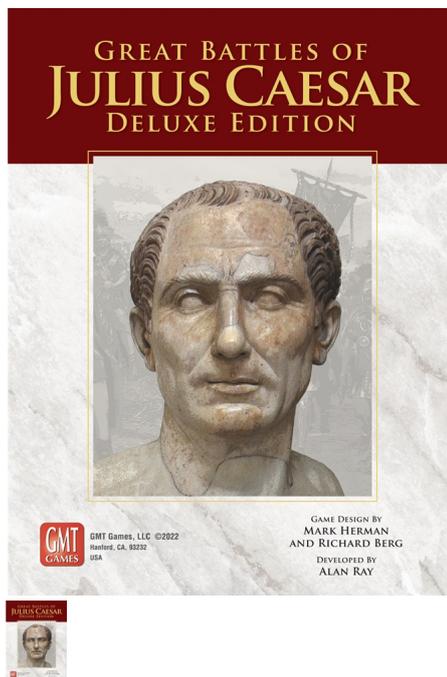


## Great Battles of Julius Caesar Deluxe Edition



Available for Pre-Order. GMT are proud to bring back in print two classic Great Battles of History titles in a deluxe treatment.

Rating: Not Rated Yet

**Price**

Price £94.95

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Manufacturer [GMT GAMES](#)

### Description

**Available for Pre-Order. At the Printer.**

GMT are proud to bring back in print two classic Great Battles of History titles in a deluxe treatment (like they did with *Great Battles of Alexander* and *SPQR*). *Great Battles of Julius Caesar* combines *Caesar: The Civil Wars*, published in 1994, and *Caesar: Conquest of Gaul*, published in 1996 and reprinted in 2006, into a single package along with the battles that were published as separate modules.

*Great Battles of Julius Caesar* will have a single rulebook brought up to the production standards of the latest GBoH titles, written so that all the land battles in the original games can be played from single rule book. The one naval battle has its own rule book.

The scenario book features 20 (!) battles presented in a chronological order that traces the evolution of the Roman military system from early battles against various foreign foes, Caesar's wars in Gaul followed by Caesar's wars against his Roman rivals, and culminating with the Roman invasion of Britain a century later.

The complete list follows and includes the game/module where the battle appeared.

Rise of the Roman Warlords - Marius and Sulla

- Circa 106 BCE (Jugurtha)
- Verceilae 101 BCE (Dictator)
- Charraxas 88 BCE (Pompey)

Caesar's Gallic Wars

- Bibracte 58 BCE (COG)
- The Rhine 58 BCE (COG)
- The Sabis 57 BCE (COG)
- Bay of Biscay 56 BCE (COG)
- Britannia 55 BCE (COG)
- Lutetia 52 BCE (COG)
- Gergovia 52 BCE (Gergovia)

## Caesar's Civil Wars

- Dyrrachium 48 BCE (TCW)
- Lesnika 48 BCE (TCW)
- Pharsalus 48 BCE (TCW)
- Nicopolis 48 BCE (Veni, Vidi, Vici)
- Zela 47 BCE (Veni, Vidi, Vici)
- Ruspina 46 BCE (TCW)
- Thapsus 46 BCE (TCW)
- Munda 45 BCE (TCW)

## Roman Conquest of Britannia

- The Medway 43 CE (Caratacus)
- Wales 51 CE (Caratacus)

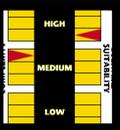
The scenarios vary in size from four large battles using 4 172 game maps to six small battles on a half size map with the remainder using one full size map. In addition to the Roman vs Roman contests, the battles showcase the Romans facing off against a colorful array of non-Roman opponents- the Numidians, Germans, various Gallic tribes, and the Hellenistic style armies of Pontus. The counter mix includes 43 distinct cohort style legions, a host of specialty type auxiliary units, numerous tribal infantry and cavalry units, and some old favorites from SPQR – Elephants, Chariots, and even the double sized Phalanx. Along with the typical set piece battles, several battles feature the use of fortifications, one an amphibious invasion Roman style, and one a full blown naval battle.

The original maps will be updated to the latest GMT graphics standard and have the same look and feel across all the battles. The set will include a "blank" map for use with the Ciria and Bay of Biscay scenarios and new map for the Nicopolis battle – no more drawing in trench lines. The counters will be updated to the latest production standards and will be similar in style to those in SPQR. Additional counters are included to minimize the need for counter substitutions in those battles featured in the originally published as modules.

Simple GBoH scenario instructions are included for the Gergovia battle. The remaining battles are already covered in the Simple GBoH rules set.

## Components

- 7 172 Counter Sheets (172" - 280 per sheet) -> 2,100 counters
- Six 22" X 34" back printed maps
- One 11" x 17" back printed map
- Four 11" x 17" Charts and Tables PAC (two for each player)
- One 8 172" x 11" Turn Record and Rout Point Tracks Display
- One 8 172" x 11" Naval Charts and Tables PAC
- Rules Book
- Naval Rules Book
- Scenario Book
- One Unlabeled die



## Original GBoH System Design: Mark Herman

Great Battles of Julius Caesar Game and Scenario Design: Mark Herman and Richard H. Ross  
Great Battles of Julius Caesar Development: Alan J. Ray

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