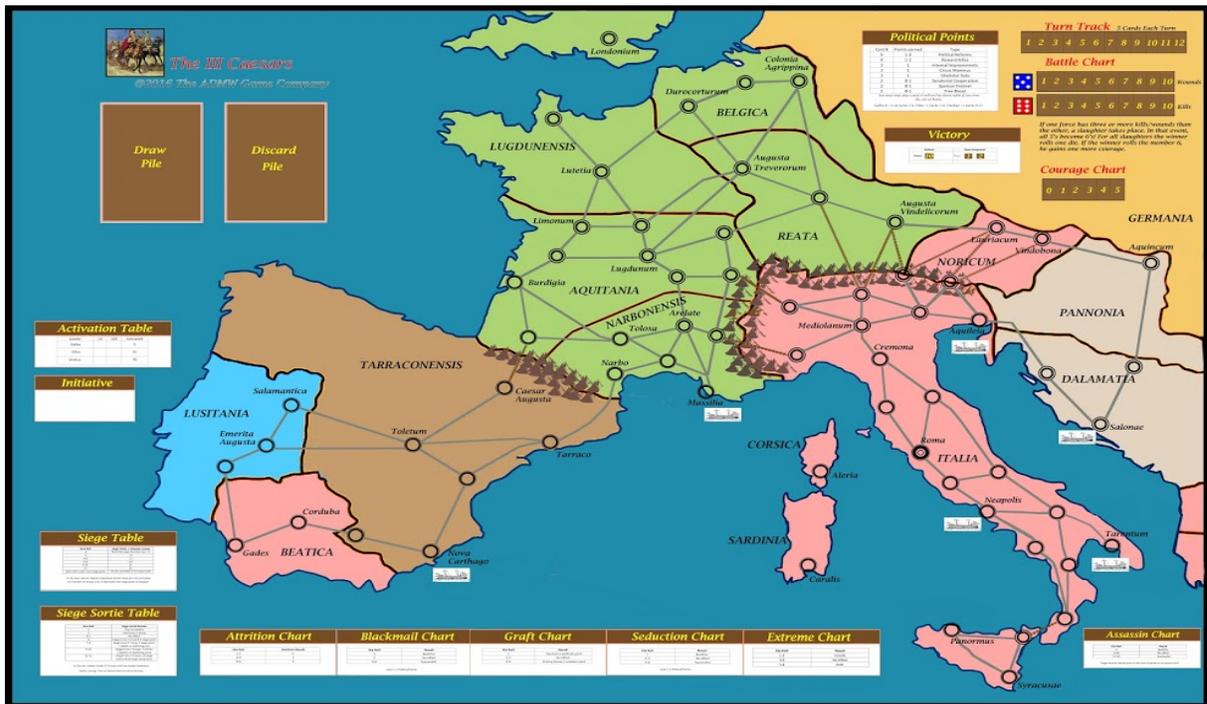


3 CAESARS

The Roman Civil War of AD 69

Rule Book



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- 1. INTRODUCTION:** **3 Caesars: The Roman Civil War of 69 AD** is a 3-player game between the Roman Factions of Galba, Otho, & Vitellius.
- 2. GAME COMPONENTS:** This game includes one 20-page rule book, two 6-sided dice, a 22" x 34" map, 202 counters, and 108 cards.
- 3. HOW TO WIN:** Capture and hold the city of Rome at the end of two consecutive turns and earn 10 political power points at any time results in an immediate and automatic victory in the Campaign Game.
- 4. PLAYING PIECES:** Combat units contain a number which represents' strength. Leaders have a name, a strategy rating; how fast they move, a battle rating; how well they fight, and an organizational rating; how many troops follow them into battle. Other pieces include the Batavian Body Guard, cohorts, open bodyguard, control markers, courage markers, initiative piece, turn marker, political points, etc...
- 5. GAME SET-UP:** Lay out the map and the color-coded starting pieces. Deal seven cards per player per turn and place pieces per starting positions (section 8).
- 6. PREPARE TO PLAY:** If more than one player wants the same side, offer a number of activation points to the other player as a bid. Whoever rolls higher on 2d6 makes the first bid if they didn't agree.

7. SEQUENCE OF PLAY: Each turn is divided into sub-parts.

First, each player receives seven cards. Second, cards are played in turn order of Galba-Otho-Vitellius. Galba starts the game with the initiative. As cards are played with each side taking a turn, moves are made, political points adjusted, and battles and sieges are fought. A player may play multiple cards in a row (as well as battle or response cards played as battle or response cards) if his opponent runs out of cards. A player may save card(s) but is afterwards dealt less cards to bring his total back to seven. Players still get dealt their regular card amount of seven the next turn. Attrition is rolled (if any). This sequence repeats until the game has a winner or ends in which case Vespasian (the game itself) wins.

Deal Cards (seven)

Play Cards (battles, events, movement, political points, sieges)

Attrition (If any)

8. STARTING POSITIONS: Galba (Caesaraugusta), Vindex (Lutetia), and Rufus (Lauriacum) start with one Legion (10 cohorts). Sabinus, 1 cohort, and the Batavian Body Guard marker start in Rome. Galba may move after playing 5 points. Otho starts in Salamantica with 2 Legions, and may move after paying 35 points. Vitellius starts in Vindebona with two veteran Legions, and may move after paying 60 points. The three Praetors' start with their best respective color-coded leaders, and come back to a friendly color coded matching space the following turn if ever eliminated.

9. CARDS: Each card has a point value from 1 to 5 and an event description with instructions for playing that card as an event. A player may play a card to do one or more of the following:

- Move a leader with his Legion whose strategy rating is greater than or equal to the cards' number value 4 movement points.
- Cause the cards event to occur (may not also use the # value).
- If the cards number value is four, build one cohort in a same colored space or on a 5 card build one cohort with a leader anywhere.
- One battle card may be played at the start of a battle per side that has cohorts in that battle, and response cards may be played at any time.
- A card is removed permanently from the deck after play as the event if it has the word remove on it.
- A card with a turn # cannot be played as the event prior to that turn #.

10. LEADERS. A leader only moves troops with him less than or equal to his organizational rating. During a minor campaign event, for example, Galba and Vindex may move 20 total cohorts (2 legions) with them simultaneously (or 10 cohorts separately – 1 legion each).

11. MOVEMENT: Unless a double time or minor campaign card is used, a leader and his units may use up to four movement points when activated on a card equal to or greater than the leader's strategy rating. To move to an open space costs one movement point. Entering any mountain space and / or sieging Rome both cost a total of two movement points. Leaders may drop off cohorts during movement.

12. INTERCEPTION: Leaders and their armies may intercept or retreat into an open space free of enemy cohorts if an 8 or higher is rolled on 2d6, after adding the leader's strategy rating. Interception across a mountain space is not allowed.

13. COMBAT: First, add one battle card modifier (attacker first, defender second). Second, add one or two leader's strategy rating(s). Third, add the number of cohorts. Fourth, add one die for the defender. Fifth, add three dice if your enemy is out of supply. Sixth, add one die for an interception. Seventh, lose one die if your legion/cohort tried but failed to retreat. Last, apply any response cards. Then, roll that number of dice. Each roll of a 6 is a kill; each roll of a 5 is a wound. If one force has three or more kills / wounds than the other, a slaughter takes place. In that event, all 5's become 6's! For all slaughters the winner rolls one die. If the winner rolls a 4-6 on a d6, he gains one courage. A first tie results in a second round of battle, ties after that then favor the defender. The losing legion then retreats to an adjacent space free of enemy cohorts. If unable to do so, all pieces are completely disbanded. Overruns allowed if enemy slaughtered, but costs 1 extra movement point. If a Legion eliminates another Legion of at least five cohorts the victorious Legion becomes a Veteran Legion. Veteran Legions kill on a 5-6 and wound on a 4 during battle. If forced to retreat after losing a battle, the loser must return to the space he came from, and if retreating across a mountain, must roll on the attrition table. If any force is slaughtered or eliminated, its catapults / siege equipment are individually captured by the enemy on a 4-6 on a d6. If player has no cohort(s) on the map he is eliminated from the game.

14. VETERANS: Vitellius starts with two veteran Legions in Vindebona. A regular Legion may become a veteran Legion, including its' present cohorts, if it both slaughters and eliminates another Legion consisting of more than five cohorts. The play of the veteran card also allows a Legion, which includes its' cohorts to fight as a veteran Legion in the first round of battle. Veteran Legions kill on rolls of 5 and 6, and wound on rolls of 4. Veteran Legions are not affected by the Panic card. Their cohorts are taken as losses first before regular cohorts.

15. RUFUS: Rufus and his Legion are commanded by Vitellus. They may not move out of Lauriacum unless Vindex and / or Galba move first. Rufus and his Legion will never move south of Cremonia in Italy unless accompanied by Vitellius. If Rome is successfully sieged Rufus and his legion, including any newly built cohorts, automatically and immediately disband and are removed from play.

16. BATAVIAN BODYGUARD: Protects whoever owns Rome (Galba or Otho) for those leaders who are in Rome. Also provides a -1 die roll modifier on the assassination table. Sabinus is the Body Guard's Commander. Bodyguard disbands with Sabinus after a successful assassination, or is replaced by the Praetorian Body Guard (also a -1 die roll modifier) if Vitellius later captures Rome.

17. AVOIDING BATTLE: A leader and his Legion(s) may attempt to avoid battle (retreat) into any adjacent space not occupied by an enemy cohort by rolling 8 or more on 2d6 and adding his strategy rating; except when a Double Time Card is played (no retreat roll allowed). One troop is overrun at no loss if outnumbered by 7-1 or more. Fighting a battle usually stops that force from more movement during that card play (exception: slaughter-overrun). Legions / cohorts may not avoid battle after being intercepted.

18. SIEGES: Rome has a walled city strength of five, as well as a -1 siege die roll modifier. The left number is the siege points inflicted on Rome; the right number is the number of troops lost. If Rome is successfully sieged to zero, all troops and leaders inside are eliminated. Rome may not increase its' strength while under siege, and may contain an unlimited number of pieces inside.

Dice Roll	Siege Points / Attacker Losses
2	No further siege this entire turn / 2
3	-/1
4-5	-/-
6-8	1/1
9-11	2/-
12	3/-
even with only 1 one siege point	the city surrenders if no cohorts inside

If Rome is successfully sieged it may yield one courage on a die roll of 4-6 on a d6 for the player who sieged it. Any force may not continue moving the same card play after successfully sieging Rome. If a siege is broken Rome's walled city strength returns to five. If Rome is successfully sieged, its' new walled city strength then re-sets to five.

19. STACKING: An unlimited number of pieces may stack in one space, but are limited in terms of movement based on their leaders' strategy rating. Players may see all pieces in an enemy space.

20. ATTRITION: Cohorts / Legions that end the turn adjacently surrounded by enemy forces and / or mountain passes suffer attrition. Also roll when passing through mountains. Roll below and apply result.

Die Roll	Result
1-2	0
3-4	1
5-6	2

21. REINFORCEMENTS: By playing a 4 card a player may build one cohort in any matching colored space, or by playing a 5 card build a new cohort in any space with a leader.

22. COURAGE: Each player starts the game with one courage marker. To acquire more courage roll a 4-6 on a d6 when Rome is captured, and / or when an enemy force with five or more cohorts is slaughtered. Automatically gain one courage if your Legion acquires veteran status (no roll). Players may spend courage in order to re-roll their own dice, or roll on either the Extreme or Political Points Chart.

23. THE INITIATIVE: Galba starts the game with the initiative. It may be used once per turn to re-roll the dice in any one battle for one or both sides (after seeing the rolls). Order of initiative is: Galba-Otho-Vitellius. Note: Galba / Vindex function as a team. After turn one the player with the initiative decides the turn order.

24. SUPPLY: Players are in supply by not being immediately surrounded by enemy forces and/or mountain passes. Failure to do so means a triple roll on the attrition table at the end of the turn for that Legion / cohorts. If fighting a battle out of supply at the instant of any battle, the Legion / cohorts in supply gains three extra battle dice in the first round. A force intercepted immediately west of Mediolanum is out of supply, but a force attacking Mediolanum from the west is not.

25. TERRAIN EFFECTS: All open spaces cost one movement point; mountain spaces cost two total movement points (dashed line).

26. POLITICAL POINTS: The way to gain political points includes one of three methods: 1) if you own the city of Rome you may play card points and roll on the political points table. If fully successful, you may not later roll for that same type. For example, Galba plays a 3 card and rolls a 4, gaining one political point for Free Bread. He later plays a 5 card for Reward Allies and rolls a 2, gaining one point. He may later play another 5 card for Reward Allies, but the roll results is an automatic gain of one political point (instead of a 50-50 chance for a second political point), as Reward Allies has a maximum gain of two political points. 2) Play an event card which gains (or losses) political points. 3) Win a battle where the enemy had more than five cohorts. If so, gain one political point; gain two if it was a slaughter. If an enemy Legion with more than five cohorts was eliminated the winner gains three political points. The effects of gaining political points in one battle are not culmative. Choose whichever effect gains you the most political points. If your entire Legion was eliminated lose one political point. Political points may not drop below zero.

27. EXAMPLE OF PLAY: Galba plays a 5 card Initiative and is now free to move on his next card play. Otho plays a 3 card Senate intrigue and may move after playing 32 more points. Vitellius plays a 3 card Testudo and may now move after playing 57 more points. Galba plays a 2 card Surprise Sortie and moves his Legion between Narbo and Massila. Otho plays a 2 card Fortified Cities and may move after playing 30 more points. Vitellius plays a 2 card Marry my Daughter and moves Rufus's Legion out of Lauciacum and into Mediolanum to block Galba's approach towards Rome. Galba plays a 4 card Minor Campaign and moves Galba, Vindex, and two Legions into the same space two spaces north of Massilla. Otho and Vitellius both play 3 point cards towards their activation. Galba plays a second Minor Campaign and moves his entire force east across the mountains. A 1 is rolled for attrition, so no losses are taken crossing the mountains. Rufus fails his interception roll. Galba / Otho move into Mediolanum. Rufus, although significantly outnumbered, elects to stand and fight. Galba / Otho do not play a battle card. Rufus plays the 3 point battle card Devotion as the event, and gains two battle dice. His total is now 17 battle dice. Galba / Vindex's force has 22 battle dice. Otho plays the 4 point response card Conscripts to give Rufus two more cohorts and two more battle dice (-1). Rufus rolls two 6's and two 5's. Galba / Vindex roll two 6's and five 5's. It appears to be a slaughter with Rufus losing seven cohorts and Galba / Vindex losing two cohorts, but Vitellius plays the 4 point response card Fighting Retreat as the event. As such, Rufus only loses three cohorts (two of which are recruits) instead of seven; and no slaughter occurs. Otho plays the 4 point Recruits card and gives Rufus one cohort. Rufus' Legion is back up to full strength. Vitellius plays the 4 point Political Charm card as points so he can now move after playing

50 more points. Galba plays the 1 point Spies card as the event and looks at Vitellius' remaining card. Otho plays the 2 point card Spoils of Victory so he may now move after playing 27 more points. Vitellius plays the 2 point card Surprise Sortie as points and may now move after playing 48 more points. Galba plays the 1 point card Catapults as the event and places the marker with Galba's Legion. Otho plays the 2 point card Spoils of Victory so he may now move after playing 25 more points. That was his last card for this turn. Galba plays his 3 point last card Acceptable Losses. He moves Galba's Legion to attack Rufus's Legion. No battle cards are played. Galba has 12 battle dice to Rufus' 14. The odds favor Rufus. Nonetheless, Galba rolls five 6's and no 5's, while Rufus rolls two 6's and three 5's. No response cards are played. Galba losses two cohorts and Rufus losses five cohorts. Both sides have five hits and so a second round of battle is fought. This time Galba has 7 battle dice and Rufus has 9 battle dice. Galba rolls two 6's and two 5's. Rufus rolls three 6's. Galba losses three cohorts and Rufus losses two cohorts, but Rufus losses the battle and retreats to a friendly adjacent space. No slaughter took place. No courage is rolled for. Galba now has 6 cohorts in his Legion and 8 cohorts in Vindex's adjacent Legion, while Rufus has only three cohorts remaining in his Legion. No attrition takes place. Galba / Vindex have won two battles and have gained two political points. Seven cards are randomly dealt to each of the three players for turn two. Galba, who still has the initiative, decides to play first. His plan is to first smash Rufus quickly. Second, to siege and capture Rome. Third, to gain at least eight more political points. Fourth, to hold onto Rome for two turns (inclusive of the partial turn he captures Rome) and win. Obviously, Otho and Vitellius will try to stop this and will have their own plans for winning the game.

28. EXAMPLE OF BATTLE: Vindex and his Legion attempt to march towards Rome but are intercepted by Rufus and his Legion after two card plays at Mediolanum. Vindex will roll 11 battle dice (10 dice for 10 cohorts and 1 die for leader), and Rufus 15 battle dice (10 dice for 10 cohorts, 1 die for intercepting, 1 die for defending, and 3 dice for leader). Vindex plays Castra as a battle card and reduces Rufus' battle dice to 13. Rufus plays Devotio as a battle card and increases his battle dice back up to 15. Vindex rolls two 6's and three 5's. Rufus rolls three 6's and four 5's. Rufus then plays Panic as a response card and after rolling Vindex loses three additional cohorts. The battle result is that Vindex inflicts two cohort losses on Rufus, but suffers ten cohorts as losses himself in the slaughter. Vindex and his Legion are eliminated. The courage roll requires a 4-6 on a d6. Rufus' Legion has achieved veteran status for the rest of the game, and gained three political points for Vitellius. Vindex and his Legion were eliminated and lose one political point. Political points may not drop below zero.



29. CREDITS:

Visit www.admwgames.com with Questions & Orders:



Tournaments:

May be played face-to-face, on-line through Warhorse Simulations / ACTS, annually at Consimworld Expo in Tempe, AZ, or in any other venue the players agree.

Play Testers:

Thanks to Angelo Abruzzese, Michael and Warren Day, Gerry Germond, Shea and TJ Greenman, Chris Lee, Peter Lindblad, Brody & David Sherwood, and Chris Treadwell.

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Galba Basic Strategy: Galba must seize Rome early and hold it. Try to acquire and maintain as many political points as possible.

Otho Basic Strategy: Dislodge Galba out of Rome and take the city for yourself. Try to acquire and maintain as many political points as possible.

Vitellius Basic Strategy: Dislodge Otho (and/or Galba) out of Rome and maintain ten political points. If not, the Vestal Virgins card may prove useful. Otherwise, Vespasian's arrival will achieve an automatic victory on turn 11 for the game system.



30. SCENARIOS:

The primary purpose of the above scenarios is to allow players a chance to learn the rules and the flow of the game in a shorter time period. After learning the short, medium, and long scenarios, it is hoped the players will be able to engage in the Campaign Game. Generally speaking, the more one plays, the quicker future games progress. We hope you enjoy **3 Caesars: The Roman Civil War of AD 69** as much as we enjoyed creating it. Good sportsmanship is encouraged between players. The short and medium scenarios are for two players.

SHORT: The length is four turns long. Galba, Vindex and their two Legions are in play. Otho, Rufus and their three Legions are in play. Galba must conquer Rome and wins immediately if he does.

MEDIUM: The length is seven turns. Galba, Vindex and their two Legions are in play. Otho, Rufus and their three Legions are in play. Galba must conquer Rome and hold it for two turns to win.

LONG: The game length is nine turns. Galba, Otho, and Vitellius and all their forces are all in play. If Galba or Otho do not win by the end of turn nine, then Vitellius automatically wins.

CAMPAIGN: The game length is ten turns. All forces and cards are in play. If no one wins by the end of turn ten, Vespasian becomes the seventh Emperor, founds the Flavian Dynasty, and wins the game.

31. COMMON SENSE:

If a card requires 1-3 of something, then roll a d6:

1-2 = 1 3-4 = 2 5-6 = 3

If a card requires 1-2 of something, then roll a d6

1-3 = 1 4-6 = 2

32. CHARTS AND TABLES:

Political Points

Card #	Points earned	Type
5	1-3	Political Reforms
4	1-2	Reward Allies
3	1	Internal Improvements
3	1	Circus Maximus
3	1	Gladiator Gala
2	0-1	Senatorial Cooperation
2	0-1	Sponsor Festival
2	0-1	Free Bread

You may only play cards to roll on the above table if you own the city of Rome.

Galba / Vindex is +1 on turns 3-5, Otho +1 on turns 5-7, Vitellius +1 on turns 7-9.

Political points can also be earned for winning battles, slaughters, and eliminating a Legion

Starting Positions

Name	Troops	Space
Vindex	1 Legion	Lutetia
Galba	1 Legion	Caesaraugusta
Rufus	1 Legion	Lauriacum
Sabinus	Batavian Body Guard & 1 cohort	Rome
Otho	2 Legions	Salamantica
Vitellius	2 Veteran Legions	Vindebona

1 Legion = 10 Cohorts

Siege Table

Dice Roll	Siege Points / Attacker Losses
2	No further siege this entire turn / 2
3	-/1
4-5	-/-
6-8	1/1
9-11	2/-
12	3/-
even with only 1 one siege point	Rome surrenders if no cohorts inside

Rome may only be sieged a maximum of two times for one card play. If Rome has no cohorts in it, it only takes one siege point to conquer.

Siege Sortie

Dice Roll	Siege Sortie Results
2	Rome surrenders
3	Rome losses 1 cohort
4-5	No effect
6	Siegers lose 1 cohort & 1 siege point
7-8	Siegers lose 1 cohort, 1 siege point,
9-10	Siegers loss 2 cohorts, 2 points, 1 siege equipment
11-12	Siegers loss 3 cohorts, all siege points & all siege equipment

Battle, Courage, Turn, & Political Points are all on the map.

Assassin Chart

Die Roll	Result
2	Backfire
3-9	No effect
10-12	Successful

Target must be named prior to roll; costs 10 points or an assassin card.

Attrition

Die Roll	Attrition Result
1-2	0
3-4	1
5-6	2

Blackmail Chart

Die Roll	Result
1	Backfire
2	No effect
3-6	Successful

Lose 1-3 Political Points

Graft Chart

Die Roll	Result
1	You lose 1 political point
2-3	No effect
4-6	Enemy losses 1 random card

Seduction Chart

Die Roll	Result
1	Backfire
2-3	No effect
4-6	Successful

Lose 1-3 Political Points



Extreme Chart

Die Roll	Result
1-2	Suicide
3-4	No Affect
5-6	Exile

In ancient Rome, if you committed suicide or possibly even went into exile, your enemy would probably not kill your family.

If successful, your cohorts disband, but you cannot lose any political points.

Requires 1 courage to roll on this table. May only roll once per game.