

# CAESAR XL

THE FIRST ROMAN CIVIL WAR:  
50 - 44 BC

## SILVER RULES

These Silver Rules supplement / supersede the **Bronze Rules** as indicated.

### [6.0] DRAW CARDS PHASE

#### Buying Additional SPQR Cards

[6.1] After receiving your Free SPQR card(s) for that turn and examining / acting upon them, you may spend Gold to purchase **up to two additional** cards. Each additional SPQR card purchased costs 5 Gold.



### [7.0] PURCHASE PHASE

#### Diplomacy

[7.4] At any empty or friendly controlled city or Barbarian Area, you may attempt to purchase an **Ally marker** to place there with your side's color showing. Each location may have only one Ally marker.



**Function:** An Ally marker's only function is to maintain control of that location for that side even when it has no other units there. *Beware, however! It is a weak type of control and subject to political intrigues.*

[7.41] **Method:** Players attempt to place / remove an Ally marker by purchasing a **Diplomacy Roll (DR)**.

- **Procedure:** The purchasing player designates a target location and rolls a die. He succeeds if the modified result is **greater than (>)** its Gold value. Other results are 'No Effect.'

- **Diplomacy Roll Modifiers:** These die roll modifiers are cumulative:

+1 if the target location is a friendly controlled city

-1 if the enemy's total Sword value in all connected locations exceeds the target location's Gold value

-1 if the target location is a Barbarian Area

- **Limitations:** Only *one* DR can be purchased per friendly Purchase Phase.

- **Costs:** It costs **3 Gold** to attempt to place an Ally marker from the stock, or move a friendly Ally marker on the map to another location.

It costs **5 Gold** to attempt to remove an opponent's Ally marker from the map and return it to the stock. **This can only be attempted if there are no enemy units stacked with it.**

[742] **Recruiting:** A player *may* recruit new units at cities that have just 'joined their side' during that Purchase Phase.

[7.43] **Occupation:** Ally markers are lost (returned to the stock) whenever an enemy unit is in its city at the end of the Enemy Combat Phase.

### [8.0] TAX PHASE

Include Roman cities with only a friendly Ally marker. Friendly controlled, subdued Barbarian Areas are handled as per 12.3.

### [9.0] MARCH PHASE

#### Forced March

[9.3] A player can move a unit two spaces during a single March Phase by paying for a Forced March.

All forced marching occurs during a single Movement Segment. A player must finish all movement, including Forced Marches, prior to engaging in any combat.

[9.3.1] **The Cost of Sandals:** The player must pay **1 Gold** for each Legion and Allied unit as it makes a Forced March.



Leaders may 'ride for free' with a friendly Legion or Allied unit that has paid to Force March, or they can Force March separately for 1 Gold each (and see 11.2 for using your Supreme Leader in a Forced March).

[9.3.2] **Pick Me:** Forced Marches are conducted by individual units, not stacks. Units that begin stacked together need not be Forced Marched together. *That could get expensive, folks.*

[9.3.3] **Non-Stop Marching:** Units that Force March may freely move through enemy units. That is, movement is never blocked by enemy forces. A player cannot conduct a battle against enemy units that were moved 'through;' only when your units end in the same city as enemy units is there a battle.

### [10.0] COMBAT PHASE

#### Veteran Unit Durability

[10.1] Veteran units are not eliminated when they suffer a 'hit' in combat. Instead they can 'absorb' a hit by being



reduced from veteran to regular units (i.e., flipping the counter over from its darker / veteran side to its lighter / regular side).

#### Looting

[10.2] When units are eliminated in combat, do not return them to the stock right away. Set them aside until *after* the battle ends.

The victor of a battle receives **1 Gold from the bank** for every Heavy (e.g., Legion) and Light (e.g., Allied) unit on the loser's side eliminated in that battle (from scavenging the enemy's baggage trains and such).

#### Stacking and Supply

[10.3] **Procedure:** At the **end** of his Combat Phase (after all battles and looting; see 10.2), that player must check each location on the map where he has forces. If the number of his Legions plus Allied units there exceeds the city's Gold value, then he must pay the difference to keep those units supplied.

[10.3.1] **Supply Costs:** It costs **1 Gold per Legion and / or Allied unit** above that city's Gold value to keep it in supply and remaining in place at that city. If this Gold cost is *not* paid, that unit is immediately eliminated. (Such eliminated units are chosen by the owning player.)

[10.3.2] **0 Value Cities:** This means that players will have to pay for *every* Legion and Allied unit in a city whose Gold value is 0 (e.g., Rubicon).

[10.3.3] **Leaders:** Leaders are 'stack free' and do not count against a city's supply capacity nor require supply themselves.

**Supply Example:** Utica has a Gold value of 3. If Pompey was there with three Legions, no supply cost need be paid. If Pompey's force were 2 Allied units and 5 Legions, he would have to pay 4 Gold to keep them in supply, or eliminate one Legion or Allied unit (of his choice) for each Gold *not* paid to maintain his forces there.

### [11.0] LEADERS

#### Supreme Leader Feats

A player's **Supreme Leader** has some additional special abilities:



[11.1] **When in Rome:** If your Supreme Leader is in **Rome** during your Draw Cards Phase, you may draw one additional (+1) free **SPQR** card that turn.

[11.2] **Onward:** The Supreme Leader may **always** Force March (9.3) for free.

In addition, units beginning a Friendly March Phase in the same location as that player's Supreme Leader may Force March

with him as a group for *half* the normal cost (round fractions up).

- These units must remain with the Supreme Leader for the entire move.
- These units may not be dropped off along the way or moved to different locations.
- The Supreme Leader may not ‘pick up’ additional units as he Force Marches. *That is, he can’t add forces to his stack in the location that he moves through.*

## [12.0] BARBARIAN AREAS

### General Rule

In the **Silver Rules**, the Barbarian Areas are much more interesting.

### Barbarian Invasion

[12.1] When the **SPQR EVENT** card **Barbarian Invasion** is drawn, a particular Barbarian Area (■) causes trouble.

[12.1.1] **Quo Vadis?:** The player who drew this card rolls two dice and uses their sum to consult the Barbarian Invasion Table (see map) to determine which Barbarians are ‘acting up.’

Note: Barbarian Areas controlled by a player are considered ‘subdued’ and will not generate invasions. Treat these outcomes as ‘No Effect.’

[12.1.2] **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 Barbarian Area, then Roman cities are ‘looted’ and each player rolls one die and loses that number of Gold. If he has insufficient Gold to cover this loss, he must eliminate the balance in sword strength from among his units (globally) on the map (his choice of which units to lose); *i.e., just as in the **Bronze Rules**.*

### Subduing Barbarian Areas

[12.2] Although Barbarian Areas are not part of the Roman world, players’ units may enter them. They are treated like other cities with the following exceptions:

[12.2.1] **Independence:** Players can *never* recruit units in a Barbarian Area.

[12.2.2] **Self-Defense:** Every Barbarian Area contains its own ‘**self-defense force**’ of **notional** (i.e., ‘pretend’ or

invisible) units **equal to its Strength value**.

Each of these Barbarian self-defense units is a Regular (i.e., *not* a Veteran) Light (i.e., Allied-type) unit with a two sword value (i.e.,  $\diagup \diagdown$ ). *That is, they are all committed in battles before Legions, will hit on die rolls of ■ or ■, and require only 1 hit each to eliminate.*

[12.2.3] **Battling Barbarians in their Home Areas:** A player whose forces enter an active Barbarian Area must attack its self-defense forces during his Combat Phase. His opponent rolls the dice for the notional Barbarian units.

Unlike Romans, Barbarians cannot benefit in battle from any **SPQR** card, nor ever retreat or profit from looting (10.2). *A Roman player can enjoy all of these things when fighting Barbarians.*

If the Barbarians win the battle, they retain control of their area. If their territory is violated again, their self-defense forces become fully replenished and they will fight again at full strength.

If the Romans win the battle by eliminating *all* of the Barbarian’s notional self-defense units, then that Barbarian Area becomes ‘**subdued**.’

### Taxing Barbarian Areas

[12.3] When a player controls a subdued Barbarian Area during his Tax Phase, he **must** designate it at that time and roll a die.

If the result is less than or equal to (<=) his sword strength (+1 for an Ally marker) in that Barbarian Area, he collects that amount of Gold.

If the result is greater than (>) his sword strength in that Barbarian Area, he collects no Gold. Worse, if the die roll was a ■, that Barbarian Area ‘**revolts**’: any Ally marker and all Roman units there are slaughtered (eliminated and returned to the stock, with any killed Leader’s cards discarded) and that Barbarian Area is once again uncontrolled.

### Maintaining Control of Barbarian Areas

[12.4] One player may move into and attack the other’s forces in a subdued Barbarian Area. The Barbarians do not participate in any way during such Roman vs. Roman battles in their areas.

If the invading player is victorious, he then gains control of those subdued Barbarians.

If, at the end of any Phase, there are no Roman units in a subdued Barbarian Area, it immediately reverts back to Barbarian

control and its self-defense forces become fully replenished.

### GAME CREDITS

**Game Design:** Joseph Miranda

**Documentation & Game Development:** Alan Emrich

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### CAESAR XL DEVELOPER NOTES

*by Alan Emrich*

Hail, Miranda! Well, after watching the first season of HBO’s *Rome* mini-series, Joe Miranda got inspired and pretty much knocked out what would become **CAESAR XL** in a nonce. Because it was so much darn fun to play that we couldn’t keep the playtesters away from it, by default it moved right to the front of the production schedule and we had this game ready for sale in less than two months after receiving it from Joe.

The economic model of the initial playtest version of the game was a bit Spartan (which is awkward for a Roman game). There was too much money to be had and not enough to do with it. By changing the Sequence of Play so that purchasing came *before* tax collection, we ensured that money would be available to players between Game Turns and adjusted the prices and frequencies of ‘economic emergencies’ accordingly.

We went through several iterations of the combat system until ending up at something a bit closer to *A House Divided* (a game I worked on) than what Joe had initially envisioned. The current system has battles with a great back-and-forth tension to them and interesting pre- and post-battle effects.

One key addition to the game was adding a set of round pieces to it for the Leaders and money. It needed that bit of ergonomic ‘oomph,’ I thought.

After we began playtesting, Joe called me on the phone with his latest inspiration for the game; a second set of victory conditions using a new type of SPQR card – the *Forum* card – which would show the political division of the Empire *and* allow players to claim ‘special powers.’ It was brilliant! (Typical Joe...) Near the end of development, the Leader cards got their special powers, too.

I’m finding out that Joe and I make a pretty good designer / developer team. As happened with his **NAPOLEONIC 20** game system, I found bright, enthusiastic playtesters (both among old grognards and my college game design students) and shaped the game’s graphic and rules presentation, working with Tim Allen on the map (where we’re learning a great deal about that craft).

In the end, Joe delivered the Bronze and Silver rules, which left the game begging for a ‘Gold’ expansion kit. That’s in the works now (with a few more **SPQR** cards and actual Barbarian units). Hopefully it will be ready after we incorporate your feedback into the system!