



Ariovistus

COIN Series, Volume VI

PLAYBOOK

by Andrew Ruhnke and Volko Ruhnke

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Germanic Role and Strategy

Your Nation. You are Ariovistus, king of the Suebi, and can call upon the numbers and warlike spirit of the greatest tribe of Germania. Nearby Gaul is divided and the Romans mere newcomers across the Alps. You must win new lands for Germanic Settlement across the Rhenu while ever holding sway over your homeland.

Relations. Your migrations have chased the Helvetii west to conspire with the Sequani and certain Aedui nobles. Gauls have invited you in to help them against other Gauls, but you intend to stay and rule all of them. Do you now crush the Gallic tribes in your path, or wait for Caesar to take care of that for you?

Eventually, other Celts will rise against Caesar's brutality. Watch for such an Event and cultivate their hatred for the Romans—as you will need such diversions of the Legions to ensure your triumph.

The Belgic Tribes are your fulcrum. Caesar and his Aedui friends will have to deal Boduognatus's Nervii even as you threaten Gaul. So your distant kinsmen of Belgica are natural partners as you press deeper into Celtica. But they are also a threat if too strong and an opportunity if Germanic Settlement becomes too dangerous elsewhere. Remember that there can be only one king of all Gaul!

War. Caesar's Legions will be your most dangerous enemy, and any blows that you can strike against them, particularly in Ambush, will further your cause. Do not overly fear Battle with them—you have all Germania behind you, and new Warbands are ever yours to summon.

Talents. As foreigner in Gaul, you will need greater exertion to find Allies among the tribes who live there. But within Germania and wherever across the Rhenu or the Alps that you have Settled, you will easily Rally the Allies and Warbands that you need.

Ariovistus, your command of the fierce Suebi makes you potent in Battle and Raid. Your warriors' reputation is your strongest asset. Intimidate local tribes wherever you can, as their fear will linger and hinder mobilization against you. Your Raids alone can Intimidate your victims. In Battle, you can attack with the potency of GERMANIC HORSE as long as no Fort or Citadel is in the way. If you have the opportunity, use your Capabilities to deploy a fearsome, sturdy GERMAN PHALANX to confound your enemy's tactics, or to keep your wagons and WAILING WOMEN behind your battle line to hold your warriors fast and encourage them to valor.

Auguries. Your need to hold Control of the Germanic Tribes and the slowness of your columns of colonists will hold your heart close to the Rhenu. But consider a deeper thrust into Gaul if opportune—your enemies will not expect it!

Design Notes

Why Ariovistus?

An earlier version of these notes from Volko appeared on the Inside GMT Games blog in 2016. It looks at why we thought Falling Sky deserved an Ariovistus expansion and how we chose what to include. Quotations from Caesar's Gallic War are translations by Carolyn Hammond, Oxford University Press.

When Andrew and I endeavored to set a *COIN Series* volume in ancient Gaul, we immediately decided on the latter years of Caesar's campaigns there. My own starting point was a suggestion from David Dockter that I try my hand at a design on "Roman-style counterinsurgency", that is to say, counter-revolt. Andrew suggested the portion of Caesar's *Commentaries* that more concerned revolt than conquest. The latter period of mobilizing confederations of tribes—Ambiorix of the Belgic Eburones (in 53BC) and Vercingetorix of the Celtic Arverni (in 52BC)—in separate attempts to throw the Romans out of Gaul seemed an excellent fit to a game Series about insurgency.

"It would be a great advantage to [Caesar] simply to land on the island and observe the kind of people who lived there, and the localities, harbours, and approaches." – Caesar, regarding his first expedition to Britannia, 55BC [4.20]

Moreover, the exploratory rather than emergency nature of Caesar's forays into Britannia in 55BC and again in 54BC—as well as his vulnerably dispersed wintering of several legions in Belgica the following winter (as a solution to a bad harvest) that Ambiorix exploited—indicated an interlude in the Gallic War that seemed to punctuate an early phase of conquest, before a later phase of consolidation by the occupier and fighting to enforce Roman rule. *Falling Sky's* longest scenario, "Pax Gallica?", begins just as Caesar is wrapping up his second Britannic expedition, and so starts with the run-up to the second, serious crisis in Gaul that is the game's topic.

We have no regret. The stories of Ambiorix's uprising and Vercingetorix's "Great Revolt" as well as its denouement well suit the *COIN Series*, we hope you will agree. But we did not want "counterinsurgency" to straight-jacket the range of application of the system that the Series establishes. And it has not, as the focus of the Series' recent eighth volume, *Pendragon*, on raiding and counter-raiding, settlement and acculturation, and the transition from Imperial to Dark-Ages warfare and politics attests.

"The Suebi are by far the greatest and most aggressive of all the German peoples." – Caesar [4.1]

So a look via *Falling Sky* at that earlier phase of the Gallic War seemed apt. Caesar's earlier years in Gaul—the War's first half—offers an equally rich story and cast of characters as its second half covered in the game. Unlike the smaller Germanic incursions and peripheral involvement in the fighting among Romans and Gauls in the base game's period of 54BC on, Caesar's first year in Gaul (58BC) saw a Germanic threat worthy of portrayal by a player Fac-

tion. The great, restless Germanic Suebi tribe under Ariovistus posed a realistic possibility of Germanic dominion within eastern Gaul.

We noted, for example, that designer Daniel Berger's enjoyable Caesar's *Gallic War* (Worthington Games) chooses in covering the entire War to cast its two players not as Roman versus Gaul, but Roman versus German—Caesar versus Ariovistus—with the various Gallic tribes as subject to recruitment by either player and alliance with either side, and only with the advent of Vercingetorix taking on a more forcefully anti-Roman character.

The situation in Gaul from the first year that Caesar's legions stepped beyond Provincia on was different—as far as pertaining to “COIN”—from the later years of Ambiorix and Vercingetorix, but not entirely so. In his communiques to Rome, Caesar soon and then repeatedly asserted his control over the whole of Gaul, both by implicit right and by military, political, or diplomatic reality:

“All the Belgae... were hatching a plot against the Roman people and exchanging hostages... They were afraid that our army would march against them now that all the rest of Gaul had been subdued.” – Caesar, early 57BC [2.1]

“Publius Crassus, whom Caesar had sent with a legion against the Veneti [and other coastal tribes] sent him news that all those states had been brought under the power and dominion of the Roman people. Once this action was over the whole of Gaul was pacified... The peoples living on the other side of the Rhene sent envoys to Caesar: they promised to give him hostages and to obey his commands.” – Caesar, late 57BC [2.34 35]

“But although all Gaul was now subdued, the Morini and Menapii still remained ready for war.” – Caesar, late 56BC [3.28]

Propaganda, yes, but a story that Caesar must have expected his audiences back in Rome to swallow, or he would not have written it. With various tribes' gestures of acquiescence in if not outright submission to his authority coming in from all corners of Gaul, his claim of a state of Roman rule was not a ludicrous one. Tribes that might resist the Romans were for practical purposes in (often isolated) revolt, and Caesar's objective would be to contain and suppress in turn each that stirred.

So Andrew and I had from Caesar's history a perspective that invited application of the same core “COIN” model to the early Gallic War as we had used to portray the period of “revolt” that followed just a few years later. Our expansion game was born.

From there we wanted to see how we might deliver the full saga of the Gallic War, within a single extended scenario that begins with Caesar's entry into the Gallic fray, through the campaigns against Ariovistus and against the Nervii, the effects of their outcome after a 55-54BC interlude on the situation upon Ambiorix's uprising that winter, and finally onward to the rise of Vercingetorix and the final verdict on dominion over Gaul. With the resulting scenario, “The Gallic War”, *Falling Sky* aficionados would be able to compete to reshape of the base game's 54BC scenario for an even more varied story.

Here then was an opportunity for us to bring *Falling Sky* players that story, with low-cost addition to existing components and systems in the base game. To present Caesar and the Gallic players with a threat on the scale of that posed historically by Ariovistus and his Suebi-led Germanic tribes, we needed to add more Germanic Forces

to the game: 15 additional Germanic Warbands to form a suitably impressive horde, 6 Settlements to add migration and colonization as a new and integral feature of play, and—naturally!—a new Leader piece for the great Sueban himself, Ariovistus. To that, we had to add Eligibility and Resource cylinders for the new player Faction—a total of 24 embossed wooden pieces.

“Dumnorix's brother, Diviciacus, was at that time chief magistrate of the Aedui and a very popular ruler.” – Caesar, introducing his readers to Diviciacus, early 58BC [1.3]

To that, Andrew wanted to add a Leader for the Aedui: Diviciacus. Caesar's dear Aeduan friend was particularly influential during this earlier period, if the quantity of Caesar's mentions of him is any guide. So we added a blue Diviciacus piece that provides the joint Aedui-Roman Command ability of the DIVICIACUS Event Capability, with a few twists.

So should we allow for five players or again just four? The question comes naturally, especially for anyone who knows Wary Ferrell's award-winning *Sword of Rome*, and its expansion that added a fifth player role taking on the previously non-player Carthaginians.

Ariovistus adds a Germanic player but relegates the Arverni to a “mini-bot”, similar to the Germans in the base game. We went that way mainly because we did not see a sufficiently consequential single confederation of Celtic tribes during this period that might justify a fifth faction. The Arverni and a variety of other Celtic tribes posed disjointed resistance or support to the various major factions during 58 54BC—much like that by the fractious and only occasionally outward-looking Germanic tribes of the later 50s and familiar to *Falling Sky* players. So a game-run Arverni Faction made sense.

Additional, practical reasons for staying with a 4 player game were that full permutations of 5 player initiative – 120 instead of 24 – are too many for a normal deck to accommodate evenly. And we could not in any case therewith have leveraged existing *Falling Sky* cards (built for four) to keep the expansion's purchase price low. Finally, we would be introducing a major, unproven change to the *COIN Series* Sequence of Play.

The Arverni Faction in the expansion game, then, represents not only that tribe, but others of Celtica, including the Helvetii, whose migration toward the Aedui gave Caesar his pretext for war in the first place. The game system for the most part runs this “Arverni and Other Celts” Faction (I call it the “Celtibot”), occasionally pricked into action by the players, often the Germans who are looking for threats to distract Caesar and Diviciacus.

Unlike the Germans in the base game, with their single activation phase each Winter, the Arverni/Celts activate unpredictably during the campaign—should they be at war. Carnyx symbols added to the new cards trigger a check, and if any Factions are infringing on Arverni/Celtic interests, the Celts will mobilize and fight back.

As the great Mark Herman has noted, one can always find ways to improve upon what has been printed. An expansion to *Falling Sky* also would provide Andrew and me an opportunity to provide Second Edition upgrades to owners of the original printing. And so GMT approved including not just an expansion but also a couple improvements to the base game in the package.

The first is re-engineered Non-player sheets and rules. With big, bloody battles and the need to keep key leaders from death or capture, *Falling Sky* play calls for a certain type of circumspect caution not

needed in the modern guerrilla warfare settings of the *COIN Series*' first few volumes. This need required us to craft the Non-players' strategies as more conservative: they will tend to build up for some time before risking big stabs at the enemy that might invite disaster.

But we found with experience that we can refine the current Non-player's strategy style to one that is more aggressive but typically not reckless. So we have a Second Edition version of the Roman, Arverni, Aedui, and Belgae flowcharts that provide an even more threatening environment for the solo contender for Gaul. Moreover, we wanted to bring the Falling Sky Non-player flowcharts up to the presentational state of the art established by VPJ Arponen. We have thrown all that onto the pile offered here.

A second set of items included in the expansion package and usable in the base game is physically improved Available Forces mats. Why new mats? The base game's mats are printed on the usual GMT card stock. We have heard of no reported problems with wear and tear yet: the existing mats seem perfectly serviceable. Nevertheless, the heavy use that we expect for them makes it worthwhile and prudent to offer a more durable alternative. We had in any case to include a new Germanic mat, to accommodate the additional Germanic Forces provide in the expansion: Germanic Settlements, more Germanic Warbands, Ariovistus himself.

We also added a handful of tweaks to Event cards for the original *Falling Sky* deck. Why? Because we could! These updated cards involve some minor balancing of Event effects—either strengthening or weakening them, as described in the Event Notes herein—based on what we have learned from play of the published game, or clarification of Event text, for a total of five Events. Finally, we threw in an optional version of *Falling Sky*'s DIVICIACUS Event, in case players wanted to use the new Aedui Leader piece in the base game's scenarios.

Finally, players will be able to take on *Ariovistus*'s new "Germani-bot" Non-player for the new full-scale Germanic Tribes Faction, so as to allow solitaire play as Caesar all the way from Bibracte to Alesia.

Andrew and I are quite excited now to get this expansion into your hands. Lock shields and advance!

Volko Ruhnke

Vienna, Virginia, 2016-2017

Event Text and Notes

This section reproduces the full text of each new Ariovistus (A##) or amended Falling Sky (2nd Ed) Event card and notes its Faction Order (2.3.2; Ae=Aedui, Be=Belgae, Ge=Germans, Ro=Romans) and Non Player Instruction symbols (8.2.1; ^c=Carnyx ^l=Laurels, ^s=Swords), and adds historical background notes. Updated Falling Sky Second Edition cards and the optional DIVICIACUS Event are listed with comment on design rationale. References to Caesar's Commentaries on the Gallic War are in the format [book.chapter]. Translations are by Carolyn Hammond, Oxford University Press, 1996.

A5. GALLIA TOGATA Ro Ge Be^L Ae^L f

Strategic rear: Place Gallia Togata marker and 3 Auxilia in Cisalpinga. Only Romans may stack there: non-Romans move their pieces there to their Home Regions or remove them. Recruit there places +1 Auxilia. March ignores Alps (A3.2.2); out costs 0.

Cisalpinus require garrison: Unless Senate in Adulation, Romans remove 1 Legion to track and 2 Auxilia to Available.

Rationale. Unshaded effect updated to account for Cisalpinga as an already playable area; adds Arverni trigger.

11. NUMIDIANS Ro^L Ae^L Be^L Ar^L 2nd Ed

Potent flankers: Romans place 3 Auxilia in a Region within 1 of their Leader and free Battle there with Auxilia, causing double Losses (before rounding).

Africans called away: Remove any 4 Auxilia.

Rationale. Unshaded effect tempered to restrict attack to Auxilia, in order to hinder potentially overwhelming cooperation between Factions.

A17. PUBLIUS LICINIUS CRASSUS Ro^L Be^L Ae^L Ge^L f

Sent to quash rebellion: Romans may free March a group of 1 4 Legions and 1-8 Auxilia to a Region without Caesar and Battle there, double Losses by Auxilia.

Assisting father in Parthia: Remove 4 Auxilia from any 1 Region. Romans Ineligible through next card.

Background. Publius Licinius Crassus, son to the triumvir Marcus Licinius Crassus, served under Caesar in the first few years of the Gallic Wars. In the Vosges, where Caesar and Ariovistus met decisively in battle, Publius Crassus commanded the Roman cavalry and led a decisive charge against the German left wing, turning the tide and putting the Germans to flight [1:52-53]. In 57 BC, Crassus took command of the 7th Legion and subdued the Veneti and other maritime tribes while Caesar finished putting down the Belgic revolt [2:34].

In 56 BC, Caesar dispatched Publius Crassus with 12 cohorts and ample *auxilia* to Aquitania while he dealt with the resurgent maritime tribes in Brittany. The Aquitanian Sotiates tribe ambushed Crassus, but he emerged victorious. He then went on to lay siege to their capital, ultimately forcing their surrender [3:20-3:21]. Crassus then went on to combat the Vocati and Tarusates tribes. Despite the Aquatani being well fortified and numerous, Crassus was able to surround and defeat them [3:23-3:26]. Much of the rest of the Aquatanian tribes soon surrendered hostages to him [3:27].

At the end of the 56 BC campaign and his successes in Gaul, Publius Crassus returned to Rome, where he assisted his father's preparations for an ill-fated campaign in Parthia. Publius Crassus died at the hands of the Parthians in the 53BC Battle of Carrhae, followed shortly by his father.

A18. RHENUS BRIDGE Ro Be Ae Ge f

Punitive expedition: Romans may remove all Germans from 1 Germania Region without Ariovistus and under or adjacent to Roman Control.

Bogged down: If a Legion is within 1 Region of Germania, Romans -6 Resources and Ineligible through next card.

Rationale. Unshaded effect now blocked by the presence of the Ariovistus Leader, to prevent unrealistic use of the Event to instantly wipe out a well-led Germanic horde; adds Arverni trigger.

A19. GAIUS VALERIUS PROCILLUS **Ge^L Ro Ae^S Be^J**

Caesar's translator: Among Regions within 1 of Caesar, replace up to any 3 Allies total with Roman Allies.

Captured: March all Romans in 1 Region to an adjacent one with Germans. Romans Ineligible through next card.

Background. Gaius Valerius Procillus was an ethnic Celt and Roman citizen who served as a translator to Caesar during the Gallic Wars. Caesar viewed him highly for his bravery and loyalty. Following a failed parley with Ariovistus, Caesar refused a second parley, sending Procillus as an envoy instead. However, Ariovistus worried Procillus was a spy and imprisoned him [1:47]. Several days later, Caesar met Ariovistus in battle and Ariovistus met decisive defeat. Procillus was rescued and recounted how three times the Germans had cast lots to see if they should burn him alive, but all three times they had decided that a later occasion to do so would be best [1:53].

A20. MORBIHAN **Ge Ro Ae^L Be^J**

Veneti crushed: If Romans within 1 Region of Veneti, they may remove all Arverni from and free Seize there as if Roman Control and with no rolls for Gallic Rally.

Superior Celtic ships: If Veneti Arverni Ally, Arverni Warbands within 1 Region Ambush Romans in a Region within 1 as if there.

Background. After Publius Crassus in late 57 BC subdued the Veneti, Crassus's garrison ran out of food and attempted to procure some from the maritime tribes. The Veneti refused, rose in rebellion, and imprisoned the ambassadors that the Romans had sent [3:7-3:8]. Caesar in 56 BC ordered the construction of a war fleet, as the Veneti and their allies were able to evade his land forces by taking to the seas [3:9, 3:12].

Eventually, after taking many of their towns, Caesar forced a decisive naval battle in Morbihan Gulf. The Veneti ships were impervious to ramming and their sides were high enough as to render Roman missiles ineffective. Ultimately, the Roman marines, under command of Decimus Brutus, were able to carry the day by boarding, while Caesar and his army watched from shore [3:14-15]. In the aftermath of the battle, the Veneti surrendered to Caesar, who punished them harshly for their treatment of the Roman ambassadors, putting their leadership to death and selling the populace into slavery [3:16].

A21. VOSEGUS **Ge^L Ro Ae Be^L**

Decisive battle: Free Battle in a Region within 1 of Sequani. No Retreat. Then, if desired, free Battle there again (Retreat allowed).

Background. The area of the Vosges mountains was the scene of the decisive 58BC showdown between Caesar and Ariovistus. Following an unsuccessful parley between the two leaders, the Roman and German armies met 5 miles off the Rhene, near Vesontio. The lines closed so quickly that the legionaries had no time to throw pila. While the Romans found success on the left flank, the German phalanx and superior numbers pushed the Romans back on the right. After Publius Crassus led a successful charge there, the battle swung in the Roman's favor and the Germans were put to flight. Few Germans escaped the Roman cavalry in the rout, although Ariovistus did. His army lost, he crossed back over the great river by boat, his fate lost to history [1:52-53].

A22. DREAD **Ge Ro Be^S Ae^L**

Caesar quells fears: Intimidate and Intimidated markers have no effect on Romans.

CAPABILITY

"Terrible panic": Intimidate may Reveal 1 added Warband to remove 1 extra piece.

Background. As Caesar and Ariovistus steered toward collision, Caesar described a "great panic" that seized his army [1:39]. The Germans' string of victories against the Gauls and their savage deeds afterward had earned them a fearsome reputation across Celtica. This repute spread to the Roman soldiers and leadership to the point that tribunes attempted to depart. Caesar eventually quelled the fear with a lengthy speech, wherein he claimed that the 10th Legion alone would be all that he needed to face the Germans [1:40 – 1:41].

A23. PARLEY **Ge^L Ro^L Be Ae**

Ariovistus meets Caesar: If adjacent, move either Caesar and all Legions/Auxilia with him or Ariovistus and all Germanic Warbands with him to the other's Region. If 2 Regions apart, select 1 Region adjacent to both and move both groups there. Romans and Germans Ineligible through next card.

Background. Days before their armies would face one another in battle, Caesar and Ariovistus met to parley. Prior to Caesar's Gallic war, the Roman Senate had declared Ariovistus "King and friend". However, the Romans found his more recent harsh treatment of the Aedui (who were under Rome's protection) to be unacceptable. Caesar demanded that Ariovistus make peace with the Aedui and their allies, return their hostages, and halt all Germanic crossing over the Rhene, if Ariovistus wished to remain a friend to Rome [1:43].

Ariovistus refused, claiming that the Gauls had attacked him first, that it is the right of the conqueror to treat the conquered however they deem, that the Germans crossing the Rhene were for his own protection, and (rather cogently) that Roman friendship with the Aedui was merely a pretense for the Romans to wage war. Boasting of his own prowess and the rewards he would receive if he defeated Caesar, Ariovistus goaded Caesar into attacking him [1:44]. During the parley, Germanic cavalry harassed Roman soldiers, which led Caesar to refuse a second parley [1:46-47]. Needless to say, the peace negotiations failed and battle followed, yielding Caesar a great victory.

A24. SEDUNI UPRISING! **Ge Ro Be^S Ae^L**

Alpine tribes to war: Remove any Allies at Sequani, Helvetii, Nori, and Helvii. Place Arverni Ally at each and 2 Arverni Warbands each in Sequani, Cisalpina, and Provincia. Conduct an Arverni Phase as if At War.

Background. In the winter of 57-56 BC, Caesar sent Servius Galba with the 12th Legion and accompanying auxilia to secure a passage through the Alps that ran through the territory of the Seduni and other alpine tribes [3:1]. Sensing that the Roman legion was outnumbered and could be cut off, and resenting the Roman taking of hostages, the alpine Gauls decided to launch an attack on the Romans' winter quarters [3:2 -3:4]. According to Caesar, the assault lasted roughly six hours, and the incomplete Roman fortifications and the superior number of the Celts led to a near defeat for the legion. However, a last-minute sortie put the Seduni and their allies to flight and secured a narrow Roman victory [3:5-3:6].

A25. ARIOVISTUS'S WIFE Ge Ae^L Ro Be^S

Killed in battle: Remove all non Leader German pieces from Cisalpina. German Resources -6.

King Voccio's sister: Germans remove any Ally at Nori, place their Ally and 6 Warbands there, and gain +6 Resources.

Background. Ariovistus had two wives. One was a woman of the Suebi brought with him from across the Rheneus, while the other was from the Nori tribe of alpine Gauls. Ariovistus had recently married the latter to seal an alliance with their King, Voccio, as she was Voccio's sister. Both wives died in the rout following the battle of the Vosges, Caesar's decisive defeat of Ariovistus [1:53].

A26. DIVICO Ge^L Ae^L Ro Be

Peace accord: Remove any Arverni Ally at Helvetii Tribe and all Arverni Warbands from Sequani and Aedui Regions.

Rejects Caesar's peace terms: Place up to 12 Arverni Warbands total among Aedui and Sequani Regions.

Background. Divico was a king of the Helvetian tribe of the Tigurini. In 107 BC, during the Cimbrian war, Divico led an army of the Tigurini in the battle of Burdigala, winning a victory against the Romans and killing the consul Lucius Cassius, and a great grandfather in law of Caesar, Lucius Piso [1:12]. After Caesar caught the Tigurini off guard attempting to cross the Saone river, Divico met with Caesar to offer peace terms. If the Romans made peace with the Helvetii, the Helvetii would agree to go to wherever Caesar wished and would remain there. But, warned Divico, if Caesar refused, the Helvetii would hand him a repeat of Burdigala [1:13]. Caesar in turn replied that he could not accept those terms alone, due to the Helvetii's past and present disagreements with the Roman people and her allies, but would accept peace if hostages were provided in addition. Divico replied that the Helvetii receive hostages instead of giving them, and that the Romans would soon learn this. He then left the peace talks [1:14]. Soon after, Caesar defeated Divico and the Helvetii in the battle of Bibracte.

A27. SOTIATES UPRISING! Ge Ae^S Ro^S Be

Aquitanian tribes to war: Remove any Allies at Pictones, Santones, Volcae, and Cadurci. Place Arverni Ally at each and 3 Arverni Warbands each in Pictones and Arverni Regions. Conduct an Arverni Phase as if At War.

Background. As Caesar was combatting the Veneti and other maritime tribes in 56 BC, he sent Publius Crassus with a command of 12 cohorts to subdue the Aquitanian tribes. Crassus first met the Sotiates tribe in combat when they ambushed his forces on the march through a valley, but was able to repel them [3:20]. Then, after besieging the Sotiates capital and forcing their surrender, Crassus pressed deeper into Aquitania, into the lands of the Vocati and Tarusates tribes, who in response sent envoys throughout Aquitania and into Iberia to gather a force to resist the Romans [3:21-3:23].

Crassus met the Aquitanian coalition in battle at their camp. Initially, the Romans struggled against the Celts' superior numbers and the fortifications of the Aquitanian encampment. But then the Roman cavalry rode around to the back of the enemy's camp and, upon discovering it only lightly defended, broke in behind the bulk of the Celtic forces and put them to flight [3:24-3:26]. Following this battle, Crassus to Caesar's delight received the surrender and hostages of many of the Aquitanian tribes [3:27].

A28. ADMAGETOBRIGA Ge^L Ae^L Be^L Ro

Combined resistance: Free Battle in and adjacent to Sequani, treating Arverni and—with their agreement—any other Factions' Warbands and Auxilia as your own. No Retreat.

Background. The Aedui and Arverni, the two largest factions in the whole of Gaul, were bitter rivals long before Caesar arrived in Gaul. It was their conflict that led to Ariovistus' incursion into Gaul, as in order to get an upper hand on their enemy, the Arverni (and their allies the Sequani) invited Ariovistus's Suebi into the country to aid them in battle. Just before Caesar arrived in Gaul, these forces met in the battle of Admagetobriga, where the combined forces of Ariovistus, the Arverni, and the Sequani inflicted a disastrous defeat upon the Aedui, who not only lost their position as the preeminent tribe in Gaul but were forced to submit as a vassal of the Sequani and surrender much of their aristocracy as hostages.

However, this state of affairs did not last long. The Aedui dispatched Diviciacus to Rome to plead to the Senate for help against the Sequani and Germani. Although the plea failed initially, help ultimately came in the form of Caesar. Meanwhile, Ariovistus turned on the Germans' Sequani allies, refusing to turn back across the Rheneus and instead occupying their lands and governing them cruelly [1:31].

A29. HARUDES Ge Ae Be^S Ro^L

Reaction: A Gaul or Roman places up to 2 Allies and either 5 Warbands or 3 Auxilia among any Regions with Settlements.

New arrivals in Gaul: Place 4 German Warbands & 1 Settlement among Regions adjacent to Germania. They free Raid.

Background. The Harudes were a tribe of Germanic people that followed Ariovistus across the Rheneus into Gaul [1:31]. They settled in the lands of the Sequani, which caused the Aedui to petition Caesar for action, as they were ravaging the lands, and the Aedui could not placate them even by surrendering hostages [1:37]. The Harudes were among the Germanic forces at the battle of the Vosges between Caesar and Ariovistus [1:51]. Following the Germans' defeat there, many Harudes were slain in the rout, and those who survived fled back across the Rheneus.

A30. ORGETORIX Ge^L Ae^L Be Ro

Arrested: Remove all Arverni from 1 Region within 1 of Sequani.

Pact to seize Gaul: In Aedui and Sequani Regions, remove any Allies and Citadel and place any 9 Arverni pieces total there (despite Aedui-only stacking).

Background. Orgetorix was a Helvetian aristocrat, the richest of his tribe at the time. He was a catalyst and organizer of the Helvetii migration out of the Alps, having convinced his people that they were too hemmed in by the surrounding terrain (the Rheneus river and Jura mountains) to move or wage war freely [2:2-3].

Orgetorix then laid a plot with Dumnorix of the Aedui (Diviciacus's brother) and Casticus of the Sequani that they would all share control of their respective tribes to form a triumvirate to rule the bulk of Gaul [2:3]. However, when this plot was found out, a day was set to try Orgetorix, where if found guilty, he would burn alive. On the day of his trial, he rallied his supporters and escaped. Forces gathered to track him down and apprehend him, however it was discovered that he died shortly after escaping. The cause of death was unknown, though suicide was suspected [1:4]. Despite his death, the plans he put in motion for Helvetii migration continued,

ultimately leading to the Helvetic clash with Caesar and Caesar's affairs in Gaul thereafter [11:5].

30. VERCINGETORIX'S ELITE **Ar^C Ae^C Be^L Ro^{2nd} Ed**

Harsh punishments unpopular: Arverni Rally places Warbands up to Allies+Citadels (not Leader+1).

CAPABILITY

Roman-style discipline: In any Battles with their Leader, Arverni pick 4 Arverni Warbands—they take & inflict Losses as if Legions.

Rationale. Shaded effect augmented to make this Arverni Capability more comparable in impact to that of **MASSED GALLIC ARCHERS**.

A31. GERMAN PHALANX **Ge Be^S Ro Ae**

Inflexible: Event effects benefitting Germans in Battle are cancelled, and Ariovistus does not double Losses.

CAPABILITY

Stalwart: Event effects harming Germans in Battle are cancelled, and named enemy Leaders do not double Losses to Germans.

Background. Caesar's description of the decisive battle of the Vosges between the Romans and Ariovistus's Germans included mention of the Germans forming into a phalanx after a fast charge—a customary Germanic battle tactic of the time. It is unclear to what extent this formation worked in the Germans' favor. On the one hand, it initially seemed to allow them to leverage their numerical advantage against the Romans and push the legions back. However, the Roman legionaries were able to wound the German warriors from above; once the formation broke, a mass rout ensued, in which the Germans suffered extremely heavy casualties [1:52-53].

A32. VENETI UPRISING! **Ge Be Ro^S Ae^S**

Maritime tribes to war: Remove any Allies at Veneti, Namnetes, Morini, and Menapii. Place Arverni Ally at each, 4 Arverni Warbands in Veneti, and 2 in Morini. Conduct an Arverni Phase as if At War.

Background. Towards the end of the 57BC campaign, while Caesar was battling the Belgae, Publius Crassus and the 7th Legion subdued the Veneti and other maritime tribes [2:34]. However, this state of affairs did not last long. During the winter following the campaign (with Caesar away in Illyricum) Crassus and his garrison, low on supplies, sent ambassadors to procure food from the local tribes. The Veneti refused, imprisoning the Roman ambassadors and demanding the hostages whom they had given the Romans previously to be returned in an exchange [3:7-8].

Caesar upon his return to Gaul ordered the construction of a war fleet in response to the Veneti affront and made for Brittany. Caesar's presence incited the maritime tribes to rise up behind the Veneti, fortify their towns, and consolidate their fleets [3:9]. The maritime tribes initially proved difficult for Caesar to combat, as they were able to withdraw into seaside fastnesses and rely on their command of the seas. Once the Roman fleet was ready and a string of storms had passed, however, the Romans were able to provoke the Celts into a naval engagement in the gulf of Morbihan. There, the Venet-led Gallic fleet met a decisive defeat [3:12-3:15]. As punishment for their imprisonment of Roman ambassadors, Caesar slew most of the Veneti leadership and dispersed their populace, selling most into slavery [3:16].

A33. WAILING WOMEN **Ge Be^S Ro Ae**

Trapped by wagons: Germans never Retreat and, unless Ariovistus on map, remove their outnumbered Warbands after they Counterattack.

CAPABILITY

Motivation: Defending Germans suffer ½ Losses whether or not Retreating and inflict +1 Counterattack Loss.

Background. Caesar described the following tactic used by the Germans during his and Ariovistus's decisive engagement in the Vosges. The Germans surrounded their battle lines with carts and wagons, in order to impede their own retreat and thereby to force their warriors to stand and fight. Further, they placed their women and children—who wept and begged their warriors not to lose the battle—among these carts, to afford the Germanic warriors no other option besides victory [1:51]. It is unclear what effect this had on Ariovistus's forces. The Romans nevertheless won the battle decisively, after which many German women probably were slain in the rout.

A34. DIVINATION **Ge Be Ae^S Ro^S**

Heaven's will unfavorable: A non-German player may use German pieces to free March or Battle in (or from) up to 3 Regions.

Heaven's will favorable: Germans or Belgae may execute a free Command and stay Eligible.

Background. Caesar saw the Germans, like the Gauls, as a highly spiritual people. It seemed to be relatively common practice for them to leave large leadership decisions, such as military tactics or trial decisions, to the augurs (who in the German's case tended to be the older women of the tribe). In the days leading up to the battle of the Vosges, Ariovistus had surrounded Caesar's army, but held off the attack for several days as the Germans believed he should not attack until the next new moon [1:50]. Similarly, when they captured Caesar's translator Gaius Valerius Proculus, they drew lots three times to determine if he should be burned alive, and all three times the results determined they should wait [1:53].

A35. NASUA & CIMBERIUS **Ge Be^S Ae Ro^L**

Treveri counter-mobilize: Place 1 Gallic or Roman Ally at Treveri (replacing anything there) and up to 8 Warbands or 4 Auxilia there.

Brothers mobilize Suebi: Place up to 8 Germanic Warbands and 1 Settlement total among Regions within 1 of Germania.

Background. Nasua and Cimberius were brothers and commanders of the Suebi. Just as Caesar and Ariovistus were meeting to parley, a hundred communities of the Suebi under the command of Nasua and Cimberius were crossing the Rhene into the lands of the Treveri. This led the Treveri to send envoys to Caesar to request action on their behalf. Caesar responded by hastening his progress toward confronting Ariovistus, lest the brothers' command join up with Ariovistus' own [1:37].

A36. USIPETES & TENCTERI **Ge Be^S Ae Ro**

Slaughter on the Rhene: Remove 2 Settlements and 8 German Warbands total from Morini, Nervii, and Treveri Regions.

Cross Rhene: Germans place 2 Settlements and 4 Warbands, and remove any 2 Allies among Regions within 1 of Sugambri.

Background. The Usipetes and Tencteri were two Germanic tribes that crossed the Rhene into Belgica in the winter of 55 BC, fleeing aggression from the Suebi [4:1]. At first, the Menapii prevented their migration. But after a successful nighttime cavalry attack, the

Usipetes and Tencteri were able to steal Menapii provisions and winter in their lands [4:4]. Despite an offer of tribute to cross back over the Rhenus, the two tribes pushed deeper into Belgica.

Caesar, worried about the instability caused by the Germanic migrants in Belgica and their proximity to Roman garrisons, mustered a force of cavalry to deal with the threat [4:5-6]. The Usipetes and Tencteri—in their view, forced against their will to cross out of Germania—offered Caesar friendship, but Caesar declined as long as they stayed in Gaul [4:7-8]. In response, the Germans launched an attack on the Roman cavalry force, routing them despite smaller numbers [4:12]. Caesar then arrested the Usipetes and Tencteri leaders and elders, and led a full attack against the rest, forcing the tribes to flee back into Germania, and killing many of them in the rout [4:13-14].

A37. ALL GAUL GATHERS **Ae^L Ro^S Ge Be^J**

Tribes unite: If Aedui or Roman, place any Allies in 1 Celtica Region within 1 of German Control, then move your Leader and Warbands or Auxilia there as desired.

Tribes cowed: Remove up to 3 Aedui and/or Roman Allies (not Citadels) from Celtica Regions within 1 of German Control.

Background. If one theme emerges from Caesar's *Commentaries* on the Gallic Wars, it is that Gaul is a fractious place. Left to their own devices, it seems the tribes of Gaul were perpetually in conflict with one another, with raids and battles commonplace. However, they also were capable of uniting, most famously in Vercingetorix's great revolt against Caesar in 52 BC. A similar phenomenon occurred in 58 BC. While the threat and cruel rule of Germanic occupation cowed some local tribes into silence, many other tribes—even those previously warring upon one another—banded together against the Germanic threat and in unison sought Caesar's help [1:30-32].

A38. VERGOBRET **Ae Ro^L Ge Be^J**

"Dispenser of judgment": Suborn can pay to place/remove 1 more piece per Region (may be Ally) and places Auxilia at 0 cost.

CAPABILITY

Dumnorix subverts magistracy: Suborn only at Diviciacus. If no Diviciacus, Suborn and Trade only within 1 Region of Bibracte.

Background. "*Vergobret*" is an ancient Gallic word meaning "dispenser of judgement". It was the title of the highest magistrate of the Aedui, appointed annually by the druids. Though the position's power was not total, the *Vergobret* could decide the life or death of Aeduan citizens and held command of Aedui armies [1:16].

At the time of Ariovistus's incursion into Gaul, the *Vergobret* was an Aeduan noble named Liscus who was a friend to Diviciacus and to Caesar. Although Diviciacus had great influence over the *Vergobret*, and Liscus strove through his office to support the Roman Army, Diviciacus's rebellious brother Dumnorix proved successful at subversion of *Vergobret* authority. Dumnorix had become wealthy from river tolls and had the support of common people and merchants alike, and he used this influence to disrupt the flow of Aeduan grain to Caesar's armies, despite Liscus and Diviciacus's best efforts [1:17-18].

O38. DIVICIACUS **Ae Ro Ar Be**

Caesar's druid: Place Diviciacus piece in any Region. Ariovistus Diviciacus Leader rules apply.

CAPABILITY

Pro-Roman sidelined: Romans and Aedui may not transfer Resources to one another.

Rationale. Unshaded effect updated to account for the optional addition to *Falling Sky* scenarios of the expansion Diviciacus Leader rules and piece.

39. RIVER COMMERCE **Ae Ro^S Ar Be^S 2nd Ed**

Goods arteries: Aedui Trade yields Resources regardless of Supply Lines.

CAPABILITY

War interferes: Trade is maximum 1 Region.

Rationale. Unshaded effect augmented to make this Event more comparable in attractiveness to other Aedui Capabilities.

A40. ALPINE TRIBES **Ae Ro Be^L Ge^J**

Join Gallic campaign: Place up to any 3 Warbands, 2 Auxilia, or 1 Ally in each of 3 Regions within 1 of Cisalpina.

Threaten communications: -5 Roman Resources for each of up to 3 Regions within 1 of Cisalpina that are not under Roman Control. Stay Eligible.

Rationale. Updated for *Ariovistus* scenario use of Cisalpina; unshaded effect tempered to provide no Resources, in order to balance increased possibility of receiving Allies and higher general importance of this corner of the map; adds Arverni trigger.

A43. DUMNORIX **Ae Ge Ro Be^J**

Discovered: Replace 2 Arverni Allies and 2 Arverni Warbands within 1 Region of Bibracte with Roman or Aedui counterparts (Warbands with Auxilia).

Diviciacus's rebel brother: Remove Bituriges, Bibracte, and Helvetii Citadels/Allies. Arverni place Ally (despite Aedui-only stacking) and 2 Warbands at each.

Background. Caesar famously describes Gaul as being fundamentally split by factions, "not only in every state and every village and district but practically in each individual household" [6:11]. There is perhaps no better example of this than the Aedui, whose nobility and populace was part pro-Roman and part anti-Roman from the first year of the Gallic Wars to the last.

Diviciacus and his brother Dumnorix personified this factional struggle. While Diviciacus was one of Caesar's closest allies and aides during the Gallic Wars, Dumnorix was a constant anti-Roman agitator and thorn in Caesar's side. Dumnorix was wealthy from river tolls; intensely popular with the Aedui people due to his generosity and propensity for charity; influential among the Helvetii, Sequani, and Bituriges through marriage and diplomacy; and ambitious and stridently anti-Roman [1:18]. As Caesar needed to be in the good graces of the Aedui and Dumnorix's brother Diviciacus, there was little Caesar could do against him besides put him under guard [1:20].

While Diviciacus entreated the Romans for military support against the Aedui's enemies, Dumnorix made a pact with Casticus of the Sequani and Ogretorix of the Helvetii to help them seize Gaul [1:3]. While some Aeduans asked Caesar to intervene against the Helvetii who were ravaging Aedui lands, Dumnorix worked to cement an alliance between the Helvetii and Sequani, to grant the Helvetii free movement into Aedui and Roman territory [1:9-11]. Just as Diviciacus and the Aedui magistrates were attempting to ensure Caesar's troops were fed, Dumnorix was rousing the people in an anti-Roman fervor to stop the collection and distribution of Aeduan corn to the

Romans [1:16-18]. While Diviciacus was overseeing Aedui contributions to the Roman forces, Dumnorix was intentionally causing routs and desertions among the forces entrusted to him [1:18].

44. DUMNORIX LOYALISTS **Ae^L Ar^L Ro Be** 2nd Ed

Betrayed by Caesar's informants: Replace any 4 Warbands with Auxilia or Aedui Warbands. They free Scout (as if Auxilia).

"Dumnorix's madness" lingers: Replace any 3 Auxilia or Aedui Warbands total with any Warbands. Execute a free Command in Regions placed.

Rationale. Shaded effect augmented to make it more comparable in attractiveness to Command and Special Ability alternatives.

A45. SAVAGE DICTATES **Ae Ge Ro Be^L** †

Tribes seek protection after atrocities against Sequani: Place up to 3 non-German Allies in Celtica within 1 Region of Intimidated markers.

"Arrogant and cruel commands": Germans may free Intimidate now, anywhere regardless of Ariovistus or Control.

Background. The Arverni and Sequani originally had invited Ariovistus and his Germanic host into Gaul as allies in a war against the Aedui. The Germans played a crucial part in the decisive battle of Admagetobriga, handing the Aedui a disastrous defeat just before Caesar entered Gaul. However, as Caesar put it, "a worse fate had befallen the victorious Sequani." The Germans did not leave Gaul after completing their contract with the Sequani; instead, they kept coming in greater numbers, settling in Sequani lands and governing them rather cruelly. Diviciacus recounted to Caesar that Ariovistus demanded the children of all leading citizens to take as hostages, and then had them tortured as a warning if anything was done against his will [1:31].

We do not know the extent to which this worked to his favor. While it certainly seemed to cow the Sequani themselves (who Caesar writes would not respond to him out fear for Suebi retribution), it drove many other tribes into the arms of Caesar and resistance against Ariovistus [1:32].

A51. SIEGE OF BIBRAX **Ae Be Ro Ge^S** †

Caesar and Diviciacus aid Remi: If Remi Roman or Aedui Ally or Subdued, place 4 Auxilia or Aedui Warbands and a Fort and remove up to 6 Belgic Warbands there.

Walls undermined: Remove up to 5 non-Legion, non-Leader Roman and/or Aedui pieces from Atrebatas Region.

Background. Caesar had few friends in Belgica. By 57 BC, almost all predominant tribes had pledged forces to the Belgic coalition; only the Remi were openly friendly with the Romans [2:3-4].

It was sensible then that the first major conflict in the Belgic revolt of 57 BC occurred in the lands of the Remi. Caesar was encamped on the river Aisne, and the Belgic army led by King Galba of the Suessiones, rather than confronting him directly, led a quick assault against the Remi town of Bibrax [2:5-6]. The Belgae threw missiles at the town's defenders until the walls were clear, then formed a testudo and advanced to the walls and undermined them. Due to the overwhelming numbers of the attackers and the speed of the assault, the town almost fell [2:6].

However Roman reinforcements in the form of Cretan archers, Balearic slingers, and Numidian cavalry helped turn the tide, leading the Belgic army to abandon the siege, deciding instead to loot and

burn the countryside before turning to meet Caesar's army head on in the field [2:7]. Eventually, Galba's army met defeat in the battle of Axona, and Caesar moved on to face the rest of the Belgae, now arrayed against him and led by the Nervii.

A53. FRUMENTUM **Ae^L Be Ge Ro^L** †

Aeduan corn: Aedui specify an amount of their Resources. Romans then spend them as desired on Recruit + March + 1 Special Ability (any order, no effect on Eligibility).

Promises not kept: Aedui and Roman Resources -4 each. Both Ineligible through next card. Executing Faction stays Eligible.

Background. Of all the ways the Aedui aided their Roman allies—information, forces, lodging—perhaps the most important was a constant supply of Aeduan corn, which kept Caesar's legions well fed in hostile territory. However, even at the peak of their alliance, the Aedui did not always keep their promises when it came to corn distribution.

Caesar describes one such incident during his conflict with the Helvetii. While many of the Aedui aristocracy favored Rome, there were also many who did not appreciate the burden of Caesar and his army's constant presence. Despite Diviciacus and the Aedui chief magistrate Liscus's attempts to keep Caesar placated, Diviciacus's rebellious and stridently anti-Roman brother Dumnorix subverted corn delivery at every level [1:16-18]. Ultimately, Dumnorix was put under watch. However, his activities marked a particularly tense moment in Aedui-Roman relations, and foreshadowed the Aeduans' later betrayal of Caesar.

54. JOINED RANKS **Ae^S Be^S Ar^S Ro^S** 2nd Ed

Relief force: Executing Faction may free March a group of up to 8 pieces to a Region that already has at least 2 other Factions. The executing Faction, then a 2nd player Faction, may each free Battle there against a 3rd Faction. In the 1st Faction's Battle, no Retreat allowed.

Rationale. Text clarified to deny the "no Retreat" effect to the 2nd Faction even if the 1st Faction declines to attack, in order to hinder a potentially unrealistic cooperation between Factions.

A56. GALBA **Be Ro Ge^S Ae^L** †

Surrenders hostages to Caesar: Remove all Belgae except Leader from Atrebatas Region. Belgae Resources -4.

King of the Belgae: Place 4 Belgic Warbands and 2 Belgic Allies (that may replace other Allies) in Belgica. Belgae Resources +4.

Background. Galba was the king of the Suessiones tribe during the Gallic Wars, and was elected to lead Belgic resistance to Caesar in 57 BC [2:4]. Galba initially led the Belgae in a siege of the Roman-allied Remi town of Bibrax. His sieges proved unsuccessful in the face of the Roman Army's variety of light *auxilia* that Caesar supplied to aid his Remi allies [2:6-7]. After ravaging Remi lands, Galba turned his army to face Caesar's, meeting in the battle of Axona after numerous cavalry skirmishes. Caesar won a decisive victory, leading the Suessiones to retreat to their town of Noviodunum [2:8-12]. There, Roman siege works brought Galba's quick surrender and delivery of the town's weaponry and several hostages to Caesar—two of Galba's own sons among them. Caesar then left to subdue the Bellovaci and finally the Nervii [2:12-13].

A57. SABIS Be^L Ro Ge^L Ae^f

Decisive battle: Free Battle in a Belgica Region. No Retreat. Then, if desired, free Battle there again (Retreat allowed).

Background. The battle of the River Sabis in 57 BC was the climactic battle fought between Caesar and what remained of the Belgic confederation against him, led by Boduognatus, supreme commander of the Nervii. Having dealt with King Galba and the Suessiones, as well as the Bellovaci, Caesar entered the territory of the Nervii and encamped on the hilly banks of the river Sabis [2:18]. As his men were building their camp, Caesar sent his cavalry and skirmishers forward across the river to harass the Nervii and their allies, the Atrebatas and Viromandui, encamped beyond the opposite bank.

Using the woods as cover, however, the Belgae had formed into battle order and launched a full-scale ambush of their would-be harriers, scattering the Roman cavalry and then charging across the river to engage Caesar's main force, still working on the camp's defenses [2:19]. The speed of the attack and the ferocity of the Nervii warriors was almost enough to overcome the Romans, as Caesar moved among the front lines encouraging his wavering troops to endure [2:25].

Soon, reinforcements arrived at the camp—the 13th and 14th Legions—which together with the prowess of the 10th Legion managed to turn the tide of the battle. The Atrebatas and Viromandui eventually routed, but the Nervii seemed to stand and fight to the last, a feat greatly impressing Caesar [2:27]. Caesar reported that the battle “almost wiped out” the name and fighting strength of the Nervii (a questionable claim, as they were back fighting the Romans in 53 BC and then again in 52) and all but concluded the 57BC Belgic uprising [2:28].

A58. ADUATUCI Be Ro Ae Ge^f

Treachery punished: Romans may free Battle anywhere in Belgica, then free Seize in Belgica as if Roman Control, with no Harassment or enemy Rally.

False peace: In 1 Belgica Region, replace 1 Roman Ally and 3 Auxilia with yours (Warbands for Auxilia), free Ambush Romans.

Background. The Aduatuci were a Belgic tribe of German origin. They were among the tribes that went to war against Caesar in the uprising of 57 BC, first contributing forces to King Galba's army [2:4]. They also planned to assist the Nervii against Caesar on the river Sabis; however, they arrived late [2:16]. When news reached them of Boduognatus's defeat, they turned about, abandoning all but one of their towns (which was the most defensible), concentrating all their supplies, weapons, and people there [2:29]. Having defeated all the other Belgic tribes that rose against him, Caesar had only the Aduatuci left and soon commenced a siege.

Caesar described how, at first, the Aduatuci mocked the Romans' short stature as they constructed their siege towers. But once the towers were complete and began to make progress towards the walls, the Aduatuci pleaded for peace [2:30-31]. Caesar obliged, requiring that they turn over all their weapons in exchange for the protection of the Roman people, to which the Aduatuci agreed. However, once night fell, the Aduatuci launched a surprise assault against the Romans, having in secret kept a third of their weapons. They fought bravely, but the Romans defeated their attempted ambush. The next day, the Romans broke through the walls and, as punishment for the Aduatuci's treachery, sold most of the tribe into slavery [2:32]. Thus ended the first Belgic revolt and the 57BC campaign.

A60. ICCIUS & ANDECOMBORIUS Be Ro Ae^L Ge^S f

Remi refuse to rebel: Place Roman Ally at Remi (replacing any Ally there) and up to 4 Auxilia there. For each piece not placed, Roman Resources +2.

Remi submit: In Atrebatas, replace up to 5 Roman pieces with Belgae—Allies with Allies and/or Auxilia with Warbands.

Background. Iccius and Andecomborius were leading citizens of the Remi tribe of Belgic Gauls. When Caesar arrived in Belgica in 57 BC, clearly intent on a clash with the Belgic tribes, Iccius and Andecomborius met with and told him that the Remi alone would fight with Rome. They promised Caesar grain, lodging, and information about the fighting strength of the other Belgic tribes [2:3-4].

This outreach no doubt earned the ire of the Belgic coalition, which chose as its first war target the Remi town of Bibrax. Iccius commanded the defense of the town. At first, the Belgae almost overwhelmed the Remi defenders with their speedy attack and overwhelming numbers. But Iccius after nightfall was able to send a messenger out of the town, who made it to Caesar in time for him to send his Mediterranean *auxilia* to reinforce Iccius [2:6-7]. The combined defense enabled Iccius to repel the enemy Belgic army back out into the fields, where Caesar met them with the full force of his army and defeated them in the battle of Axona.

A63. WINTER CAMPAIGN Be Ge Ro Ae^L f

Corn storage: Romans pay costs of Quarters only in Devastated Regions.

CAPABILITY

Cold war: Unless Roman, take this card—after each Harvest, you may do any 2 Commands and/or Special Abilities (paying costs).

Rationale. Updated to allow German use of shaded effect; adds Arverni trigger.

A64. ABATIS Be Ge Ae Ro^S f

Felled trees: Place your Faction's Abatis marker in a Region where you have a Warband. When you defend, Abatis acts as a Fort for you and negates all Losses caused by Auxilia. Roman March treats Abatis as Devastation.

Background. It was common practice for the Gauls to use the natural terrain to their defensive advantage. This was most predominately done in Celtica in the form of oppida, or fortified settlements placed on top of large hills. Oppida were less common in wilder Belgica however, where the Gauls often resorted to other ways of impeding the Roman advances, such as retreating into thick marshland where Caesar's heavy legions could not pursue.

Another common practice was the use of abatis, or felled trees as field fortifications or to impede enemy marches along forest paths. Caesar described one such use of this tactic against him by the Nervii, who due to their weakness in horse often suffered raids by neighboring tribe's cavalry and so adopted the use of abatis as a common practice. When Caesar clashed with the Nervii in 57 BC, his armies were heavily impeded by Nervii abatis on the way to the river Sabis [2:17]. The slow Roman approach allowed Boduognatus more time to gather warriors and probably to prepare his Ambush that made the battle of the Sabis as close a shave for Caesar as it was.

A65. KINSHIP Be^L Ge^L Ae^R Ro[†]

Family feud: In any Regions, either Belgae without Leader Battle Germans or Germans without Leader Battle Belgae.

Intermarried: Replace 4 Warbands and 2 Allies of either the Belgae or Germans with those of the other.

Background. Belgic and Germanic societies during Caesar's time were so interwoven that uncertainty remains to what degree the Belgic Gauls were culturally more Celtic or more Germanic. Unsurprisingly then, Caesar's Commentaries are replete with instances of Belgae and Germans calling for one another assistance—even while conflict between the two ethnicities appeared as common.

A66. WINTER UPRISING! Be^L Ge^L Ae^S Ro^S †

Girding for war: Take this card. Place Uprising marker in a Region. After any Quarters Phase, remove Uprising—if from Belgica, Belgae place 2 Allies and 4 Warbands and execute free Command + Special Ability within 1 Region of marker; if Germania, Germans do so; if neither, place 4 Arverni Allies and 8 Arverni Warbands within 1 Region of marker and conduct Arverni Phase as if At War.

Background. Repeatedly during the Gallic Wars, the Romans' various opponents launched their campaigns against the occupier during winter months. During winter, the legions camped, and presumably Roman forces were therefore less able to scout and keep tabs on surrounding tribes. Moreover, legionary demands on local food supplies from subdued tribes crescendoed during hard winters, leading to unrest among local chiefs. Finally, Caesar during winter repaired to Cisalpina to conduct his gubernatorial duties there, possibly helping to invite moves against the Roman occupation of all Gaul beyond the Alps.

A67. ARDUENNA Be^L Ae^R Ro^L Ge^L †

Gaul's great forest: A Faction other than Arverni may free March into either or both the Nervii or Treveri Regions, then execute a free Command except March in one or both, then flip all friendly pieces there to Hidden.

Rationale. Updated to allow German use of the effect; adds Arverni trigger.

A69. BELLOVACI Be^L Ae^R Ro^L Ge^S †

Plead with Caesar and Diviciacus: At Bellovaci, remove Ally if Belgic and 4 Belgic Warbands. Place Roman or Aedui Ally and 4 Warbands or Auxilia there.

"Strongest among the Belgae": If Bellovaci a Belgic Ally, place 6 Belgic Warbands there. They Ambush causing 1 Loss each.

Background. The Bellovaci were a tribe of Belgic Gauls that Caesar claimed (according to information provided by his Remi allies) was the strongest, bravest, most influential, and most numerous of all the Belgae. They participated in the Belgic revolt against Caesar in 57 BC, in which their forces made up a plurality of those arrayed against the Romans [2:4].

However, after Caesar defeated Galba and his Suesiones and advanced on the Bellovaci town of Bratuspantium, the Bellovaci elders, women, and children pleaded with Caesar for Roman friendship and protection [2:13]. Diviciacus counseled Caesar that the Bellovaci had long been friends of the Aedui and that only recently had their relations soured due to a group of Bellovaci nobles who objected to Aedui-Roman friendship (before fleeing to Britannia) [2:14]. Caesar granted the Bellovaci's request, though he demanded 600 hostages

in return, and left to continue the campaign against the coalition of anti-Roman Belgae now led by Boduognatus of the Nervii [2:14]. The Bellovaci remained subdued until 52 BC, when they followed the Aedui in turning against Rome, participating in the Battle of Alesia as part of the Gallic relief forces—and in the final doom of Gallic resistance [7:59, 7:75].

A70. NERVII Be^L Ae^R Ge^S Ro[†]

Fight to the death: Belgae never Retreat.

CAPABILITY

"Send no envoys... accept no peace terms": If Nervii Subdued at end of any Faction's action, place Belgic Ally there. Belgic Rally there places +2 Warbands.

Background. Caesar characterized the Belgic tribes of the north as the most fearsome of all Gauls [1:1]. But even among the Belgae, Boduognatus' Nervii tribe were considered "particularly fierce" [2:4]. They did not allow merchants in their lands, nor luxury goods or wine among their people, as they considered them to be weakening influences. They condemned all other Gallic tribes that submitted to Roman rule, and took pride in repeatedly rejecting any Roman peace [2:15].

Caesar indeed seemed to have particular difficulty subduing the Nervii. They came quite close to handing Caesar his first defeat in Gaul at the Sabis, where Caesar makes special note of the Nervii's courage and unwillingness to retreat [2:27]. Beyond leading the Belgic coalition against Caesar in 57 BC, they rose against him again as part of Ambiorix's revolt in 54-53 BC, wherein they helped destroy a whole Roman legion and five cohorts, and yet again as part of Vercingetorix's revolt in 52 BC.

This was all despite the Nervii on multiple occasions nearly meeting their destruction. In his account of the battle of the Sabis, Caesar claims that the "name and fighting strength of the Nervii were almost wiped out" [2:28]. In 53 BC, Caesar dispersed the Nervii as punishment for rising against him again—seizing large numbers the populace as slaves and hostages, burning their fields, and stealing their cattle [6:3]. Yet merely a year later their warriors were once more fighting Romans, this time under Vercingetorix's banner [7:75].

CREDITS

Game Design: Andrew Ruhnke and Volko Ruhnke

Vassal Module: Joel Toppen and Art Bennett

Playtesters: Ron Artigues, Paul Dussault, Chawn Harlow, Kirk and Evan Harris, Alan Hildebrandt, Peter Manger, Daniel Ruhnke, Mark Smith, Simon Spinetti, Mike Urbanski, Michael Weinstein, John Wood, and the College of William & Mary Boardgame Design Club; Special thanks to VPJ Arponen for assistance with the Non-players.

Art Director and Package Design: Rodger MacGowan

Card, Counter, and Display Art: Mark Simonitch and Chechu Nieto Sánchez

Manuals and Charts: Charlie Kibler

Producers: Tony Curtis, Rodger MacGowan, Andy Lewis, Gene Billingsley, and Mark Simonitch

Production Coordinator: Tony Curtis

New Card List

Faction Order (2.3.2): **Ae**=Aedui, **Be**=Belgae, **Ge**=Germans, **Ro**=Romans

Arverni At War Trigger (A2.3.9, A6.2): ♣

Second Edition *Falling Sky* (A2.1, A5.0): 2nd Ed

Non-Player Instructions (8.2.1): C=Carnyx L=Laurels S=Swords

- A5. GALLIA TOGATA **Ro Ge Be^L Ae^L** ♣
11. NUMIDIANS **Ro^L Ae^L Be^L Ar^L** 2nd Ed
- A17. PUBLIUS LICINIUS CRASSUS **Ro^L Be^L Ae^L Ge^L** ♣
- A18. RHENUS BRIDGE **Ro Be Ae Ge** ♣
- A19. GAIUS VALERIUS PROCILLUS **Ge^L Ro Ae^S Be** ♣
- A20. MORBIHAN **Ge Ro Ae^L Be** ♣
- A21. VOSEGUS **Ge^L Ro Ae Be^L** ♣
- A22. DREAD **Ge Ro Be^S Ae^L**
- A23. PARLEY **Ge^L Ro^L Be Ae**
- A24. SEDUNI UPRISING! **Ge Ro Be^S Ae^L**
- A25. ARIOVISTUS'S WIFE **Ge Ae^L Ro Be^S**
- A26. DIVICO **Ge^L Ae^L Ro Be**
- A27. SOTIATES UPRISING! **Ge Ae^S Ro^S Be**
- A28. ADMAGETOBRIGA **Ge^L Ae Be^L Ro**
- A29. HARUDES **Ge Ae Be^S Ro^L**
- A30. ORGETORIX **Ge^L Ae^L Be Ro**
30. VERCINGETORIX'S ELITE **Ar^C Ae Be^L Ro** 2nd Ed
- A31. GERMAN PHALANX **Ge Be^S Ro Ae**
- A32. VENETI UPRISING! **Ge Be Ro^S Ae^S**
- A33. WAILING WOMEN **Ge Be^S Ro Ae**
- A34. DIVINATION **Ge Be Ae^S Ro^S**
- A35. NASUA & CIMBERIUS **Ge Be^S Ae Ro^L**
- A36. USIPETES & TENCTERI **Ge Be^S Ae Ro**
- A37. ALL GAUL GATHERS **Ae^L Ro^S Ge Be** ♣
- A38. VERGOBRET **Ae Ro^L Ge Be** ♣
- O38. DIVICIACUS **Ae Ro Ar Be**
39. RIVER COMMERCE **Ae Ro^S Ar Be^S** 2nd Ed
- A40. ALPINE TRIBES **Ae Ro Be^L Ge** ♣
- A43. DUMNORIX **Ae Ge Ro Be** ♣
44. DUMNORIX LOYALISTS **Ae^L Ar^L Ro Be** 2nd Ed
- A45. SAVAGE DICTATES **Ae Ge Ro Be^L** ♣
- A51. SIEGE OF BIBRAX **Ae Be Ro Ge** ♣
- A53. FRUMENTUM **Ae^L Be Ge Ro^L** ♣
54. JOINED RANKS **Ae^S Be^S Ar^S Ro^S** 2nd Ed
- A56. GALBA **Be Ro Ge^S Ae^L** ♣
- A57. SABIS **Be^L Ro Ge^L Ae** ♣
- A58. ADUATUCI **Be Ro Ae Ge** ♣
- A60. ICCIUS & ANDECOMBORIUS **Be Ro Ae^L Ge^S** ♣
- A63. WINTER CAMPAIGN **Be Ge Ro Ae^L** ♣
- A64. ABATIS **Be Ge Ae Ro^S** ♣
- A65. KINSHIP **Be^L Ge^L Ae Ro** ♣
- A66. WINTER UPRISING! **Be^L Ge^L Ae Ro^S** ♣
- A67. ARDUENNA **Be Ae Ro Ge^L** ♣
- A69. BELLOVACI **Be Ae Ro Ge^S** ♣
- A70. NERVII **Be Ae Ge^S Ro** ♣



GMT Games, LLC

P.O. Box 1308, Hanford, CA 93232-1308

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