

units in his battle line. He then rolls a die and compares it to its sword strength (modified by TACTIC cards). If the result is less than or equal to (<=) that units' sword strength, a 'hit' is scored; any other result is no effect.

For each hit scored, one enemy unit of the enemy player's choice is immediately eliminated (i.e., removed and placed in the stock; if a Leader unit, his card is also discarded).

Note that a player may select his losses from units that have already been committed this round or those that have not; in this latter case, those units won't get a chance to roll during the current Battle Round.

B. Now the other player repeats Step A, above, committing one Allied unit (only), if he has any available.

Players alternate thus until each Allied unit on their side has been committed (meaning the side with more Allied units will be rolling for them consecutively), eliminated, or passes.

C. Repeat Steps A and B (above), but this time for ('Heavy') Legion units until they have all been committed or eliminated.

D. Then repeat Steps A and B again, but this time for Leader units. At this juncture, the Battle Round ends.

5. Retreat Option: If both sides have surviving units at the end of a Battle Round, they have the option to retreat.

Attacker's Option: The attacker may declare that he wishes to retreat from the battle. If he does so, he can withdraw his surviving units back to any city or cities (in any combination he wishes) that those units entered the battle location from during the attacker's Movement Phase.

Defender's Option: If the attacker declines his option to retreat, then the defender has that same option. If the defender opts to retreat, he must withdraw his surviving units to any adjacent city that is friendly controlled. If there is no such city, he can withdraw them to a location that is not enemy (including Barbarian) controlled. If no such city exists, he cannot retreat.

Battle Continues: If the defender declines to or cannot retreat, another Battle Round (i.e., Steps A - D) is fought until one side or the other opts to retreat or is completely eliminated.

Aut Vincere Aut Mori ("Victory or Death"): If one side retreats, it loses one Leader unit at that battle, if available. That Leader's card is discarded and its unit is returned to the stock. It can reenter play.



Note that a player's Supreme Leader cannot be eliminated in this manner.

Vae Victis ("woe to the vanquished"): Then the victorious player rolls one die for each unit surviving on his side (not based upon their sword strength; just one die per unit). For each rolled, one enemy unit of the enemy player's choice is eliminated (i.e., removed from the battle and returned to the stock).

6. The Second Battle Round: Both players repeat Steps 4 and 5 of the above sequence until one side or the other opts to retreat or is completely eliminated.

7. Veteran Troops: If a battle goes into a second round or one side retreats, the victorious player may 'promote' one of his surviving Legion or Allied units at that battle by flipping it over to its darker, 'veteran' side (i.e. the one with an additional sword on it).



Battle Example: Caesar moves himself (// // // //), a // // Veteran Legion and two // // Legions into Pharsalus where the Pompeians have Cato (✓) one Allied unit (✓) and four // // Legions.

Caesar declines to play a TACTIC card, but the Pompeians do, revealing a Double Line which adds 1 sword to his Leader and 2 swords to his Legions (during the first round of battle only).

Caesar has a higher Leadership Value at 4 to 2 (Cato's 1 is enhanced to 2 by the TACTIC card) and becomes the Lead Player.

The Round begins with Allied units, but the Caesarians have none to commit, so the Pompeians commit their lone Allied unit. It rolls a // and 'just' misses.

Since all Allied units have been committed (or eliminated), the Legions take their turn. Caesar, as the Lead Player, goes first and commits his Veteran Legion; and hits with a roll of // . The Pompeians opt to lose their Allied unit, as it has already rolled this round and is their weakest.

The Pompeians put forth a Legion whose sword strength is increased from 2 to 4 due to the TACTIC card, and rolls a // for no effect. Then the players alternate, committing one Legion at

a time, with the end result being one hit to each side, and each eliminating a Regular Legion.

Finally, the leaders are committed, Caesar first, who scores a hit while Cato misses; another Pompeian Legion is eliminated.

Caesar opts to stay and fight another round, but with his TACTIC exhausted and down to only two Legions, the Pompeian Player decides to cut his losses and retreat.

Cato commits suicide; his unit is returned to the stock and his card discarded. Caesar rolls three dice (one for each of his surviving units) and scores another hit. Only one Pompeian Legion hobbles away in retreat and Caesar is the master of Pharsalus. Caesar then promotes one of his surviving Legions to its Veteran side.

[11.0] LEADERS

Leaders, including a player's Supreme Leader (Caesar or Pompey), are treated like other units with regard to movement and combat, with the following notes:

Leadership Value: Each has a Leadership Value equal to its sword strength. This is used for determining who has the advantage of committing the first units during a Battle Round.

Supreme Loss: When a Supreme Leader is eliminated, that player immediately loses half of his Gold (round up fractions). He also loses all of the SPQR cards in his hand. Afterward, may accumulate Gold and cards normally.

Replacement: If eliminated, a player's Supreme Leader cannot be replaced unless he plays the Successor card. Use that side of his Supreme Leader card to denote this. A Successor functions as that side's new Supreme Leader, although with reduced capabilities (-1 hand size; -1 sword value).

[12.0] BARBARIAN AREAS

General Rule

In the BRONZE GAME, units cannot enter Barbarian Areas (■) for any reason. Units can only enter Roman cities (■, ●, or ●).

If the SPQR EVENT card Barbarian Invasion occurs in the BRONZE GAME, the Barbarians go 'looting.' Each player rolls one die and loses that amount of Gold. If he has insufficient Gold to cover this loss, he must eliminate the balance in sword strength from among his units on the map (his choice of which units to lose).

Consto ("Stop")

You have learned the rules to the BRONZE GAME of CAESAR XL. You should gain experience with these rules before moving on to the SILVER RULES.

CAESAR XL

THE FIRST ROMAN CIVIL WAR:
50 - 44 BC

BRONZE RULES

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[0.0] USING THESE RULES

New gaming terms, when they are initially defined, appear in dark red lettering for quick referencing.

The instructions for this game are organized into major "Rules" sections as shown in large green CAPS font, and represented by the number to the left of the decimal point (e.g., rule 4.0 is the fourth rule). These rules generally explain the game's subject, its components, play procedures, its core systems and mechanics, how to set it up, and how to win.

With each Rule, there can be "Cases" that further explain a rule's general concept or basic procedure. Cases might also restrict the application of a rule by denoting exceptions to it. Cases (and Subcases) are an extension of a Rule shown in the way that they are numbered. For example, Rule 4.1 is the first Case of the fourth Rule; and Rule 4.1.2 is the second Subcase of the first Case of the fourth Rule.

Important information is in red text.

References to examples of a Rule or Case are in blue text and this font.

Text in shaded boxes, like this, provides the voice of the game's designer, who is addressing you to explain an idea or concept that is not, itself, a Rule or a Case.

[1.0] INTRODUCTION

Caesar XL ("XL" being the Roman numeral for "40," which is roughly how

many pieces will be on the map during play) is a two player strategy game where players assume the roles of Julius Caesar and Pompey the Great during the first Roman Civil War of 50-44 BC.

Each player is trying to control the Roman world (which means eliminating the other player) using their Leaders, Legions, and Allies to engage the opponent's forces. The control of cities is important, as they allow a player to collect Gold that is used to build armies and seize opportunities.

This game includes two levels of play: the Bronze Rules, which provide a quick and easy (i.e., introductory) game experience, and the Silver Rules, which provide more realism and complexity. New players should read the Bronze Rules and play a game or two before trying the Silver Rules.

[2.0] GAME EQUIPMENT

Parts Inventory

- 1 11" x 17" game map with tables
- 1 sheet of 40 square game pieces
- 1 sheet of 28 round game pieces
- 40 SPQR + 2 Commander cards
- 1 'Bronze Rules' booklet
- 1 'Silver Rules' sheet
- 1 Designer's Notes sheet

Alea iacta est ("the die is cast"): Not included are some 6-sided dice that you will need to provide. (● ● ● ● ● ●)

[2.1] The Game Map and Scale

Each Game Turn represents half a year of real time. Each unit represents perhaps 5-10,000 troops plus auxiliaries, supply trains, camp followers, and so forth. The game map shows the Roman world as it was at the time of the late Republic and depicts the following:

Roman Cities. These are shown in brown, usually squares (■). These represent major urban centers (or other regions). Each city has a Gold Value representing the number of Gold a player collects if he controls that city. Some cities are hexagon shaped (●), representing Legionary Colonies. Other cities are round shaped (●), representing Allied Client states.

Barbarian Settlements: These Areas are shown as green squares (■). These have a Strength value, represented by the red number next to it printed on the map.

Routes: These are the lines connecting cities. A player may move his legions from one city to another via routes. Some routes go overland (roads) while others go over sea (sea lanes). Both are treated the same in the game.

Ports: Are shown as anchor symbols (⚓) in different colors by Sea Zone (Atlantic = Red; W. Med. = Blue; E. Med. = Green); note that some locations with two anchors are on both Sea Zones. (See Fleet cards.)

[2.2] Game Charts & Tables

Various game aids are provided on the map for certain game functions, such as the Sequence of Play, Map Legend, Build Chart, Turn Record Track, etc.

[2.2] The Playing Pieces

The cardboard pieces that move and fight are called "units." There are the following types of units in the game:

Supreme Leader: This is Gaius Julius Caesar for the Caesarian side, and Pompey the Great for the Pompeian side.

Note that a Successor Leader, if in play, functions as a player's Supreme Leader for all purposes.

Leaders: Other important Leaders are represented by cards and round unit counters. These are shown in both players' colors as they might align with either faction.

Legions: these units represent a Roman legion.

Allied: These represent the forces provided by Rome's client states. They function in the same way as Legions, except that they are weaker and are more vulnerable to certain SPQR card events.

Units have printed on them a number of swords. This is the unit's combat strength, used when resolving battles.

Legions and Allied units are two-sided. The lighter (weaker) side is usually used. The darker (stronger) side is established under special circumstances.

Gold: Players collect income in the form of "Gold." The round 'coin' counters indicate their denominations (see 8.0).

Gold represents not simply money but also political pull, logistical support, etc.

SPQR Cards: Each of these has some event or action printed on them. How many hand cards and how much Gold you possess are not secrets!



[3.0] SETTING UP THE GAME

See the game's inside-front cover.

[4.0] SEQUENCE OF PLAY

During a Game Turn, each player conducts his own Player Turn (as is hereafter referred to as the "Phasing Player") strictly according to the following Sequence of Play:

Caesarian Player Turn



1. Forum / Victory Phase:

The Caesarian Player may attempt to gain a single Forum card and / or declare victory.

2. Draw Cards Phase: The Caesarian Player draws one free SPQR card.

3. Purchase Phase: The Caesarian Player spends his Gold to make purchases.

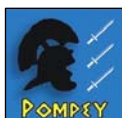
4. Tax Phase: The Caesarian Player taxes his controlled cities and collects Gold.

5. March Phase: The Caesarian Player may move his pieces

6. Combat Phase: The Caesarian Player must attack enemy forces at the same location as his friendly forces.

7. Turn Marker: Flip (Caesarian) or advance the Game Turn marker ahead one space on the Turn Track and flip it (Pompeian).

Pompeian Player Turn



Repeat Steps 1 through 6, but reverse the player roles. That is, the Pompeians get to claim a Forum card, draw an SPQR card, tax, spend, move, and fight.

End Turn: Continue until victory is achieved (5.0) or the last Game Turn (Autumn 44 BC) has been played.



[5.0] FORUM / VICTORY PHASE

General Rule

First, the Phasing Player may claim **one** (1) Forum card and / or declare victory and win the game.

Claiming a Forum Card

A player may only attempt to claim **one** Forum card per friendly Forum Phase. If he has fulfilled its claim condition on the card at that time, he may claim that card and place it, face up, in front of him. Once claimed, a player keeps that Forum card for the remainder of the game.



Unclaimed FORUM cards: These remain in The Forum area indefinitely until claimed.

Bidding: Only certain FORUM cards require 'bidding' (all the others are simply claimed if their condition is met). The player attempting to claim a 'bid' card must have, and declare a bid of, at least 1 Gold. His opponent may either raise that bid by at least 1 Gold or 'pass.' Players cannot bid more Gold than they currently possess. Bidding alternates thus until one player desires to (or must) pass.

The winning bidder claims the Forum card and must immediately pay to the Stock the Gold he bid. **Important: The losing bidder forfeits half the value of his bid (bribe), rounding fractions up, to the Stock.**

Forum Card Effects

The Effects listed on a claimed FORUM card function as a permanent 'special ability' for its owner and may be used each turn in the Phase indicated.

Forum cards also provide **Victory Points** as explained below.

Declaring Victory (How to Win)

A player can declare victory and wins the game only during his own Forum Phase and only in one of these two ways:

Military Victory: A Military Victory can be declared if *all* of the following conditions exist for that player during his Forum Phase after claiming a Forum card:

- His Supreme Leader is in Rome,
- The enemy's Supreme Leader is not on the map, and
- He controls locations whose total Gold (Roman cities) and Strength values (Barbarian Areas) equals or exceeds 25.

Political Victory: A Political Victory can be declared if that player has a *net* total of seven (7) **Victory Points**. Victory points come in two types based upon the leading political factions of the day, the Optimates (the "best of men") and the Populares (those "favored of the people").



Players check their **own** LEADER and FORUM cards and total the number of symbols (i.e., 'Victory Points') that they have for *both* factions, subtracting their smaller total from their larger one. If that net total is a difference of seven (7) or more points, that player declares victory for that faction and wins the game.

If a card states "Optimates or Populares," then its owner can decide which he wants whenever he computes his Victory Points.

For example, a player has a total of 6 Populares and 1 Optimates symbols in front of him. He has a net difference of 5 Victory Points.

Player note: It makes long-term sense to concentrate your Victory Point acquisition on one faction. However, there are two compelling reasons to play off of both sides to gain the benefits of a particular LEADER or EVENT card: one is to gain the effects of that card, sacrificing the long term Victory Point advantage for short term gain on the board; the other is to deny your opponent control of certain cards!

Defeat: If, at the end of the last Game Turn (44 BC), neither player has declared victory, the game ends in a draw.

The Roman world collapses into chaos and history blames you for the end of Western Civilization. *Sic transit gloria mundi.*

[6.0] DRAW CARDS PHASE

SPQR: Abbreviation for *senatus populusque romanus* (the Roman Senate and People).



General Procedures

During his Draw Cards Phase, the Phasing Player draws the top SPQR card from the face-down draw pile. When multiple cards are drawn during a single Draw Cards Phase, they are drawn individually and acted upon (if needed) before the next one is drawn.

Played and discarded cards are placed face-up in a discard pile next to the draw pile.

If the draw pile becomes exhausted, reshuffle the discards together to form a new draw pile.

Card Types

EVENT: This card must be played immediately (i.e., its event performed), then discarded, when drawn.

FORUM: This card is immediately placed, face-up, beside the map in a common area that both players can easily see. This area is called "The Forum" (see Rule 5.0).

ACTION: This card is kept secret in the player's 'hand' and may be played during the **Friendly Phase** (unless otherwise noted) and under the circumstances indicated on the card itself, after which it is discarded.



TACTICS: This card is kept secret in the player's 'hand' and may be played during the Combat Phase (see Rule 10), after which it is discarded.

LEADER: This card is kept secret in the player's 'hand' and may be played, face-up,

in front of the player, during his Purchase Phase. When played, place its corresponding Leader unit (in its owner's color) on any city that contains at least one other friendly unit (even another Leader).

Hand Size Limits

Each Supreme Leader permits a maximum card hand size limit as shown below:

Caesar: 4 cards □□□□

Pompey: 3 cards □□□

Players with no Supreme Leader (or their Successor) on the map play with a hand size that is one card fewer).

FORUM and **LEADER** cards face-up in front of a player do **not** count against this limit. Cards can be received *beyond* this limit, but then enough cards must be immediately discarded to bring that player's hand size back within its limit.

Note that certain FORUM cards allow you to increase your hand size limit.

Certain cards allow a player to pick cards from the discard pile. In this case, he can sort through the discards and choose which card from among them he desires.

[7.0] PURCHASE PHASE

Procedure

Players may expend Gold to 'recruit' units (that is, take them from their stock of unused Legions and Allied units and put them into play on the map). A player's 'stock' includes those square pieces that were not setup and those eliminated in battle; i.e., eliminated units can be purchased and brought back into play.

Costs

A player can recruit one or more Legions at a cost of 9 Gold each.

A player can recruit one or more Allied units at a cost of 6 Gold each.

Leaders are free by playing their card.

[7.1] Recruitment Limitations: A player's available stock of units is a strict limit. **A player may not recruit more units that are currently available in his stock.**

[7.2] Placement Locations: Newly recruited units are placed in **friendly cities**. A "friendly city" is one that is currently occupied solely by one or more of that player's pieces (e.g., a Legion, Allied unit, Leader, or Ally marker).

[7.3] Placement Restrictions: A player may place **either** a single Legion or up to two Allied units in a friendly city, per friendly Phase.

[10.0] COMBAT PHASE

General Rule

Combat occurs only during a Player's Combat Phase. A player **must** complete his Movement Phase before initiating his Combat Phase and conducting combat.

A **battle** (i.e., an exchange of die rolls thrown in an effort to inflict casualties on opposing forces) must take place when enemy forces are located at the same city.

Nomenclature: The Phasing Player is *always* called the '**attacker**' and his opponent the '**defender**' at a battle.

So if it is Caesar's turn and he marches 3 Legions into Rome where a force of Pompeian units awaits, *Caesar* is the 'attacker' in the ensuing battle.

Battle Procedure

If more than one battle must take place during a single Combat Phase, the attacking player determines the order in which they will be resolved. Each battle must be concluded before the next is begun.

Each battle must be conducted in the following sequence:

1. Remove all units from the contested location and line them up opposite each other off to one side of the map. Place the **Battle marker** in that contested location to remind you where this battle is occurring.
2. The attacker may commit one **TACTICS** card by placing it face-down in front of him. After seeing whether or not the attacker makes this commitment, the defender then has the option to commit one **TACTICS** card. Both **TACTICS** cards are then revealed and their effects noted; discard them at the end of that battle.
3. Each side determines its **Leadership Value** by adding the sword strength of all its Leader units present at that battle (modified for **TACTIC** cards). The side with the higher Leadership Value is the "**Lead Player**" in that battle and gets to commit units and roll first. If the Leadership Values are tied, then the defender is the **Lead Player**.
4. **The First Battle Round:** Players alternate committing a unit and rolling the die.



Within these restrictions, a player may recruit any number of units in a single turn provided they are available in his stock and he has the Gold to pay for them.

Special Cities

Legionary Colonies (●): Certain SPQR cards (e.g., Legions Grumble and Veterans Settlement) allow you to recruit additional Legion units at these cities.

Allied Clients (●): Certain SPQR cards (e.g., Allies Mobilize and Allied Settlement) allow you to recruit additional Allied units at these cities.

[8.0] TAX PHASE

Procedure

During his Tax Phase, that player collects Gold from friendly cities (see 7.2). Each friendly city provides its indicated amount of Gold, which is added to that player's **treasury** (i.e., his available Gold or 'cash-on-hand').

Gold in the game is represented by round tokens ('specie' or 'coins') with Roman numerals on them in denominations of 1 (I), 5 (V), 10 (X), and 25 (XXV).



You can think of them as pennies, nickels, dimes and quarters, if that will help. Players are free to 'make change' whenever necessary.

With proper money management, this should not be necessary, but if more Gold is required than is available in the bank, use some spare change from your pocket to help out. The 'bank' can never 'go broke.'

[9.0] MARCH PHASE

Procedure

During his March Phase, a player may (unlike *Chess*) move some, none or all of his units as he desires.

Friendly pieces can be moved together or separately (it doesn't matter). They may freely leave or enter a location containing enemy units (although the latter case will result in a battle).

Tip: Move units from several different adjacent locations into a single city to concentrate your forces for battle.

After a piece is moved and its owner's hand withdrawn from it, it cannot be moved again in the same March Phase.

[9.1] Distance: Each piece may move a maximum of one 'space' (by land or sea) per March Phase to a connected city.

[9.2] Stacking: Both players may have any number of units in the same location.