

CAESAR XL

THE FIRST ROMAN CIVIL WAR:
50 – 44 BC

GOLD RULES

These **Gold Rules** supplement / supersede the **Silver** and **Bronze Rules** indicated.

[2.0] GAME EQUIPMENT

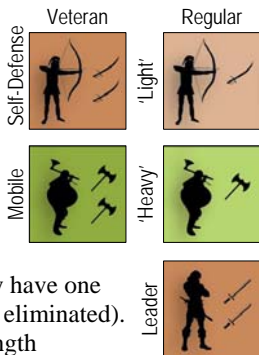
New SPQR Cards

Several new **SPQR** cards are included in this Expansion Kit. These are simply shuffled into the deck when playing with these Gold Rules. They are marked with a gold circle in their top-right corner so that you can easily remove them when playing the Bronze or Silver versions of the game.

Barbarian Units

Twenty new, two-sided 1/2" square Barbarian counters are provided in the **Gold** version of **CAESAR XL**. They come in two basic colors: **brown** (stronger, self-defense forces that are only used when a Barbarian Area is invaded and then removed after the battle) and **green** (weaker, mobile forces that are placed on the map and remain in play until they are eliminated).

Barbarian units are always placed on the map on their darker, full-strength side. If they suffer a hit in combat, they are flipped to their (lighter) reduced-strength side, if they have one (otherwise, they are eliminated). Note that the 2-strength Barbarian Leader does *not* 'flip' and is eliminated, like other Leaders, after a single hit.



[6.0] DRAW CARDS PHASE

Trading SPQR Cards

[6.2] A player may offer to trade any **ACTION** or **FORUM** card he controls with the other player for any mutually agreeable terms. Only **ACTION** and **FORUM** cards, plus Gold, may actually change hands – although promises can also be made, players are not obliged to keep them (that is a matter of trust).



[7.0] PURCHASE PHASE

Recruiting Veteran Forces

[7.5] Newly recruited units can be brought into play on their (darker) Veteran side under the following circumstances.



[7.5.1] **Corresponding City:** Veteran Legions can only be purchased at ● cities. Veteran Allied units can only be purchased at ● cities.

[7.5.2] **Gold Cost:** It costs **6 additional Gold** (+6 Gold) to purchase a Veteran unit at its corresponding city (i.e., 15 for a Legion and 12 for an Allied unit).

[9.0] MARCH PHASE

Training Forces

[9.4] In addition to promoting a Legion or Allied unit for free after certain victorious battles or recruiting Veteran Forces (7.5), players can also increase these units to their (darker) Veteran (+1 sword value) sides by paying for **'training'**.



[9.4.1] **Leaders and Training:** Only units that are in the same location (i.e., 'stacked with') with a Leader unit can be **trained**. One unit per Leader can be trained per Movement Phase.



[9.4.2] **Movement Prohibition:** Training is conducted during the Movement Phase in lieu of the unit and Leader moving that turn. That is, that pair of units **must** remain in place during that Friendly Movement Phase.

[9.4.3] **Gold Cost:** It costs **6 Gold** to train a unit thus and flip it to its Veteran side.

[10.0] COMBAT PHASE

[10.4] **'Breakthroughs:'** Every Battle Round, when rolling for a committed unit, add one (+1) to its sword strength if the enemy has no corresponding units of that same type [Light, Heavy, or Leader] there.

For example, if your opponent has no Light (e.g., Allied) units remaining at a battle, all of your Light units enjoy the benefits of not being directly opposed and instantly receive +1 to their sword strength when committed.

[10.5] **OPTIONAL – Buckets O' Dice:** For additional fun and to stress the value of leadership in battle, employ this rule:

[10.51] **'To Hit' Procedure:** When committed in battle, each unit rolls a **number dice equal to its (modified)**

sword strength. If, among its rolls, a Light or Heavy units rolls one or more ■'s, a single 'hit' is inflicted on the enemy's forces there. **Important:** No more than a **single** hit can be inflicted by a Light or Heavy unit's throw of the dice *no matter how many ■'s it throws!*

[10.51] **Leaders:** Unlike Light and Heavy units, Leader units inflict one hit on the enemy forces at that battle for **each** ■ they roll. Thus, they can inflict multiple hits at a time.

Guys like Antonius, Pompey and Caesar, especially when their sword strength is improved by a **TACTIC** card, can be decisive in battle with a lucky throw of their dice!

[12.0] BARBARIAN AREAS

General Rule

In the **Gold Rules**, the Barbarians take on lives of their own.

Barbarian Invasion

[12.1] This rule is largely unchanged from the **Silver Rules**, but if the Barbarians aren't kept in check by local Roman strength (12.12), they will now launch a physical invasion with their own units!

[12.1.2] Barbarian Invasion

Procedure: Total the sword strength of **both** players' units in Roman cities (■, ●, and ○) that are adjacent to that Barbarian Area (■).

If the players' sword strength total is **equal to or greater than** (=>) the (red) Strength value of that Barbarian Area, then the Barbarians are kept in check and nothing happens.

If the players' sword strength total is **less than** (<) the Strength value of that Area, an **Invasion Force** is created. To create an Invasion Force, take the **green** (mobile) Barbarian units in the stock and set aside any unit types not available from that Area as shown on the Barbarian Self-Defense Forces chart (e.g., Sarmatia has no Leaders). Then randomly pick from the stock among its available unit types a number equal to the Area's Strength value and place them in that Area. If not enough units are available in the stock, take as many as are.

[12.1.3] **Moving Barbarian Invasion Forces:** The newly placed Barbarian Invasion Force then **Makes an Incursion** (i.e., moves one space). To determine *which* space it moves to, determine the **Target Value** for each connected Roman or Allied city by taking its Gold value

and subtracting the number of Roman units (Legions, Allied units, and Leaders) there. Whichever has the *highest* value (it *can* be a negative number) is where the Barbarian Invasion Force moves. If there is a tie, roll a die to randomly determine between the tied locations.

For example, Not enough Roman sword strength is adjacent to Parthia when it activates, thus creating a Parthian Invasion Force on the map.

The Invasion Force consists of 5 randomly selected mobile (green) units (Parthia's Area Value) from among all three unit types (since the Parthian Self-Defense forces consists of all three unit types). One player randomly chooses from among the available mobile Barbarian units: 1x Light (✓), 3x Heavy (↖) and 1x Leader (✓), all of which are placed in Parthia and prepare to move.

Quo vadis (where are they going)? Of the three adjacent areas, Armenia has a Gold Value of 2 (it has no garrison); Pontus is worth 3, -1 for a Roman Ally unit there; and Antioch is worth 4, -1 for a Roman Legion unit present there. The area with the highest net Target Value is Antioch (with 4 - 1 = 3), and so the Parthian Invasion Force is immediately moved there and commences a battle with the poor beleaguered Legion stationed there (see below).

[12.1.4] Barbarians in Combat: If there are any Roman units in that city, combat immediately ensues. Barbarians cannot benefit in battle from any **SPQR** cards, or ever retreat or profit from looting (10.2). They *can* absolutely exploit the benefit of Breakthroughs (10.4) where applicable.

When a Barbarian Invasion Force gains **control** of a Roman city, it is **'looted'** and each player immediately rolls one die and loses that number of Gold (exactly as per the **Bronze Rules**, 12.12).

If that city has an Ally marker in it, it is returned to the stock.

Barbarian Units in Battle Rounds

- **'Light' units** (↘) fight in the first segment concurrently with Allied units
- **'Heavy' units** (↖) fight in the second segment concurrently with Legions
- **'Barbarian Leaders'** (✓) fight in the third segment with other Leaders.

Subduing Barbarian Areas

[12.2] Players may enter Barbarian Areas, as in the **Silver Rules**, but in the **Gold Rules**, the Barbarians defend their territory with *physical brown* units (as listed on the Barbarian Self-Defense Forces Chart)

instead of notional units. These units are always returned to the stock after a battle.

Note that **Taxing Barbarian Areas** and **Maintaining Control of Barbarian Areas** remain unchanged from the **Silver Rules**.

CAESAR XL EXPANSION KIT DEVELOPER'S NOTES

by Alan Emrich

In addition to adding some tasty MOTS ("More of the Same") to the game, I tried to bring to this Expansion Kit some new dimensions of gameplay. Joe Miranda has shown the way, and the popularity of this game allowed this kit to take wing.

Making the Barbarian Areas a bit more interesting seemed a natural, and giving each some distinctive flavor with an Order of Battle seemed to really 'click.' Beware the Germans and Parthians! Now when the Barbarians put together an invasion, there's something on the board that players can deal with (and, hopefully, crush easily for some extra loot and a free unit promotion – unless, of course, you roll as poorly as our own Vince DeNardo does, but that's another story).

Along this Barbarian theme, another Barbarian Invasion Event card was added, but this time with a bit more 'oomph' to drive their new units, along with a Foreign Intrigue Action card that can also push the Barbarians a bit.

Capping this was two-fer themed Forum card, **Jupiter Optimus Maximus**. Yes, it connects to the Barbarians Areas, but it also covers another theme I thought important to the story told by this game, that of piety and religion in the Roman world at this time.

Jupiter Optimus Maximus is "the big guy" among the pantheon of Roman gods (adopted from Zeus in Greek mythology, being "Optimus Maximus" this god became the "supreme best"). In the Roman mind, the gods still had their say, so if you appease Jupiter by expanding the Republic (i.e., subduing an important Barbarian Area), you will receive the benefit of a re-roll each *Player Turn* (i.e., up to twice per Game Turn).

The other new Forum card, **Novo Homo** (the "New Men") represented the clever, well-positioned, and / or very ambitious men who suddenly found themselves rising to positions of power during the chaos of civil war. They were 'made' New Men when one side felt politically strong enough (and found a need) to 'advance' them ahead of the traditional knights and noble families whose ranks they tacitly joined. These were

not always the best and brightest citizens, and could often be a financial liability to the leader who 'made' them, but they became an important influence in their own right once they got a hold of the levers of power.

Other new Action and Event cards deal with fate and fortune. Interestingly, the Romans built hundreds of temples to Fortuna (the goddess of luck) and not one to 'reason.' Superstitious as the Roman people were, even Caesar was to lament, "I govern innumerable men, but must acknowledge that I am governed by birds and thunderclaps" (i.e., the omens and auguries). Now players will know what it's like to step into Caesar's sandals (which, in turn, if the omens are bad, will smell like they just stepped into a pile of manure by the road).

Finally, a couple new Tactic cards rounded out this supplement. Battles are always a lot more fun when one side can tip the scale with Tactic card and the Furious Charge and Ruse / Ambush cards offer some nice variations to those in the standard card mix.

GAME CREDITS

Basic Game Design: Joseph Mirnada
Expansion Kit Design: Alan Emrich
Documentation & Game Development: Alan Emrich
Art & Graphic Design: Alan Emrich
Playtesting: Brad Boyles, Steve Carey (proof-reading), Vince DeNardo, Alex Galentine, Spencer Leeb, Dr. Roger Mason, Kim Meints, Brian Newland