



THE ROMAN CIVIL WAR, 45-49 BC A Two Player DBA Campaign

By Mark Fastoso

Introduction

The rules are designed as a simple set of campaign rules for DBA. They are for two players who should be able to complete a campaign in four or five hours. Our intention is to introduce additional period flavor, and interest, specific to the Roman Civil War of 45-49 BC.

The rules use a set of cards to simulate the shifting loyalties of the period and to provide variation from battle to battle. The system of cards is designed to yield a maximum army of 15 elements with an average of 12 as in basic DBA.

Campaign cards

To play this game print the cards provided on strong card. Cut them out to give a set of eighteen. The pack consists of two Emperor cards, nine General cards and the remainder representing various regional contingents. In addition to providing troops, some cards require the use of compulsory terrain. This represents the special nature of some of the contingents and where they fought.

Figures required

To play this campaign you will need more than just two Marian Roman DBA armies. You require the following elements:

Kn	1 (1)	LH	5 (5)
Bd	17 (23)	Bd(l)	11 (11)
Sp	2 (2)	Pk	2 (2)
Ax	7 (10)	Hd	1 (1)
Ps	4 (8)		

This represents the maximum of any figure type that can be on the table, for both sides, at any one time. Given other choices you may end up using less. The bracketed figure is the total on all the cards.

Starting the campaign

Each player draws one of the two Emperor cards.

The remaining sixteen cards are shuffled and each player is dealt three additional cards.

Each player starts the campaign with four cards and victory is achieved when a player holds eight cards.

All the player's cards are left face up at the side of the table with the remainder face down.

Forces for each battle

Each player rolls a d6.

The winner chooses to attack a card from their opponent's hand and selects one of their own cards to place at risk.

If the Emperor card is attacked then the attacker's Emperor card must be placed at risk.

Each player then chooses four cards from their hand to field and the battle begins.

If playing this as a Big DBA game double the number of elements on each card.

Terrain

To give a specific regional flavour certain contingents introduce compulsory terrain if an opponent attacks them:

- Lusitanian Tribes – deploy a compulsory steep hill if attacked.
- Naval Superiority – the side using the card uses Littoral terrain.

Otherwise terrain is laid out exactly as in DBA v2.2.

Fighting the battles

The battles are fought using the DBA v2.2 with the following amendments:

- Inferior blades, Bd (S) subtract 1 when in close combat with other blade. This represents raw legions.
- Elements forming a General's contingent may not form a group with elements from another General. This represents the highly developed rivalry and distrust between the Generals even on the same side.

Treachery

The shifting allegiances so common in the period are represented as follows:

- If a player rolls a 1 on the first battle round one of their General contingents freezes. The contingent is chosen at random and stays frozen until either player rolls a 6.
- If the opponent is the first to roll a 6 then the player's frozen unit is removed from the table. Units lost in this way do not count towards victory.
- If Varus is present then he automatically freezes if the roll on the first battle round is 1 or 2.

Victory in battle

Once the battle has been decided using the DBA system all losses are recorded.

The victor retrieves their risk card and draws a card from the pack.

The victor can keep either this card or their opponent's risk card established at the beginning of the battle.

If the victor chooses their opponent's risk card the loser receives the card drawn from the pack by the victor.

In this way each player always has at least four cards for the next campaign turn.

Subsequent battles

The procedure is exactly the same as for the first battle expect that units fighting in two consecutive battles carry forward losses incurred in earlier battles.

Player's cards that suffer heavy losses play a much less significant role in future battles.

This discourages needlessly aggressive tactics unless there is a prospect of a significant tactical advantage.

Victory in the campaign

The campaign is over when a player controls 8 cards. Pompey and Caesar count as two cards each.

Credits

Mike Parsons and Martin Stephenson developed these rules during late 1999 and early 2000 for the War of the Roses. This variant was created by Mark Fastoso in 2007. Playtesting by Terrance McFarland, Jonathan Miller, Shervin Boolarian and Mark Fastoso.

Pompey



4 Bd, 3 Bd(I)

Caesar



1 Cav or Bd, 5 Bd

Labienus



4 Bd

Curio



3 Bd (I), 1 Ps

Petreibus



1 Bd, 2Bd (I), 1 Aux

Varus



2 Bd, 2 Aux

Treachery: If a player rolls a 1 –OR– 2 on the first battle bound Varus' contingent freezes.

King Juba of Numidia



2 Lh, 1 El, 1 Ps

Cato



2 Bd, 1 Ps, 1 Lh

Cleopatra



1 Aux, 2 Pk, 1 Ps

May not be used if Ptolemy XIII is being used in the same army.

Ptolemy XIII



1 Kn, 2 Wb, 1 Hd

May not be used if Cleopatra is being used in the same army.

Cassius



3 Bd, 1 Ps

**Numidian
Horsemen**



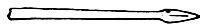
2 Lh

Gallic Cavalry



2 Cav

**Celt-Iberian
Tribes**



3 Wb

**Lusitanian
Tribes**



1 Aux, 2 Ps

When attacked one compulsory Steep Hill.

German Cavalry



1 Cav, 1 Ps

Illyrian Allies



2 Sp, 1 Aux

**Naval
Superiority**



1 Bd, 1 Aux

This side's terrain is Littoral.

Levy Legions



3 Bd (I)

Mercenary Tribes



3 Aux