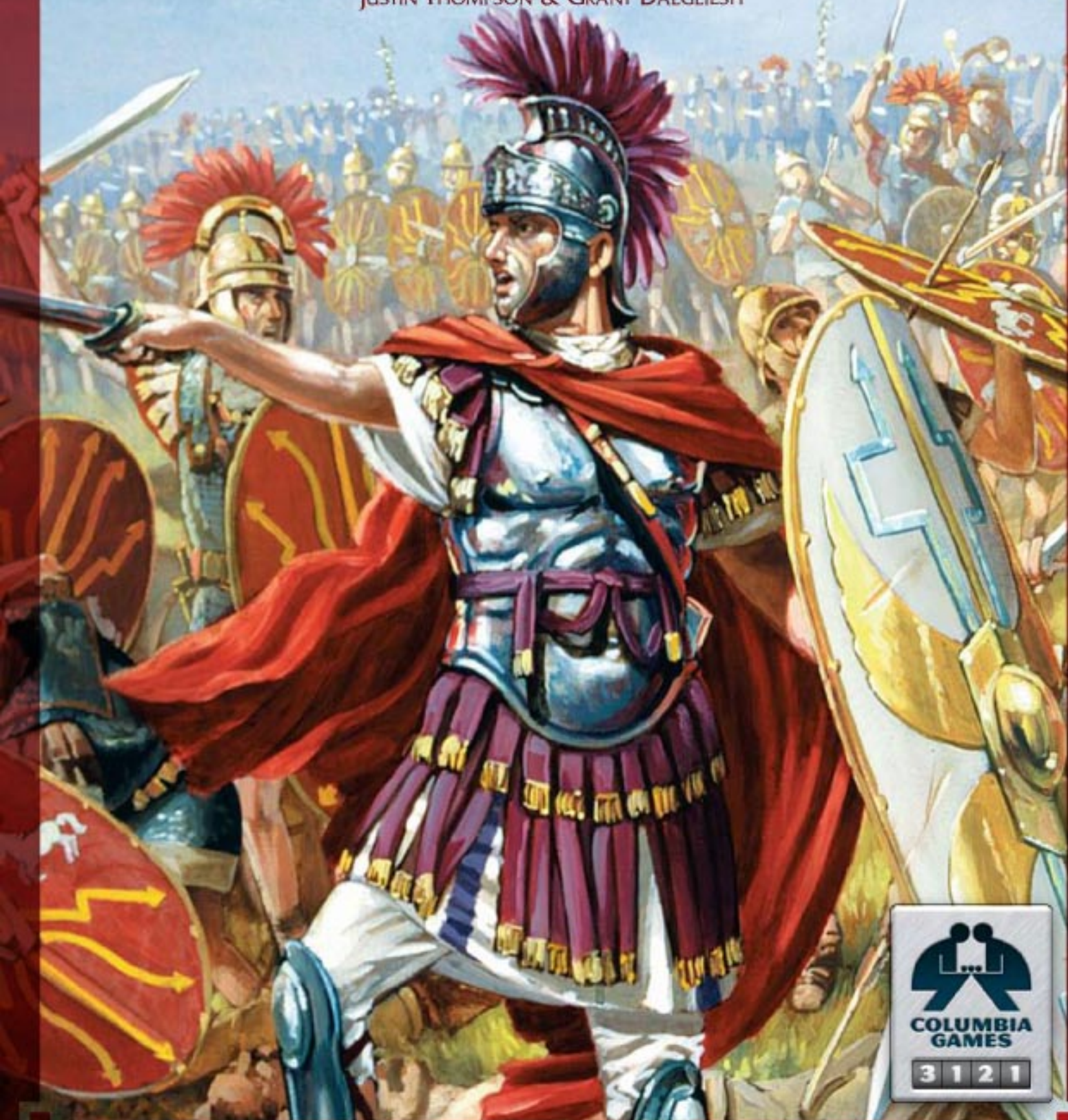


JULIUS CAESAR™

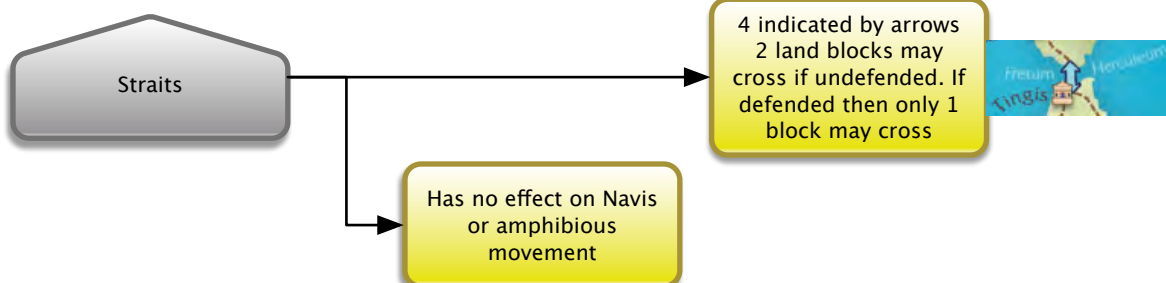
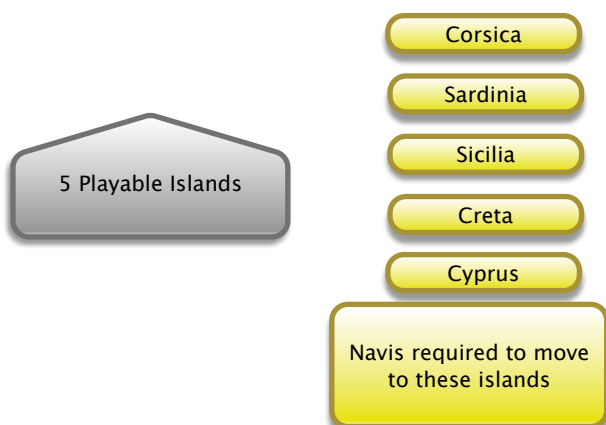
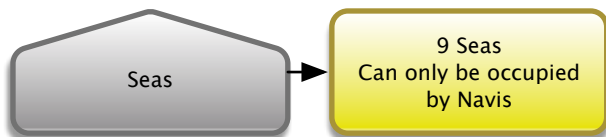
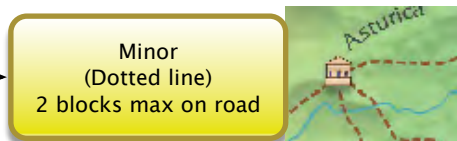
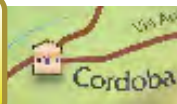
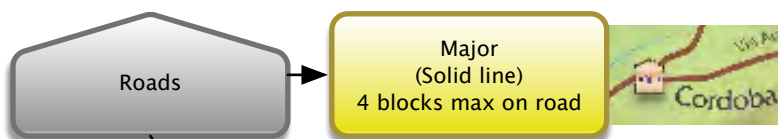
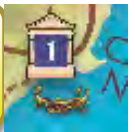
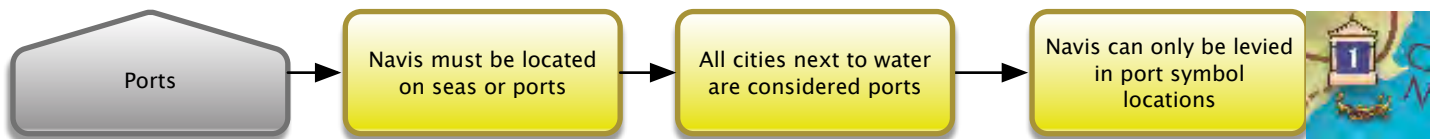
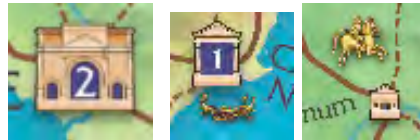
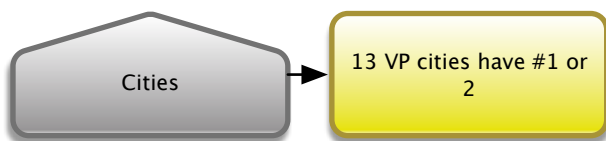
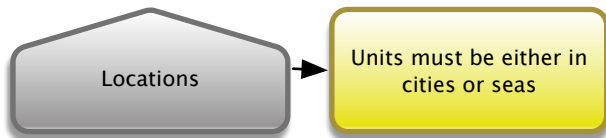
CAESAR, POMPEY, AND THE ROMAN CIVIL WAR 49-45 BC

JUSTIN THOMPSON & GRANT DALGLIESH



COLUMBIA
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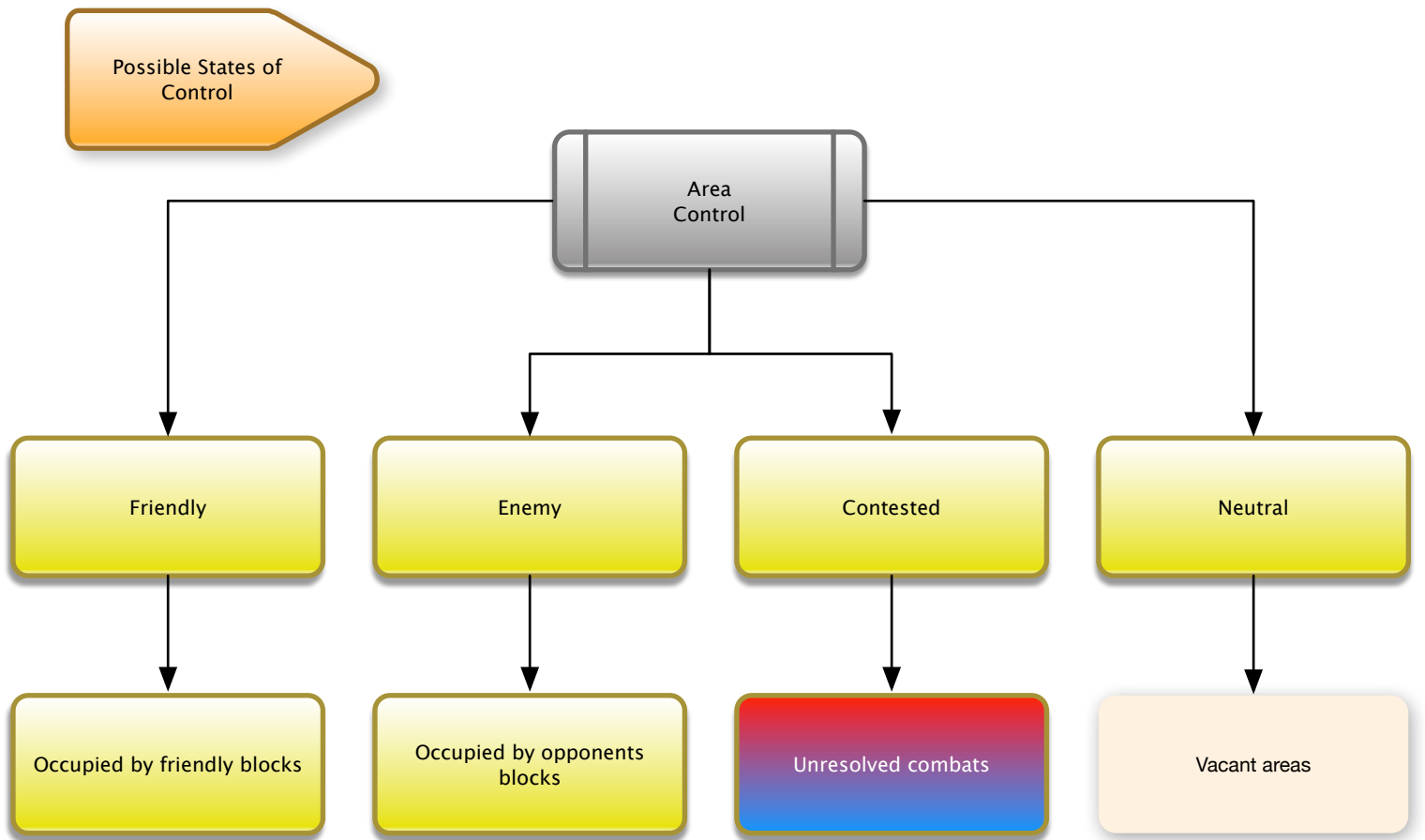
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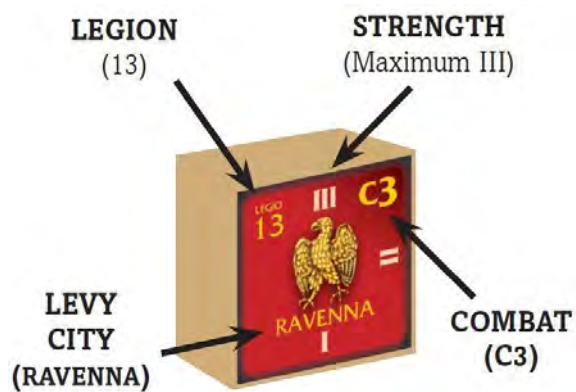


JULIUS CAESAR™

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CAESAR LEGIONS

BLOCK	Maximum Strength Points	COMBAT	NUMBERS
Leaders	2-3	A2-3	3
Auxilia Archers	3	A1	2
Auxilia Balleric	4	B1	2
Cavalry	2-3	B2-3	4
Ballista	2	B4	1
Legions	3-4	C2-4	14
Navies	2	D2-3	5



CAESAR, 705 (49 BC)

Caesar: Ravenna

Legio 13: Ravenna

Navis 2: Ravenna

Antonius: Genua

Legio 8: Genua

Legio 12: Genua

Legio 11: Massilia

Legio 14: Massilia

Navis 1: Massilia

Legio 7: Narbo

Legio 9: Narbo

Legio 10: Narbo

Legio 16: Lugdunum

Equitatus 1: Lugdunum

LEVY POOL

Octavian

Legio 17, 18, 19, 20, 21

Auxilia 1, 2, 3, 4

Equitatus 2, 3, 4

Ballista

Navis 3, 4, 5



POMPEY, 705 (49 BC)

Pompey: Neapolis

Legio 1: Neapolis

Navis 1: Neapolis

Legio 3: Brundisium

Legio 37: Syracuse

Scipio: Antioch

Legio 34: Antioch

Cleopatra: Alexandria

Navis 2: Alexandria

Legio 39: Utica

Navis 3: Utica

Legio 2: Carthago Nova

Legio 4: Carthago Nova

Legio 5: Tarraco

Legio 6: Tarraco

Equitatus 1: Tarraco

LEVY POOL

Brutus

Legio 32, 33, 35, 36, 38

Auxilia 1, 2, 3, 4

Equitatus 2, 3, Elephant

Ballista

Navis 4, 5



5 years

49BC

48BC

47BC

46BC

45BC

Julius Caesar
Turn Sequence

1
Begin Year
Shuffle cards

49-45BC

5 Turns per year

A Card Phase
Obtain 6 cards

Discard 1 card

Turn 1

Card 1

Card 1

Reveal same time
Tie goes to Caesar to be player 1

Player 1 Moves
then Levy

Player 2 Moves
then Levy

Battle Phase

Turn 2

Card 2

Card 2

Reveal same time

Player 1 Moves
then Levy

Player 2 Moves
then Levy

Battle Phase

Turn 3

Card 3

Card 3

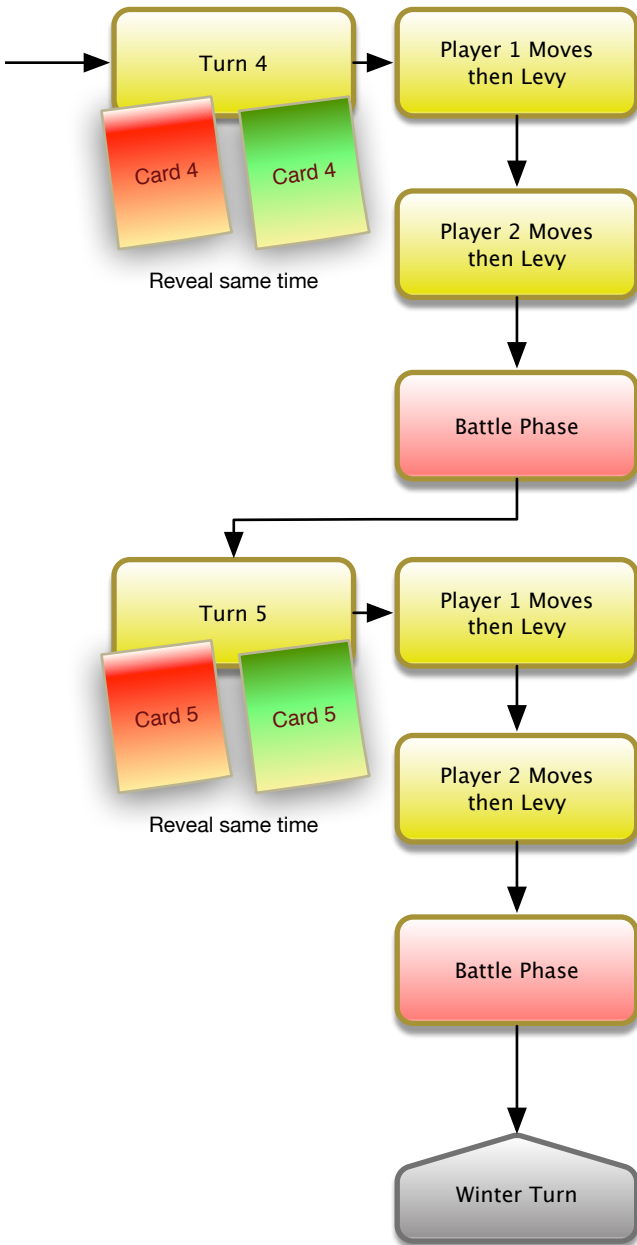
Reveal same time

Player 1 Moves
then Levy

Player 2 Moves
then Levy

Battle Phase





JULIUS CAESAR ~ GAME TURN SEQUENCE

I

- **Begin Year** ~ Shuffle deck and deal each player (6) cards
- Each player secretly discards (1) card
- Conduct (5) game turns

II

- **Card Phase (2.1):** Both players play one card simultaneously
- Highest value Move card determines Player 1.
- Event cards take precedence over Action cards. If both players play Event cards, turn is cancelled
- Caesar wins ties

III

- **Command Phase (6.0) ~ Player 1**
- **Move:** Player 1 may make one **Group** move, or one block amphibious move per movement point (I-IV), or play the designated event. Movement Rates: 4 blocks (major roads), 2 blocks (minor roads), **1 block per point** (amphibious move)
- **Levy:** Player 1 may add one or more steps to existing blocks and/or raise new block (at step one) from Levy Pool per Levy point. New blocks must be raised in **friendly** cities
- Legions/Equitates must be raised in **home** cities. Auxilia/Generals in any **friendly** city

IV

- **Command Phase (6.0) ~ Player 2**
- Player 2 conducts Step III

V

- **Resolution of Combat Phase (7.0) ~**
- Player 1 determines the order in which battles will be resolved
- **Attacker** determines which road is main attack. Others are reserves and may enter combat during round 2. Any blocks moved to battle location by **Defender** in response, are also reserves
- Resolve battles according to the following sequence

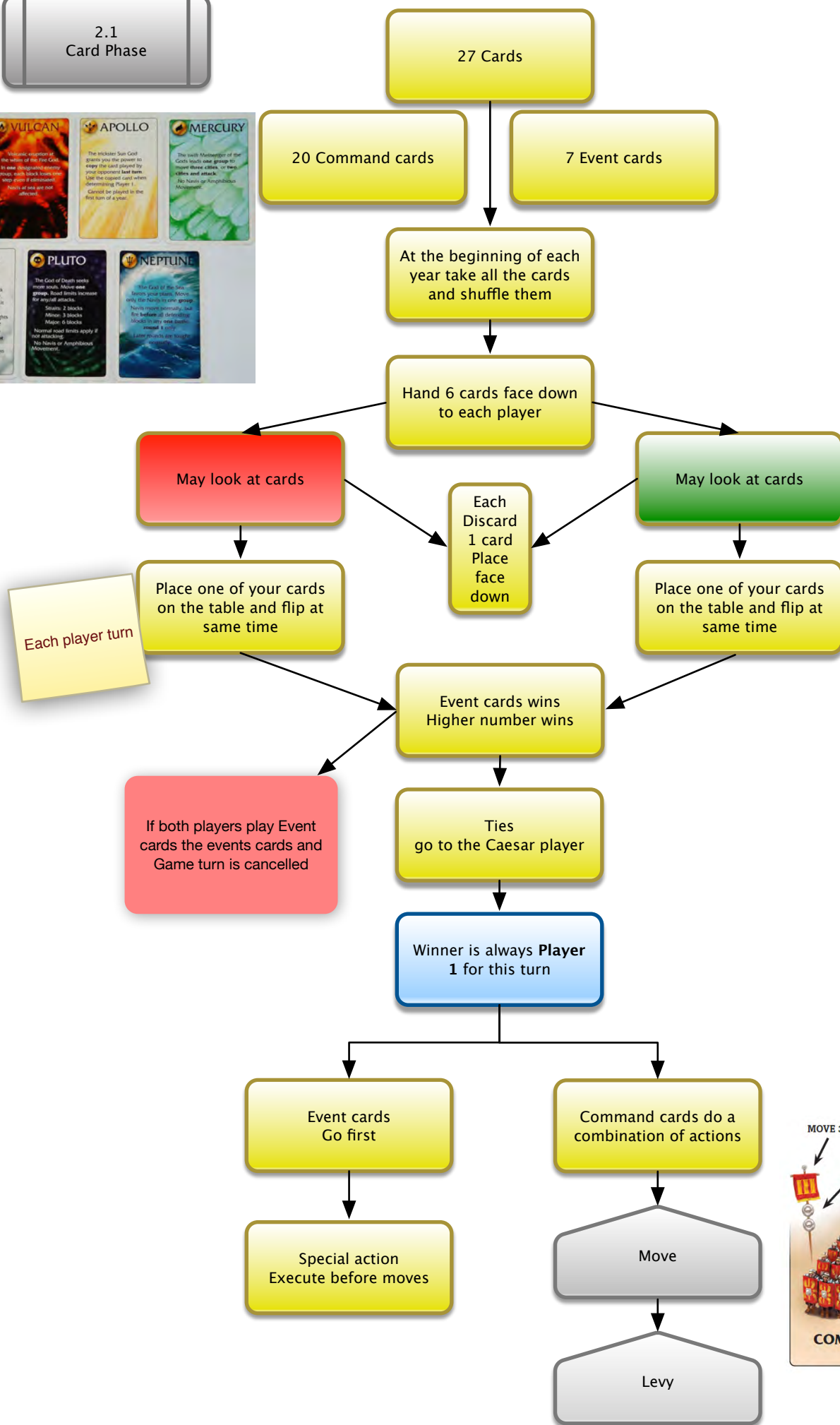
VI

- **Round 1** ~ No reserves may be committed. No retreats may be conducted
- **Round 2** ~ Commit Reserves. Either side may retreat blocks in their combat sequence, instead of firing. If main army is defeated in Round 1, Reserves are **disrupted**; they lose (1) step per block and fight normally except that if the defeated side was defending, the Attacker now becomes the Defender for the remainder of the battle
- **Round 3** ~ As per Round 2
- **Round 4** ~ **Attacker must retreat** all surviving blocks in their combat sequence
- **Regrouping** ~ The winner of a battle may regroup any blocks to adjacent **friendly** or **vacant** cities

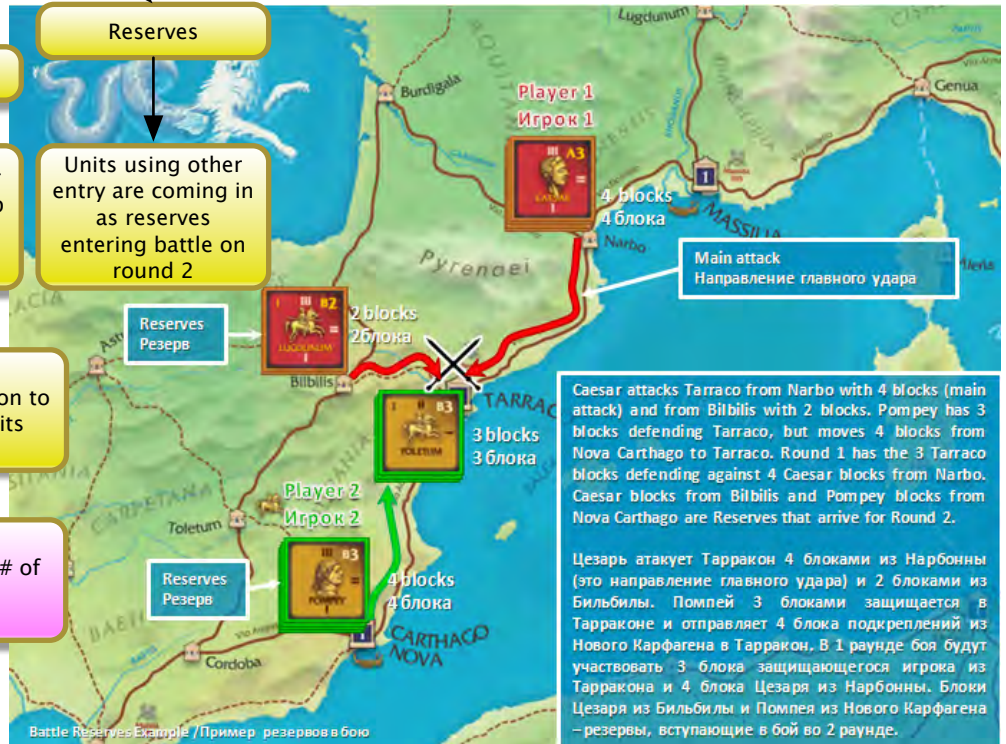
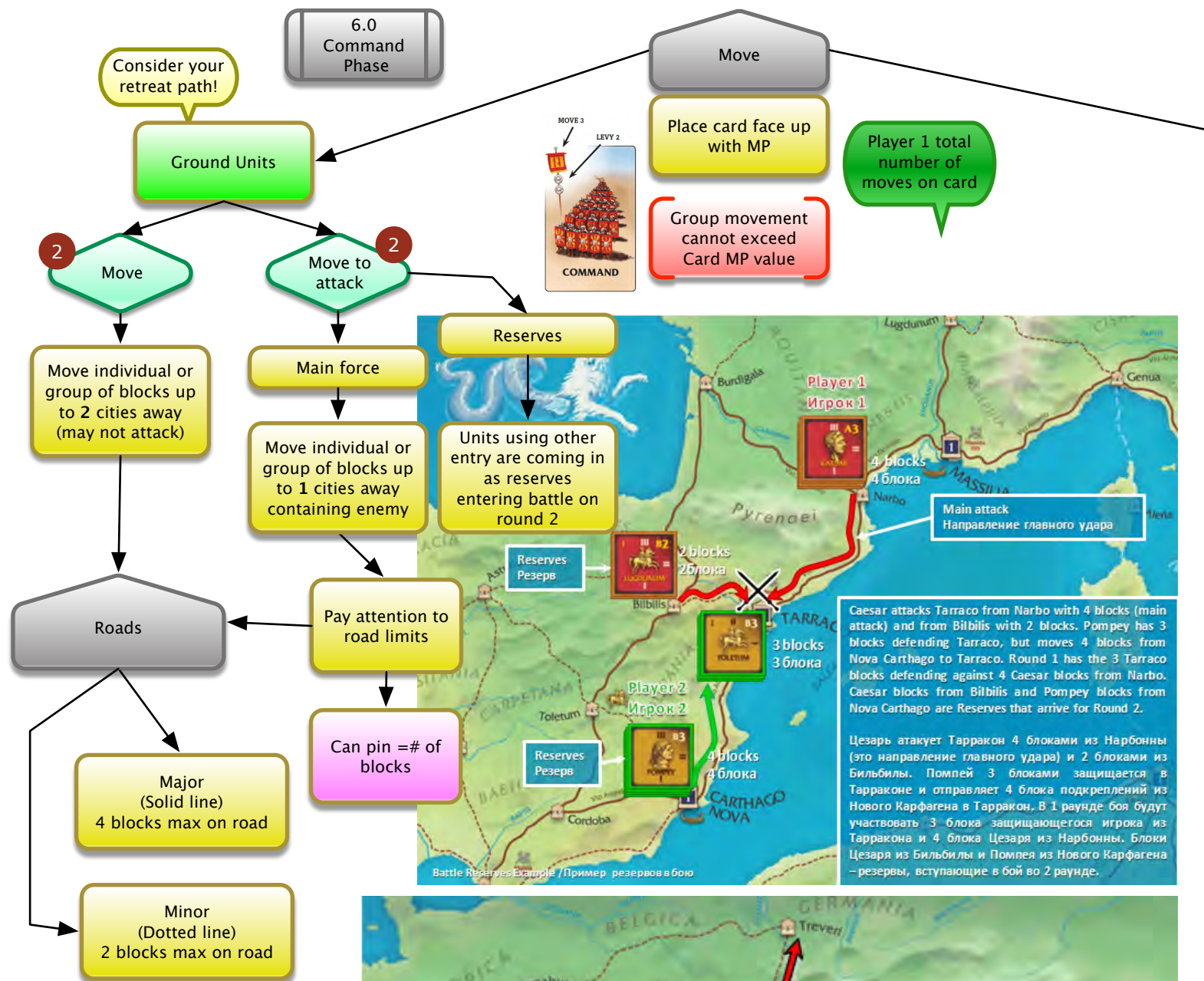
VII

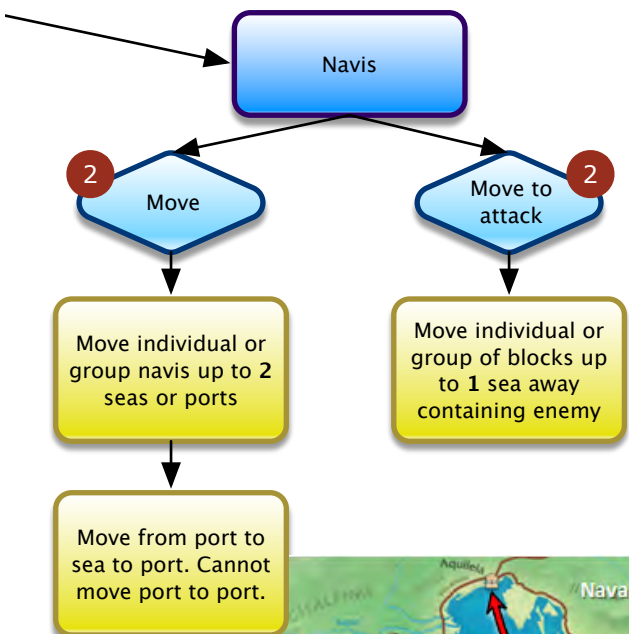
- **Winter Turn (8.0)** ~ A Winter Turn is played after all (5) cards have been played
- **Cleopatra goes Home** ~ Cleopatra returns to Alexandria. If enemy occupied, she joins that side
- **Navis to Port** ~ Navis move to **friendly** ports on the **same** sea. If unable to comply, they are disbanded
- **Winter Supply** ~ Cities can supply (3) blocks + city value. Surplus blocks are disbanded
- **Victory Determination** ~ The player controlling **10 or more** city points is declared the winner. The player with more city points at the end of the game is declared the winner. Caesar wins a tie.
- **Disbanding** ~ Disbanded blocks forfeit all remaining steps and are returned to Levy Pool for recruitment in the following year
- **Year Reset** ~ The Year Track marker is advanced and the 27 cards are reshuffled

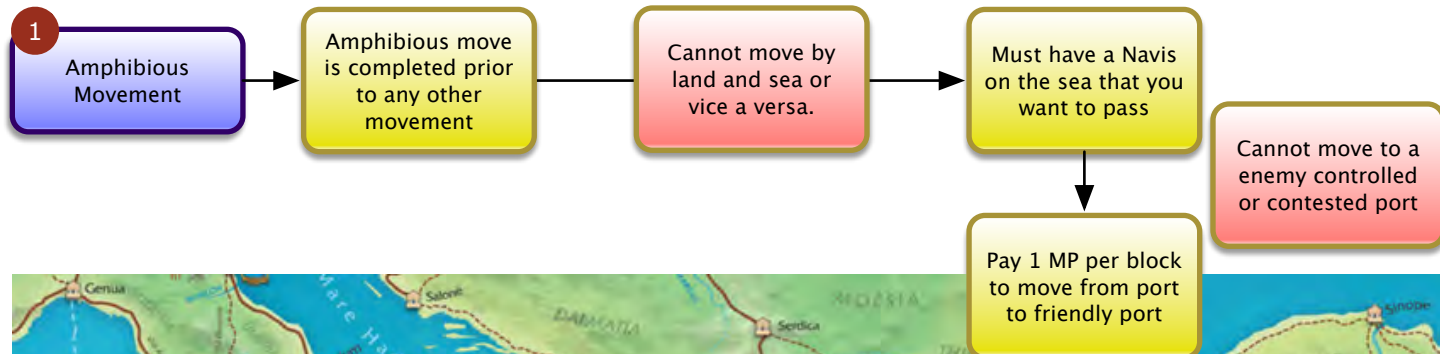
2.1 Card Phase















Eliminated units except Leaders go to Levy pool face up



On next turn units are placed upright and are available to be Levied



Levy cannot exceed Card Levy value (Complete movement first)

Levy

On map units that have not moved 2 cities or seas

For each Levy you can increase 1SP to 1 block at a time

New unit on Levy pool

For each Levy you can place a fresh unit on the board at 1SP

Some units can only be levied in certain locations

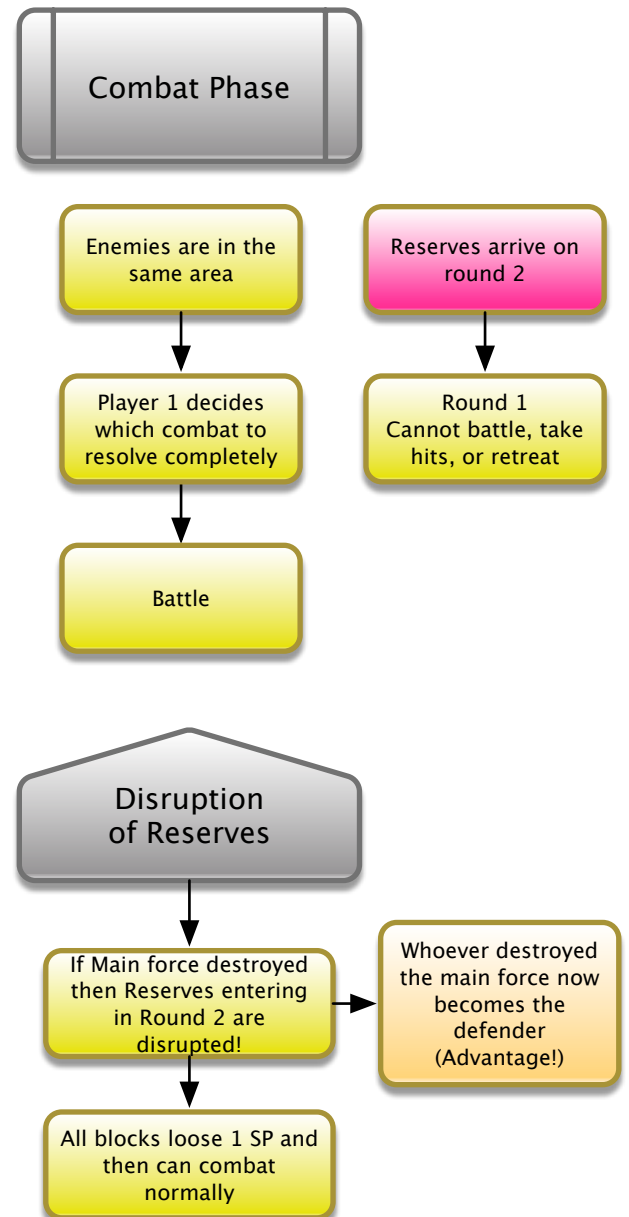
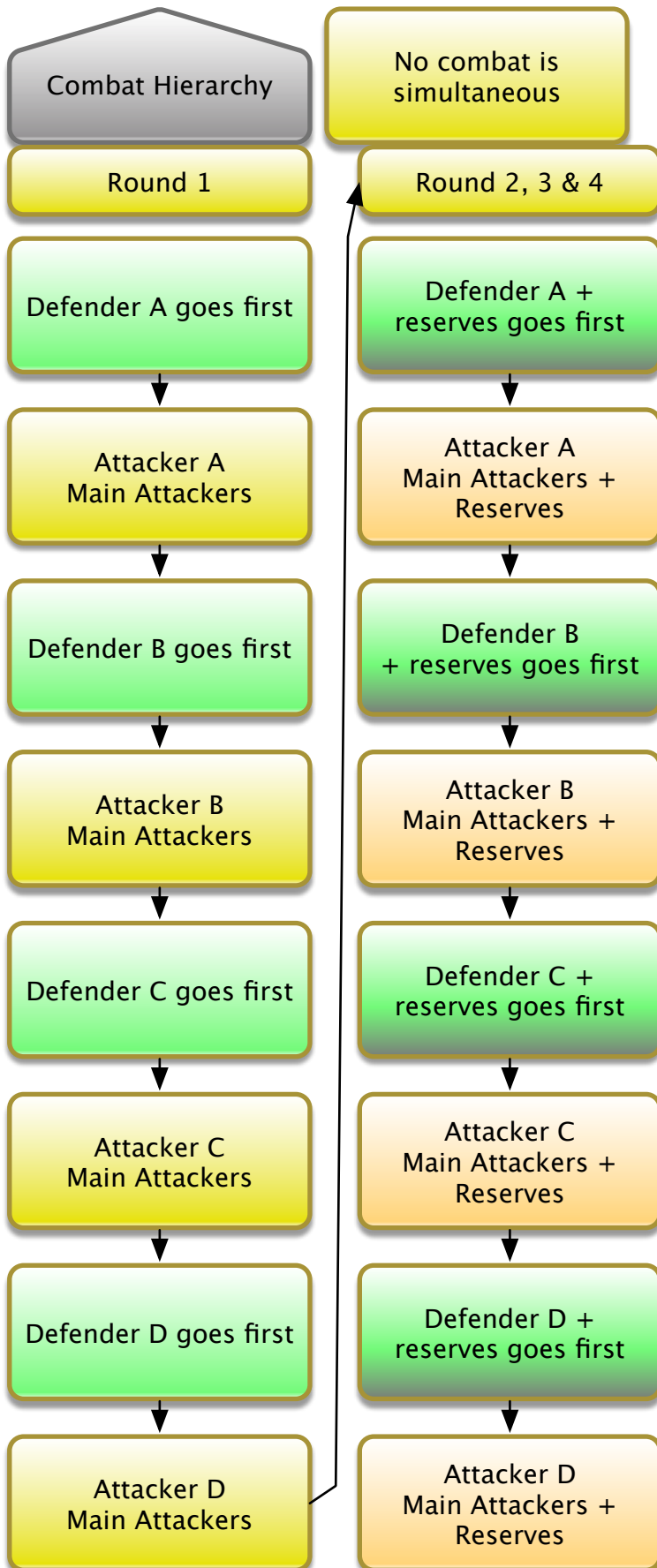
See Levy Locations

Cannot place in a city that is contested or neutral

A step can be added immediately at a cost of 1 Levy point (Only limit is Levy points available)

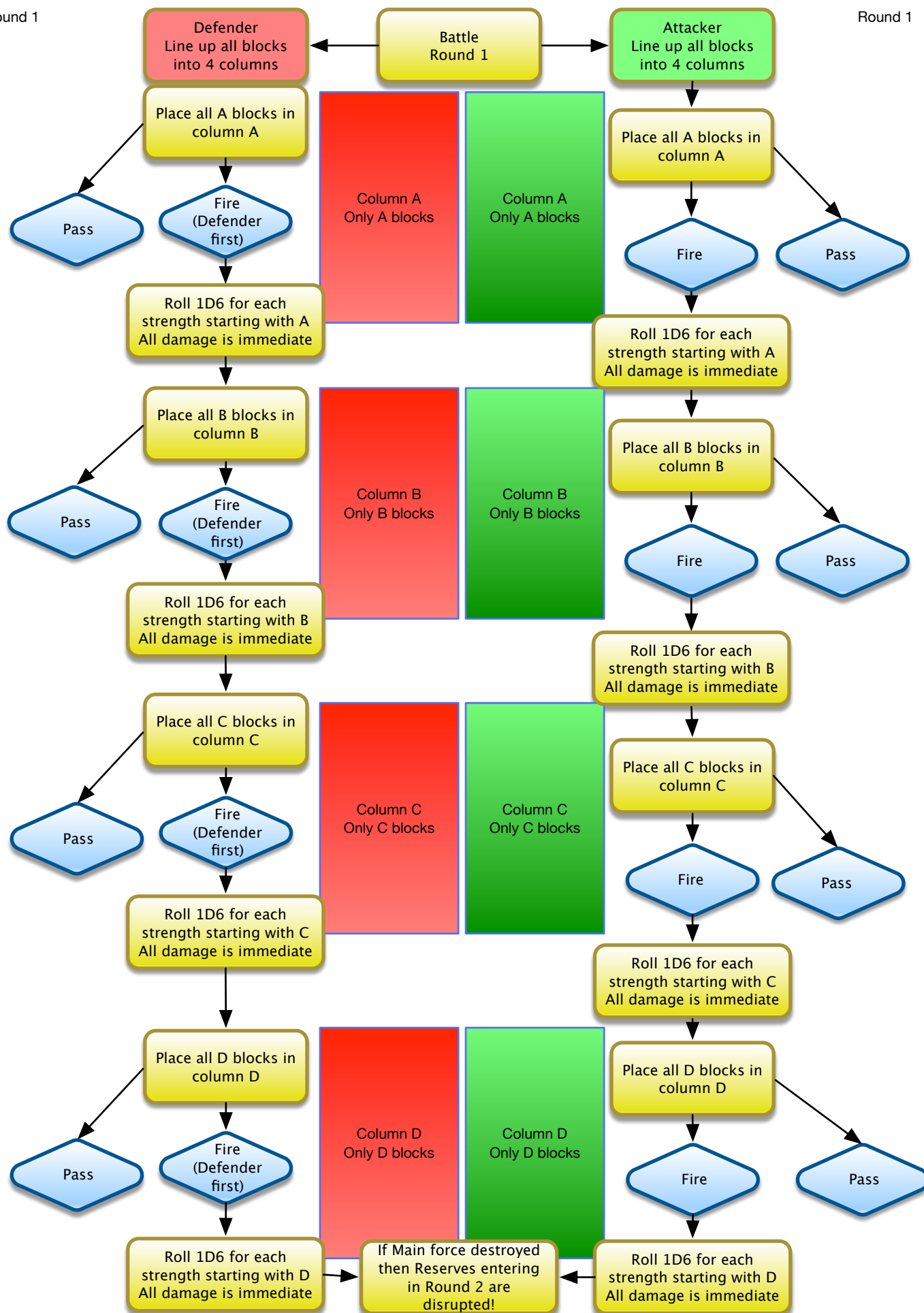


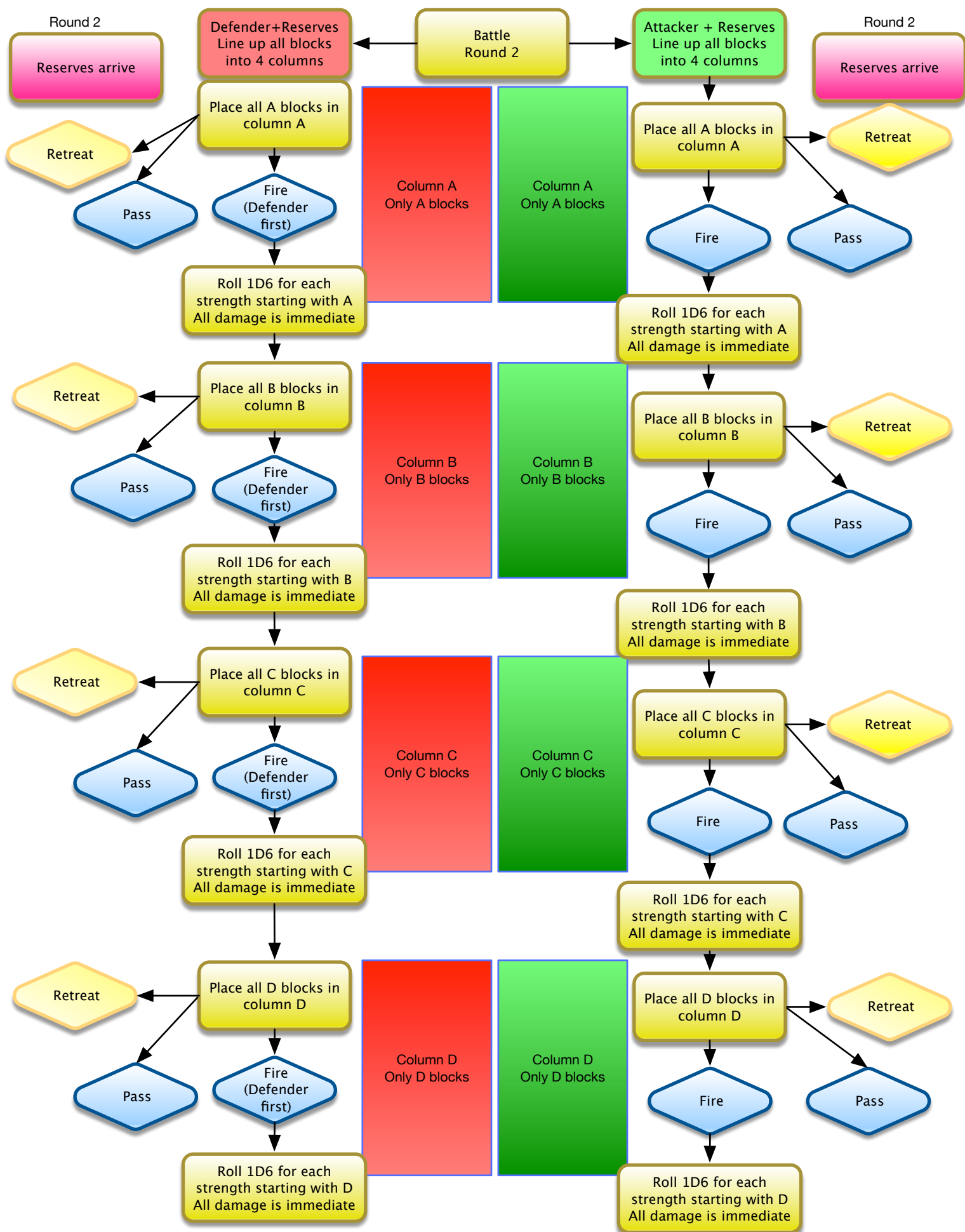
LEVY LOCATION	CITY	POMPEY		CAESAR	
		LEVY BLOCK	GAME START BLOCK	LEVY BLOCK	GAME START BLOCK
SPAIN	CORDOBA				Legio 10 C4 (III)
	CARTHAGO NOVA		Legio 2 C2 (IV), Legio 4 C2 (III)		Legio 9 C2 (III)
	TOLETUM		Equitatus 1 B3 (II)	Equitatus 2 B2 (II)	
	TARRACO		Legio 5 C2 (III), Legio 6 C2 (III)		Legio 7 C2 (III), Legio 8 C3 (III)
FRANCE	LUGDUNUM				Equitatus 1 B2 (II)
ITALY	GENUA				Legio 11 C3 (III), Legio 12 C3 (III)
	RAVENNA		Legio 3 C3 (III)		Legio 13 C3 (III), Legio 14 C3 (III)
	AQUILEIA				Legio 18 C2 (III)
	ROME		Legio 1 C2 (IV)	Legio 17 C2 (IV)	
SICILY	NEAPOLIS			Legio 19 C2 (IV)	
	SYRACUSE		Legio 37 C2 (III)	Legio 18 C2 (IV)	
	ATHENA	Legio 32 C2 (III)		Legio 20 C2 (IV)	
	CRETA	Legio 33 C3 (III)			
TURKEY	BYZANTIUM	Legio 35 C2 (III)		Equitatus 3 B3 (II)	
	EPHESUS	Legio 38 C2 (IV)			
	ANCYRA			Legio 21 C3 (IV)	
	ANTIOCH	Equitatus 3 B2 (III)	Legio 34 C3 (III)	Equitatus 4 B3 (III)	
EGYPT	ALEXANDRIA	Legio 38 C2 (IV)			
AFRICA	UTICA	Elephant B3 (IV then II)	Legio 39 C2 (III)		
	BADIAS	Equitatus 2 B2 (IV)			
		Ballista B4 (II)		Ballista B4 (II)	
Any friendly city		Auxilia 1, Auxilia 2 B1 (IV)		Auxilia 1, Auxilia 2 B1 (IV)	
		Auxilia 3, Auxilia 4 A1 (III)		Auxilia 3, Auxilia 4 A1 (III)	
		Brutus A2 (II)		Octavian A2 (III)	
	Major Port	Navis 4, Navis 5 D2 (II)	Navis 1, Navis 2 D3 (II), Navis 3 D2 (II)	Navis 3 D2 (II), Navis 4, Navis 5 D3 (II)	Navis 1, Navis 2 D2 (II)
	NB leaders can never be rebuilt if lost, Cleopatra switches sides rather than 'dying'				



Round 1

Round 1

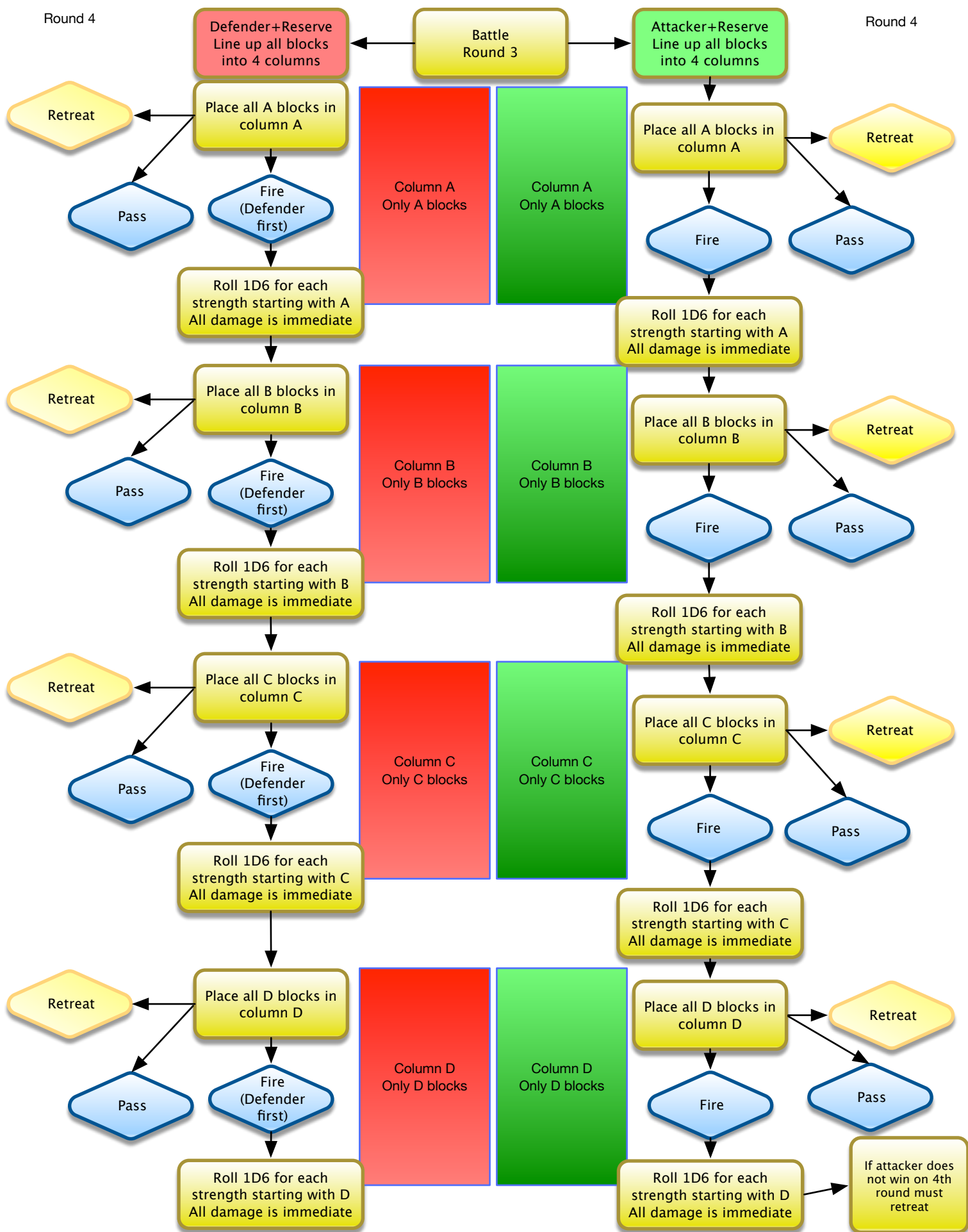




Round 3

Round 3





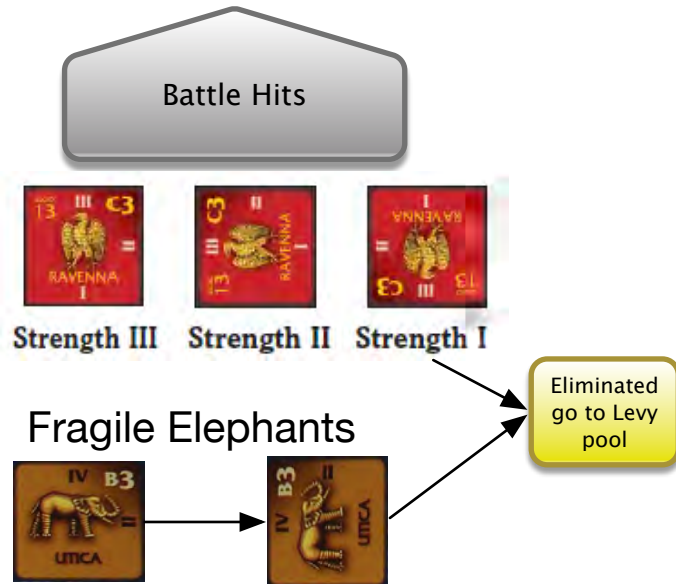


Ballista defending B4



D4

Ballista attacking treat as D4



Eliminated Leaders
go to other player
count as 1VP

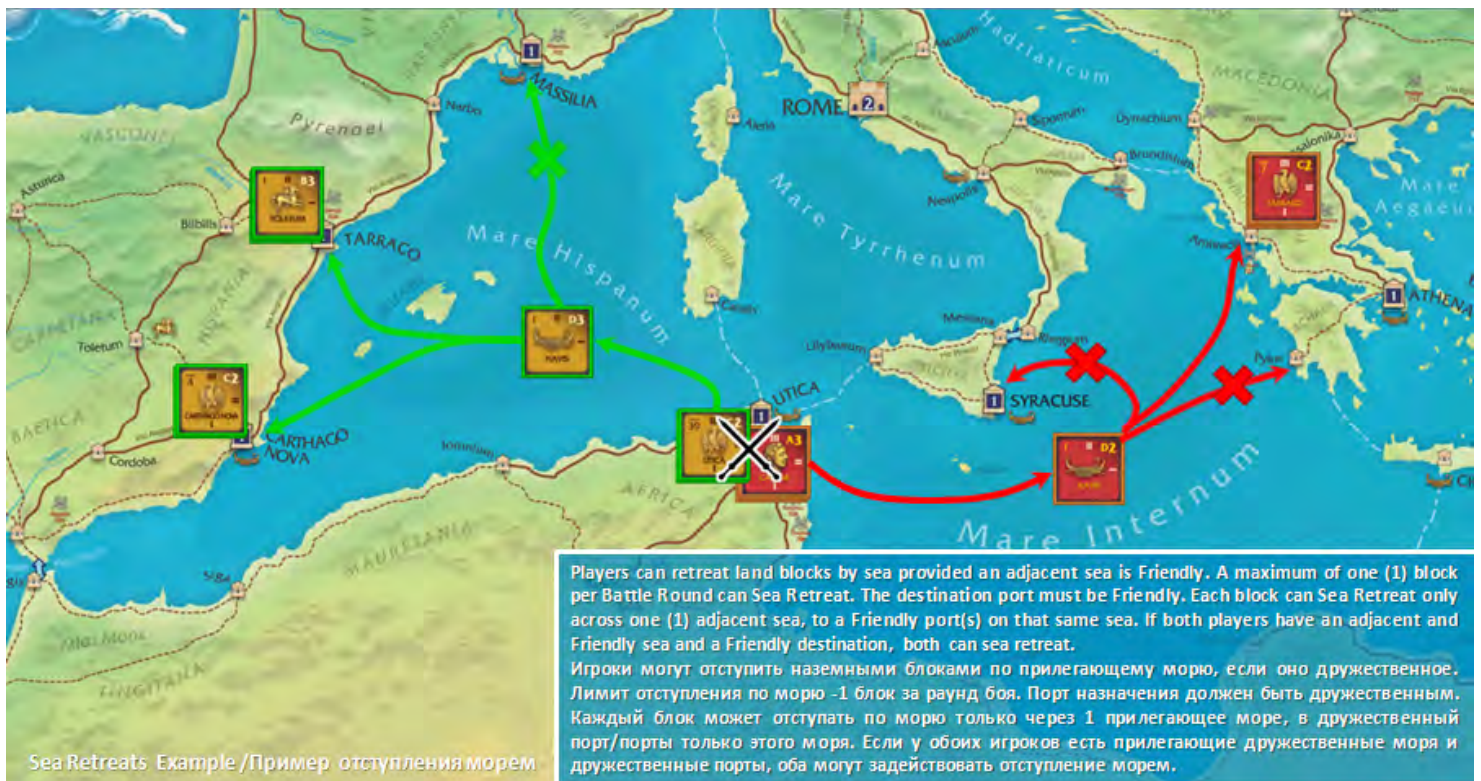
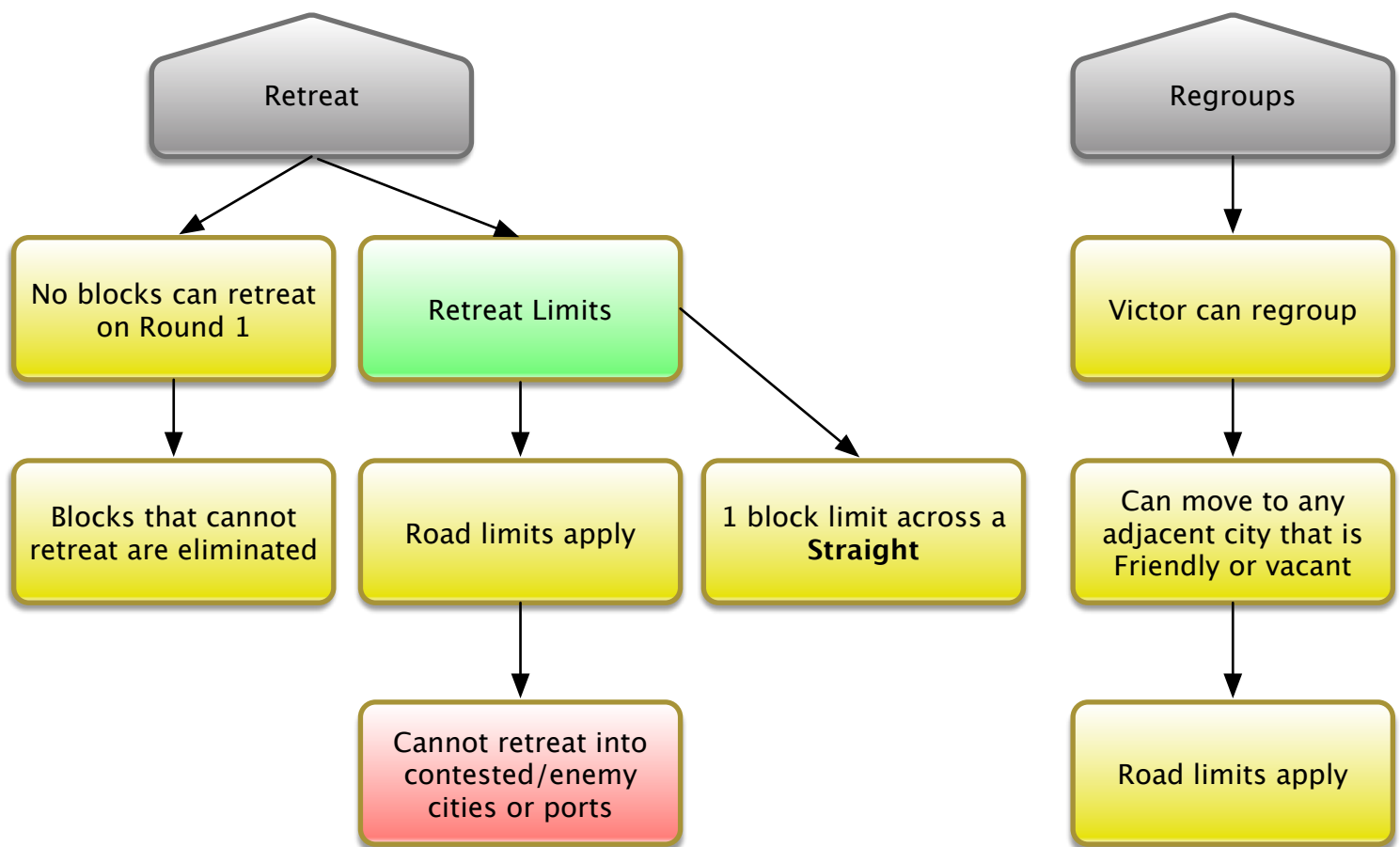
3rd Leader
becomes available
to be levied

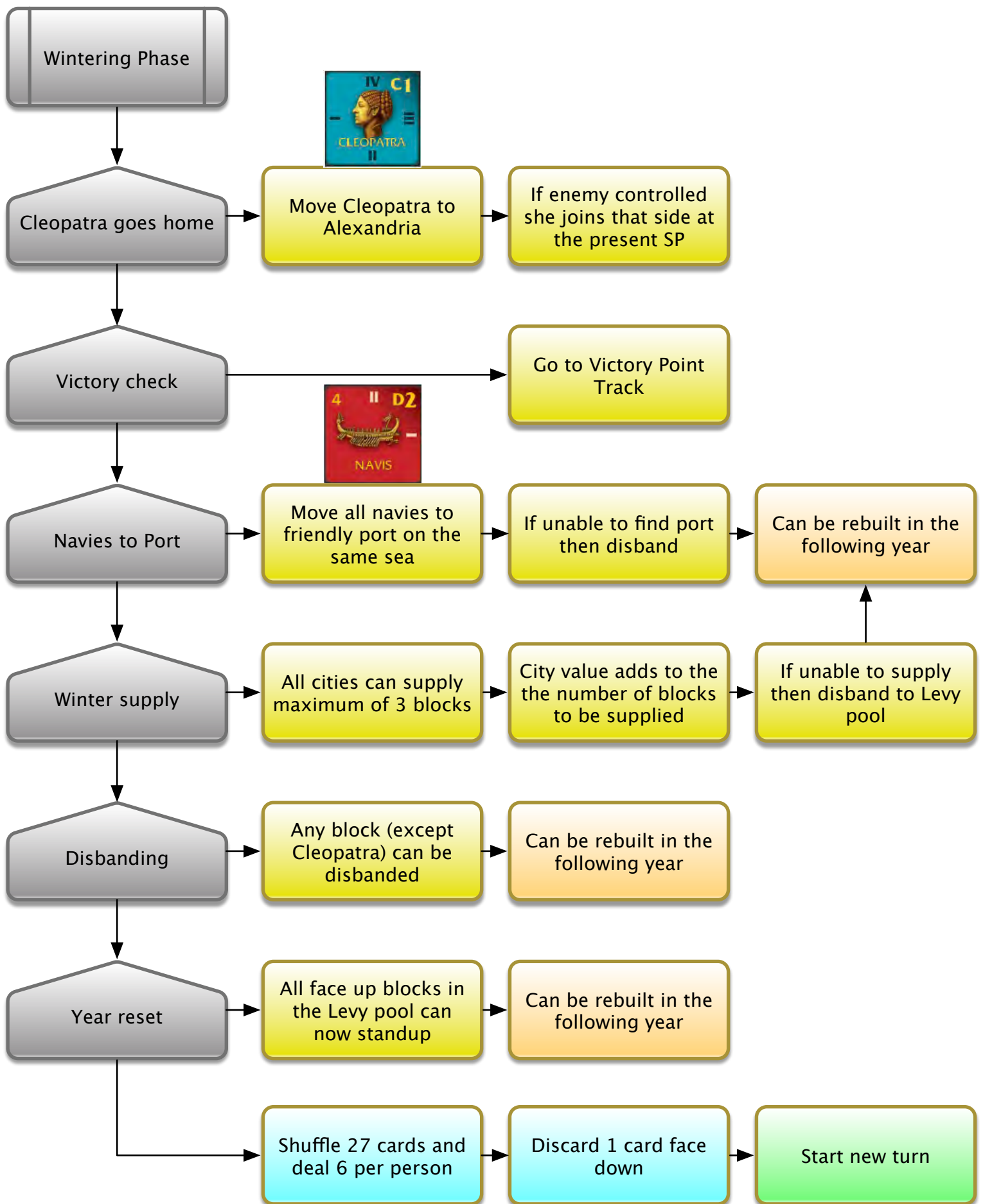


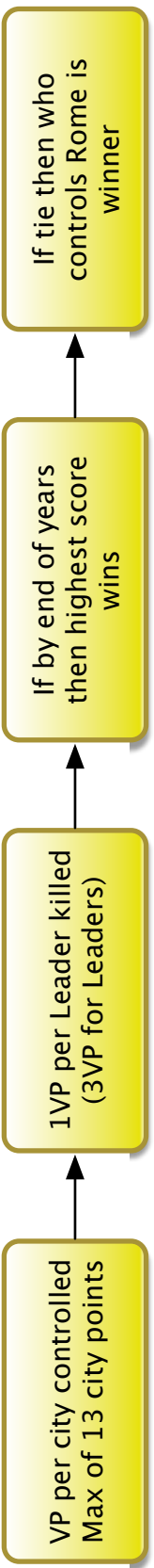
Can fight for either
side
(Not considered a
leader)

If eliminated go to
other side at level
1SP

Each winter turn
must return to
Alexandria







POMPEY VICTORY POINT TRACK



CAESAR VICTORY POINT TRACK

