

Army without a General: CAESAR: THE CIVIL WAR

BATTLE OF ILERDA, JUNE 49 BC

Caesarian Deployment—All units face SE

Unit(s):	Hex(es):
J. Caesar [OC]	With any Cohort
F. Maximus [SC] ^[a]	With any Cohort
IX, XIV, XV Legion Tribunes	With any Cohort of respective Legions
Cavalry Praefects (2)	With any cavalry unit
Legion Cohorts 1-5	2016-3423
XIV Cohorts 6-8	2215-2416
IX Cohorts 6-8	2717-2918
XV Cohorts 6-8	3320-3421
Aux Archers (2)	2018, 3224
Aux Slingers (2)	1817, 3425
Gaul LN 1-2	3622, 3722
German BC 3-4	1913, 2014

Senatorial Deployment—All units face NW

Unit(s):	Hex(es):
L. Afranius [OC/SC] ^[b]	With any Cohort
M. Petreius [SC] ^[c]	With any Cohort
XVI, XVII, L, Spanish A, Galician Legion Tribunes	With any Cohort of respective Legions
C. Piso Praefect	1031
Legion Cohorts 1-3	1621-3028
Legion Cohorts 4-6	1522-2929
Legion Cohorts 7-9	1424-2831
Crete Archers (2)	2423, 3227
Balaeric Slingers (3)	1619, 2021, 2825
Spanish RC 1-3	1030-1032

Notes:

- a** = Fabius is section commander for all three legions, freeing Caesar for overall command.
b = Afranius is section commander for the L, Spanish A and Galician Legions.
c = Petreius is section commander for the XVI and XVII Legions.

Map: Use the Munda map. 42xx row is the North edge. All green, white and yellow hexes are Level 1. The castra is the town of Ilerda; Caesarian units may not enter. The Sicoris River is just off the South edge.

Retreat Edge: Senatorial units rout in the direction of Ilerda. They may only enter via 1033 and 1436 and are removed from play when they do. Caesarian units rout towards Caesar's camp—the row of hexes 3000-4000 along the Northwest edge.

Victory: The Senatorial army withdraws once it accumulates 71 RPs. Caesar's army withdraws once it accumulates 57 RPs. If Caesar is killed, the Senatorials win immediately.

Balance: Favors the Senatorial player. Although Caesar has a superior command structure, his outnumbered cohorts have a tough time withstanding three waves of Senatorials. Knowing he was so outnumbered, why did Caesar leave six cohorts (one fifth of his strength) behind in camp? To aid Caesar, add the ninth cohort of each legion to his second line. If you feel the Senatorials need help, allow placement of two ballistae in any two tower hexes of Ilerda.

Army Size and TQ Levels

Army	Size	TQ Pts	Rout Ratio	Quality Ratio
Caesarians	140	191	30%	5.97
Senatorials	245	284	25%	5.36

Voting would ensure a player would play at least two from their top favorites and likely more. I ended up playing two games twice each, beside the other single games. I had voted for games similar to the choices of others and had repeat games to play. Whilst this meant I had some continuity in games played, my particular preference was to play a different game each session.

Common games to be played were Avalon Hill's *The Russian Campaign* and even *Squad Leader*. A clear favorite—the same as last year—was GMT Games' *PATHS OF GLORY*, this was played a number of times, and competition was fierce. Players in this game had the option of playing with rules as in the published game or alternatively the tournament modifications could be used. These removed a number of cards from both players hands, modified starting setup and some rules. Some may question the value in this as a commonality of rules and game would ensure being able to play anyone in the world with a copy. The organizers however, feel that the modifications

improve what is a great game and balance it for tournament play. These modifications need to be considered carefully, as they affect your game strategy, but players can get the notes with all modifications before the convention.

Play times were very gentleman-like, a 0900 start was followed by a session lasting four hours, then a second period after a lunch break. The opponents I met were very easy going—where a result was not in doubt they were gracious enough to drop the game and allow an extended lunch break. Where a long game was burning the time, I appreciated the break allowed by opponents to stretch and check out the stalls. Chess clocks were used to ensure an equitable distribution of time; both sides were allocated a set amount of time. This required players to manage there desired actions against what time they had left, a great idea if you can play fast—an obvious problem for the slower players.

To judge by the number of entrants, miniatures are very popular here in Australia. These players clearly outnumbered the remaining game systems put together. Boards were provided by the organizers and players spread their terrain cloth over these, determined the battlefield for their armies and commenced play.

Cancon hosts many other forms of gaming entertainment beside the boardgame championship: role playing, *War Hammer*, computer LAN meet, and of course the traders. These stalls from companies around Australia are big attractions. Besides the larger companies, a number of smaller operators ply their trade. It is always interesting to check out the state of the hobby by seeing how the various businesses are doing. An auction is held at the end of the day.

GMT games are a favorite amongst Australian boardgame players. They have taken the mantle from Avalon Hill in the production of some very fine games. *PATHS OF GLORY* sold out last year before I could get a copy; mine had to be back ordered and I waited a few months.

Catering remained the same as the previous year, a tent set up outside with a traditional Australian barbecue going at full steam. Australia's climate came through with fine days, certainly for anyone raised here the temperatures was quite comfortable. If you plan to attend, give consideration to the warm January days in Australia. This is our summer. Temperatures routinely reach the high 30 degrees Centigrade (100+ degrees Fahrenheit).

Cancon is an annual event that has been going on for many years. The board game tournament was has never gotten as big as the miniature players section, but it is passionately attended by those who participate. I enjoyed my time at this convention; I hope these words gave you some insight into convention gaming in Australia.

Cancon

A Convention Report

BY KEVIN REID

I recently had the pleasure of attending the Australian Board Game convention in our National capital of Canberra. The Canberra convention, or Cancon as it is known, is held on the Australia Day weekend in January and runs for three consecutive days. As per previous meetings this was held in a very large hall with additional rooms and buildings being used. The cost for playing board games was A\$38.50 (about US\$21.20).

Voting from a provided list was the method to decide board game selection, these player preferences were then tabulated to determine a final selection of games. Each player would be certain to play each other player at least once.