*        Scott Addison Clay

*Cover Illustration*                Robert Rodriguez

## **Erudite Software, Inc.**

*Design Team*                        Mark Herman, Gene Billingsley, Richard H Berg

*Executive Producer*                Dan Masterson

*Producer*                             Bruce Nielson

*Associate Producer*                Joel Barber

*Lead Programmer*                 Joel Barber

*Supporting Programmer*        Lee Peterson

*Lead Artist*                         Daniel Johnson

*Supporting Artists*                Mike Murrill, Andrew Nielson, Marika Stacey

*Technical Writer*                  Kristen Hawkins

*Music*                                 Mike Meads

*Sounds*                                Daniel Johnson

*Original Board*                      Mark Herman, Richard H. Berg

*Game Design*

*Engine Development*            Ken Meads, Ian Lewis, Chad Peterson,  
Joel Barber, Sean Rohead

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