

## GERGOVIA

Gergovia is a simulation of the battle between the Gauls of Vergingetorix and the Romans of Caesar fought near Clermont Ferrand.

### A) Game components.

The map: each hex represents 180m. Woods and Slope are presented as well as camps and fortifications of the 2 armies.

Units: On the Gaul side, there are units of infantry, cavalry, archers and one piece for Vergingetorix and his guard. On the Roman side, there are units of infantry and the Edui Gallic tribe who were allied with the Romans. The Roman and auxiliary cavalry are not represented, because they were not involved in the battle. Caesar was far distant from the battle and is therefore not represented.



Combat factor.    Movement allowance

### B) RULES

1) Sequence of play: The game is played in turns. Each turn is composed of 4 phases:

- 1) the Roman player moves
- 2) the Roman player attacks
- 3) the Gallic player moves
- 4) the Gallic player attacks

2) Setting up the game: The players set up their units face down before the start of the game as indicated by the order of battle at the end of the rules.

3) Movement: During the movement phase, the players move pieces as desired, taking into account the Terrain Effects Chart and enemy pieces (see 4).

A player can move some or all of his pieces.

He uses the movement allowance of each unit.

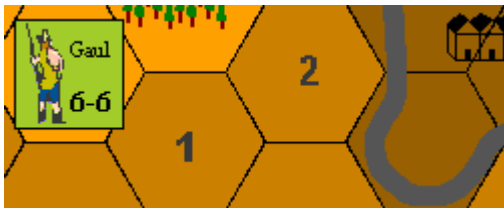
A unit is not forced to use all of its movement allowance.

A unit's movement allowance cannot be transferred to another unit.

Movement is hex by hex, counting the movement points necessary to enter a hex or to move up a level.

Unused movement points cannot be saved, but units start each new turn with full movement allowance.

Stacking is not allowed, but units can move through hexes occupied by friendly units.



The Gallic unit loses 3 points going to 1. It loses another point going to 2. It cannot move up one level and cross the wall, because it does not have the necessary points.

## TERRAIN EFFECTS CHART

Effects on	Movement	Combat	Zone of Control
Terrain type			
<b>Clear</b>	cost to enter: 1		
<b>Woods</b>	cost to enter: Infantry: 3 Cavalry: 6	Infantry: no change Cavalry: halved	No control
<b>Change of Level</b>	cost to cross: (Moving up) Infantry: +2 Cavalry: +4	-1 to die roll if all attackers are lower than defender	No control up level
<b>Roman Camp Oppidum</b>	See rules 7 & 8	Defender doubled if all attackers are outside. Units inside ignore "Melee" and treat "Rout" results as "Retreat"	No control from outside to inside
<b>Wallum</b>	Infantry: +2 Cavalry: not allowed	No combat through	No control
<b>Mur de pierres (Stone Wall)</b>		Defender doubled if all attackers are lower than defender	

4) Zones of control: The 6 hexes adjacent to a unit are called zones of control (ZOC) and are the zones controlled by the unit. Each friendly unit entering a hex controlled by an enemy unit must stop movement and must attack during the combat phase. A unit can exit an enemy zone of control as a result of combat or at the beginning of its movement phase.

Movement from one enemy ZOC directly into another ZOC of the same or another enemy unit is not allowed (exception: Advance after combat).

Zones of control are subject to terrain restrictions (see Terrain Effects Chart).

Units are not affected by other friendly units' ZOC.

Two enemy units in their zones of control are controlling each other.



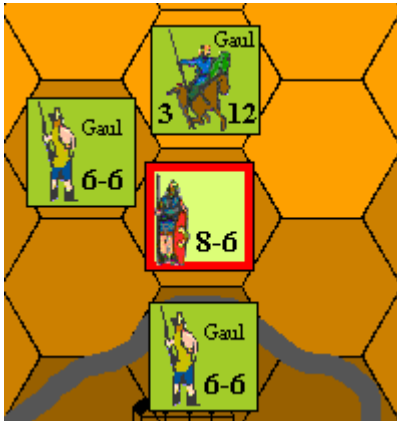
The archer unit is controlling the 6 adjacent hexes.



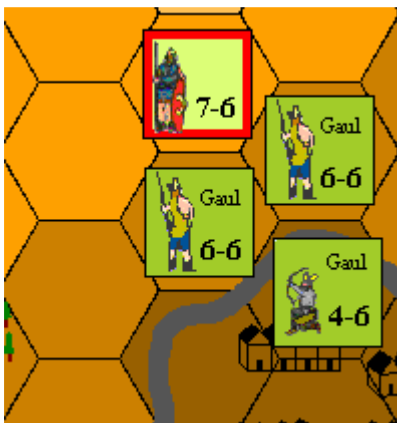
The infantry unit is controlling hexes 2,3,4,5,6; it is not controlling hex 1 cause it is placed behind a fortification.

5) Combat Phase: After the phasing player has finished movement, he will start the combat phase. He is the attacker. Each unit in an enemy's zone of control is forced to attack. If desired, a unit can attack an enemy unit if it is not in its z.o.c. Each unit can attack only once.

Example:



The Roman unit (8-6) must attack the 2s Gallic infantry, because it is in an enemy ZOC. It cannot retreat, because it is surrounded by Gallic ZOCs.



The Roman unit is attacked by the Gallic infantry and the archers firing from a 2 hex distance.

All enemy units controlling friendly units' hexes must be attacked.

It is possible to attack an enemy unit with more units, or attack more units with only one.

It is the attacker who decides the order of combat and units involved in each.

This order must be declared before starting combat.

Combat resolution: The combat strength of the attacking units is totalled and then divided by the total strength of the defending units.

The combat ratio is always rounded down to the defender's favor.

## COMBAT RESULTS TABLE

Die-Roll	1-3	1-2	1-1	2-1	3-1	4-1	5-1
-1	AE	Rout(A)	Rout(A)	AR	AR	DR	Melee
0	AE	Rout(A)	AR	AR	Melee	DR	Melee
1	AE	AR	AR	AR	Melee	Melee	Rout(D)
2	AE	AR	AR	Melee	DR	Melee	Rout(D)
3	Rout(A)	AR	Melee	Melee	DR	Rout(D)	Rout(D)
4	Rout(A)	Melee	Melee	DR	DR	Rout(D)	DE
5	Melee	Melee	DR	DR	Rout(D)	Rout(D)	DE
6	Melee	DR	DR	DR	Rout(D)	DE	DE
7	Melee	DR	DR	Rout(D)	DE	DE	DE

### a) Combat results:

DR: the defending unit must retreat one hex.

AR: the attacking unit must retreat one hex.

**RETREATING IS MOVING OUT OF A HEX ADJACENT TO AN ENEMY UNIT AND ENTERING A HEX NOT CONTROLLED BY IT OR BY ANOTHER ENEMY UNIT !**

AE: All attacking units eliminated.

DE: All defending units eliminated.

Melee: All units engaged cannot move until the next combat phase.

Rout (A): the attacking unit must be moved away from the defending unit and cannot move into an enemy ZOC. It must expend all of its movement allowance. Place a "Rout" marker on it. In the following turn it will not move and will be eliminated if an enemy unit passes through its hex. A routed unit has no ZOC.

Rout (D): same for defender.

**A UNIT THAT CANNOT RETREAT OR ROUT IS ELIMINATED!**

**A UNIT CAN PUSH FRIENDLY UNITS WHILE RETREATING! BUT THIS IS NOT POSSIBLE IF THE FRIENDLY UNITS ARE THEMSELVES ENGAGED IN COMBAT!**

**IF A ROUTING UNIT PASSES THROUGH FRIENDLY UNITS , THE FRIENDLY UNITS IMMEDIATELY ROUT!**  
**AN ATTACKING UNIT PUSHING A DEFENDING UNIT CAN TAKE THAT UNIT'S PLACE IMMEDIATELY.**

b) Special Combat rules:

Gauls: Gallic units which have not yet fought (face-down piece) gain a +1 to the die roll during their first attack. (This simulates their impetuosity). The modifier is not cumulative: if more than one Gallic unit is attacking the same Roman unit the modifier will be +1 only.

Reaction test: Routing Gallic units may cause rout of other Gallic unrouted units.

All units in contact with a routing unit must be checked: On a die roll of 1, 2 or 3 the units will rout. The new routed unit may cause the rout of others units following the above procedure.

Vergingetorix can stop the movement of routing units adjacent to him.

End of Rout: An unrouted friendly unit must remain adjacent to the routed unit during 2 enemy movement phases. The unit cannot be involved in combat.

Romans: a Roman unit adjacent to 2 or more Roman units gain a +1 to the die roll when attacking and a -2 when defending. This modifier is not cumulative. If more than one Roman unit is attacking the same Gallic unit the modifier will be +1 only.

Reaction test: All Roman units adjacent to a routed Gallic unit must check for pursuit. On a roll of 5 or 6, the Roman unit will pursue the nearest routed Gallic unit. It must move the full movement allowance until it enters an enemy ZOC and ceases movement.

End of Rout: same as Gauls.

6) Gallic archers: Besides their combat value, the archers are able to fire on enemy units.

An archer unit which is not in an enemy ZOC can fire on an enemy at 2 hexes distant. This fire adds +1 to the die roll on an attack made by other units engaged with the enemy fired upon.

The archer unit can help friendly units defensively in this manner. They subtract 1 from the attacker's die roll.

They cannot fire up level.

7) L'oppidum: Gallic units may cross the city wall with no loss of movement points. It costs 2 movement points for Roman units to cross the wall.

8) Roman fortifications: the Romans must maintain a garrison of 3 units (one legion) inside the "Grand Camp" and 2 units inside the "Petit Camp". These garrisons may move away no more than 5 hexes from the Grand Camp and 3 hexes from the Petit Camp.

Gallic units can move inside the Camps.

9) The Edui tribe: This tribe was Roman allied, but it was not a certainty, and Roman troops were disorganized when the Edui joined battle. They are represented by 2s 4-6 units.

The Edui arrive on turn 5 in the place marked on map. They move during the Roman movement phase toward the nearest Roman unit. Roll a die when they come within 2 hexes of a Roman unit. On a roll of 1, 2 or 3 the Roman unit routs, and the Edui tribe will join the Gauls.

10) Vergingetorix: All Gallic units adjacent to him gains a 1 column shift in their favour during combat.

If the Vergingetorix unit routs, the Gallic player will have to check for rout on all Gallic units.

If he is eliminated, the Gallic army routs and Caesar wins.

11) Victory conditions: Caesar wins if he destroys at least half of the Gallic army or if he takes l'Oppidum (more Roman units than Gallic inside) by the end of 9<sup>th</sup> turn. In doing this, he must not lose more than 3 units. Vergingetorix wins if his troops destroy more than 3 Roman units or if he takes the Petit or Grand Camp. If neither player fulfills these victory conditions, the game is a draw (historical result).

## **OPTIONAL RULES**

For the most accurate simulation of the battle try these:

Option 1: In each situation where an elimination of a unit is called do not remove the unit from the map. The unit will remain on the map with its strenght factor reduced to 50%. If a unit is reduced again, it is eliminated instead.

Option 2: 6 dummy counters are included in the game to confuse the Gallic player, simulating the movement of Caesar's troops who let the Gauls believe he would attack their flank on Risolle-Jussat.

These pieces will be added to other Roman units and revealed only during combat. They have no combat value, and they will be eliminated if attacked. Their movement allowance is the same of the other Roman units. They have no ZOCs and give no benefit to Roman units adjacent to them.

Option 3: For a better use of the dummy counters it is possible to start the game with a succession of movement phases. After the first combat, the turn marker is placed on Turn 1. In this variant, all Roman troops are placed in the Grand Camp with the exception of the XIII<sup>th</sup> Legion which is the garrison of the Petit Camp. The Gauls set up in the Oppidum and in the Campements, south of the Oppidum.

## **SET UP**

Gauls:

Vergingetorix in 0815

1 infantry unit in 1609, 1211, 1015, 1016, 0917, 0716

1 archer unit in 0313, 0413

1 cavarly unit in 0916, 0409, 0408, 0309, 1307

all other units must be set up on Risolles Jussat between hexes 723 and 640

Romans:

(1 legion is composed of the following units: 6-6, 7-6 and 8-6)

Place the 3 units of the "diversion" legion in 0821, 0921, 1020.

Place the "assaulting" legions (including the VIII<sup>th</sup> and the X<sup>th</sup>) in: 1809, 1909, 1910, 1907, 1906, 1905, 1805, 2005, 2006.

The XIII<sup>th</sup> legion is placed in the Petit Camp and the remaining legion in the Grand Camp.

If the optional rules are used, place all Gallic units in the Oppidum and Campements and the Romans in the Grand Camp, except the XIII<sup>th</sup> Legion which is placed as garrison of the Petit Camp.