Ariovistus

Falling Sky Expansion

COIN Series, Volume VI

EXPANSION RULES

by Andrew Ruhnke and Volko Ruhnke

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A copy of **Falling Sky** *is required to play this expansion.*

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A1.0 INTRODUCTION

Ariovistus is a prequel expansion to COIN Series Volume VI, *Falling Sky*, which is necessary for play. *Ariovistus* adds the first part of the Roman conquest of Gaul, when Caesar intervened against the migrating Helvetii, turned back a Germanic invasion led by the Suebi chieftain Ariovistus, and suppressed the strongly resistant Veneti maritime tribe.

In *Ariovistus*, one player takes the role of the Germanic Tribes—at this earlier time a major threat to Gauls and Romans alike. Other players run the Romans, Aedui, and Belgae as in *Falling Sky*. The game runs the Arverni, representing that rival confederation to the Aedui as well as various other Celtic tribes who will defend themselves against all factions and occasionally rise up or seek to expand.

A main *Ariovistus* scenario adapts *Falling Sky* to depict Caesar's early years in Gaul. An extended scenario links that scenario to *Falling Sky's* "Pax Gallica?" to cover the full duration of the Gallic War, with the Germanic player inheriting the Arverni position in its latter half.

This booklet's rules amend those in *Falling Sky*, are presented in like order, and follow the same numbering. New or amended rules for the *Ariovistus* expansion bear an "A" in front of the rule number. *Falling Sky* rules left unchanged are skipped here.

All printed game components that are to be used in *Ariovistus*— cards, markers, aid sheets, and sections of the Germanic Tribes Available Forces display—are marked Ariovistus or A . In addition, *Ariovistus* Sequence of Play and Non-Player Guidelines aid sheets highlight changes from the main game.

Other components provided in this expansion—cards and Available Forces displays—replace and upgrade components for *Falling Sky*, as noted herein. A separate Second Edition *Falling Sky* Non-Players booklet replaces the original rules section 8 for any scenario, to provide improved Non-player opponents.

A1.2 Components

A complete set of *Ariovistus* includes:

- 51 new or updated playing cards (A5.0).
- 25 embossed wooden Forces pieces and cylinders (A1.4, A1.8, A2.2).
- A half-sheet of markers.
- 5 sturdier Available Forces displays (1.4.1).
- 1 Germanic Tribes and Sequence of Play sheet (A3.4, A4.6, A2.0, A6.0).
- 1 Arverni/Celts and Sequence of Play sheet (A6.2, A3.3, A4.3, A2.0, A6.0).
- 2 Non-Player Germanic Tribes and Instructions foldouts (A8.7, A8.1-8.4, A8.9).
- 2 *Falling Sky* Second Edition Non-Player flowchart foldouts (8.5-8.8).
- *Falling Sky* Second Edition Non-Players booklet (8.0).
- *Ariovistus* Playbook.
- This *Ariovistus* expansion rules book.

A1.2.1 *Falling Sky* Second Edition Upgrades. Several of the above components replace those in *Falling Sky* one for one, for use in the original scenarios and/or in *Ariovistus*, as appropriate. These replacements are:

- The 5 Available Forces displays on more durable high-gloss cardboard.
- The 2 Non-Player foldouts and the Non-Players rules booklet.
- The 5 of 45 playing cards bearing the notation "2nd Ed" rather than an A replace corresponding cards from the original deck.
- The blue Aedui Leader piece (A1.4), for use with the optional replacement DIVICIACUS Event card, Event O38 (see A1.4 and A2.1), as well as in this *Ariovistus* expansion.

A1.3.1 Home Regions. Germanic Home Regions include any with Settlements in them (A1.4). Arverni Home Regions in *Ariovistus* are the Veneti, Carnutes, Pictones, and Arverni Regions; mark these four with Arverni "Rally" markers (A6.2).
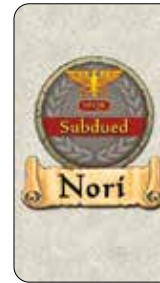
A1.3.2 Tribes. In *Ariovistus*, Cisalpina is a playable Region with 1 Tribe space, the Nori (A1.4.2) and is worth 1 for Belgic Control victory (7.2-.3). Mark it at setup with the Nori Tribe and Control tiles provided.

NOTE: With addition of the Nori and non-use of the Catuvellauni (see A1.3.4 below), there remain 30 Tribes total in Ariovistus.

A1.3.4 Britannia. Britannia is a non-playable area in *Ariovistus*. It is not a Region and may hold no pieces (A1.4.2). At setup, place the "Britannia *(Not in play)*" reminder marker over the Catuvellauni Tribe.

A1.4 Forces

Ariovistus adds the following 23 Forces pieces.

New Forces (Pieces)
2 Leaders:
Ariovistus/German Successor
Diviciacus (Aedui, no Successor)
6 Germanic Settlements:
15 additional Germanic Warbands:
(Hidden/Revealed)

ARIOVISTUS: The *Ariovistus* expansion provides a Germanic Leader piece by that name (embossed end up) and possible Successor (embossing down). As detailed in the relevant rules sections below and on the new Germanic Tribes aid sheet, Ariovistus has unique effects on Germanic Raid (A3.4.3) and Battle (A3.2.4, A3.4.4) and on Belgic Enlist (A4.5.1). The Germanic Leader limits locations of Germanic Special Abilities in the usual way (A4.1.2, A4.6).

DIVICIACUS: The *Ariovistus* expansion adds an Aedui Leader piece, Diviciacus (embossing up) with effects as follows.

- Diviciacus if on the map restricts Aedui Special Abilities to his or adjacent Regions (A4.1.2, Suborn and Aedui Ambush are still maximum 1 Region). *NOTE: If Diviciacus is removed, the normal Falling Sky rule again applies.*

- Within 1 Region of Diviciacus, if Romans and Aedui agree, they may treat Aedui Warbands and Auxilia together each as the other for Roman and Aedui Commands and Special Abilities and for defense in Battle (A3.1, A4.1, including for the distance of any ensuing March and for enabling or blocking Ambush, 4.3.3). *NOTE: This effect is a version—enhanced by including Special Abilities—of the original unshaded DIVICIACUS Capability (card 38, 5.3).*

- Diviciacus in Battle may not absorb Losses until he is the last possible piece to do so. A Loss removes Diviciacus only on a roll of "1" (not 1-3). *DESIGN NOTE: Diviciacus, most active early in the Gallic War, was more politician and diplomat than military leader.*

- Diviciacus if removed is taken out of play, not Available; he has no Successor.

> **Diviciacus Leader Option:** The Diviciacus piece also may be used in original scenarios along with the replacement DIVICIACUS 2nd Ed card 38 (see A5.0 and A2.1 Deck Preparation).

VERCINGETORIX: The *Ariovistus* expansion does not use the Arverni Leader piece.

BODUOGNATUS: *Ariovistus* uses the Ambiorix Leader piece to represent Nervii commander Boduognatus. He has the same properties; treat all references to "Ambiorix" as "Boduognatus".

SETTLEMENTS: Germanic Settlements are a new Forces piece type in the *Ariovistus* expansion (representing Germans migrating into Gaul). They have the following properties, as detailed also in relevant sections below and on the new Germanic Tribes aid sheet.

- Stacking (A1.4.2) limits Settlements to one per Region (much like Roman Forts, they do not require a Tribe location).

- Settlements are placed via Settle Special Ability (A4.6.1) or Events, not by Rally.

- For Germanic Rally (A3.4.1), Settlements are akin to Germanic Allies and make their Region a Germanic Home Region.

- Settlements in Battle (A3.4.4) act as Germanic Allies—they absorb Losses in the same way and can be removed by Roman Besiege (A4.2.3).

- Settlements are immune to Roman Build (4.2.1) and Aedui Suborn (4.4.2). *NOTE: Arverni Entreat does not occur in* Ariovistus *(A4.3), so cannot affect Settlements.*

- Settlements affect Germanic, Roman, and Aedui victory (A7.2-.3).

A1.4.1 Available Forces. A new Germanic Tribes Available Forces display features gray-bordered holding areas—marked with Ⓐ—for the added black pieces used in *Ariovistus*. (Ignore these holding areas for the original scenarios.) Place Available Settlements in the highest-numbered empty spaces of their row, showing how many are on the map, counted separately from Germanic Allies.

DIVICIACUS PLACEMENT AND REMOVAL: Aedui Leader Diviciacus is placed either per *Ariovistus* setup (A2.1) or via the optional replacement DIVICIACUS Event card A38 (A1.4, A2.1). If removed, Diviciacus is removed from play and Aedui Special Abilities revert (from A4.1.2 and A4.4) to original rules (4.1.2, 4.4). *NOTE: Diviciacus piece is never Available, only set up, placed by Event, or removed from play (A1.4).*

A1.4.2 Stacking. Any number of Forces may occupy a Region, except:

- A maximum of 1 Germanic Settlement (A1.4) may occupy each Region.

- Cisalpina is a playable Region in *Ariovistus* that may hold pieces normally. It has 1 Tribe space (the Nori, A1.3.2).

- Britannia is non-playable in *Ariovistus* and may hold no pieces (A1.3.4).

A1.5 Players & Factions

Ariovistus is playable by one to four players, with players or Non-players running the Germanic Tribes, Romans, Aedui, and Belgae. The game system runs the Arverni Faction (representing the Arverni Confederation and other anti-Roman or anti-Aedui Celts). An extended scenario, *The Gallic War*, begins with roles as per *Ariovistus*, with the Germanic player (if any) after an Interlude shifting to the role of Arverni (A2.1).

A1.5.1 Spare Factions. With three players in *Ariovistus*, one player runs Germans and Belgae or, if preferred, Romans and Aedui. With two players, one runs Germans and Belgae, the other Romans and Aedui. Alternatively, Non-player rules (section 8, A8.0, A8.7) can substitute for any players.

A1.5.2 Negotiation. In *Ariovistus*, the Germans may agree to use of their Controlled Regions for Supply Lines or Retreat (A3.2.1, A3.2.4, A3.4.5), opt to Harass the Romans or not (3.2.2, 3.2.3), and give or receive Resource transfers just as the other Factions do. The Arverni never agree, Harass at every opportunity, and may not receive Resources.

A1.8 Resources

Track German Resources in *Ariovistus* with a black cylinder. Arverni do not track Resources (set green cylinders aside).

A1.9 Victory Markers

Track Germanic victory in *Ariovistus*—Germania Regions and German Settlements under Germanic Control (A7.0)—with the marker provided. The Arverni victory marker is not used (7.0).

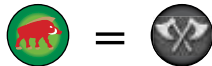# A2.0 SEQUENCE OF PLAY

A2.1 Set Up

Follow the instructions on the pages 13-17 of this expansion booklet to choose either *Ariovistus* or *The Gallic War* scenario, assign Factions to players, prepare the deck, and set up markers and Forces.

A2.2 Start

RECORD STEPS: Use a black Eligibility cylinder for the Germanic Faction, replacing the green cylinder.

A2.3 Event Card

A2.3.2 Faction Order. In *Ariovistus*, the Germans use the round green Arverni symbol when checking cards from *Falling Sky* for Faction order. They use the black Germanic Tribes symbol on new cards exclusive to *Ariovistus*.

A2.3.3 Passing. When the Germanic Tribes Faction Passes, it receives plus 1 Resource (as highlighted in light gray on the *Ariovistus* Sequence of Play sheet).

→ *Arverni Phase if Arverni At War*

A2.3.9 Arverni Activation. Many new cards in *Ariovistus* bear an additional initiative symbol at top right—a greenish carnyx (Celtic trumpet). This symbol cues a check regarding whether the Arverni are currently "At War" or not and, if At War, Triggers an immediate Arverni activation ("Arverni Phase") after the regular Sequence of Play proceeds. The Arverni Phase rules section A6.2 details these procedures.

PLAY NOTE: The Arverni Trigger symbol appears on 24 (one third) of 72 Event cards from which the Ariovistus *deck is drawn.*

AT WAR MARKERS: During play of *Ariovistus*, keep one At War marker near the deck, with the appropriate side up showing whether the Arverni are At War or At Peace. When the next card showing bears the Arverni At War? Carnyx symbol and the Arverni are At War, place that At War marker on that card as a reminder to conduct an Arverni Phase before the normal Sequence of Faction Play on that card. Use remaining At War markers to denote Regions Triggering Arverni At War, as described in A6.2.

A3.0 COMMANDS

A3.1 Commands in General

In *Ariovistus*, the Germanic Tribes Faction uses a new set of Commands, as detailed in A3.4, similar to those of the Gallic Factions. The differences between *Ariovistus* Germanic Commands and those in *Falling Sky* include:

• They can cost or add to German Resources.
• Some account for whether or not they occur in Germania or for Ariovistus Leader effects.
• Battle may occur without Ambush.

The Arverni Faction in *Ariovistus* uses the same Commands as the Arverni do in *Falling Sky*, however without Vercingetorix and—similar to the Germans in *Falling Sky*—always pairing Battle with Ambush (A3.3.4).

In addition, the *Ariovistus* expansion alters other Factions' Commands in various ways:

• Roman Recruit and Gallic Rally can be blocked by Germanic Intimidation (A3.2.1, A3.3.1, A4.6.2).
• Supply Lines account for Cisalpina as a playable Region (A3.2.1).
• Roman March stops when moving into or out of Cisalpina (similar to Britannia or Germania, A3.2.2).
• Battle can remove Settlements, may have to account for Ariovistus counterattacking, and affects Diviciacus differently than other Leader pieces (A1.4, A3.2.4).

DIVICIACUS: Within 1 Region of Diviciacus, if Romans and Aedui agree, Aedui Warbands and Auxilia together may treat each as the other for Roman and Aedui Commands and Special Abilities and for defense in Battle (A1.4, A4.1).

NOTE: A reference playing card for each of the Roman, Aedui, and Belgic Factions lists key changes in Ariovistus *to their Commands, Special Abilities (A4.0), and victory (A7.0).*

A3.2 Roman Commands

A3.2.1 Recruit. Recruit may not select Regions that are Intimidated (A4.6.2) unless that Region has a Roman Leader in it.

SUPPLY LINE: In *Ariovistus*, a Supply Line must include Provincia and/or Cisalpina (A1.3.2, A1.4.2) in its chain of adjacent Regions that are not under hostile Control. Germans may agree or not; Arverni never agree (A1.5.2).

SUPPLY LINE EXAMPLE: Germanic Control of Provincia and Cisalpina enables the Germans to deny the Romans in Aedui and Sequani Regions a Supply Line, because Supply Lines in Ariovistus *must include either Provincia or Cisalpina. If the Romans instead of the Germans Controlled Provincia, then the Roman-Controlled Aedui and Sequani Regions would be in a Supply Line regardless of who Controls Cisalpina.*

A3.2.2 Roman March.

ALPS: Upon Marching into or out of Cisalpina (A1.3.2, A1.4.2), a Roman group must stop for that March.

HARASSMENT: A Germanic player may opt to inflict Harassment Losses (A3.4.5, including for Seize, 3.2.3) or not, just as Gallic players can; Arverni always opt to do so.

A3.2.3 Seize. Germans and Arverni Harass as for Roman March above. Arverni execute any free Rally from Dispersed markers per A6.2.1.

A3.2.4 Roman Battle. Germans may declare Retreat and do so the same way as Gallic Factions, including the option to stay put with their Leader and Hidden Warbands when facing Romans. The Arverni never Retreat nor agree to any Retreat to their Control (A1.5.2)

LOSSES:

- Germanic Settlements (A1.4) absorb Losses and are removed as if Germanic Allies (when both are present, the Germans choose which will absorb the Loss).

- The Ariovistus piece in Battle causes the enemy to take double Losses unless that enemy is Defending with Fort or Citadel. *NOTE: An Attacker, even with a Fort or Citadel, fighting Ariovistus would take double Losses in any German counterattack. This effect essentially is a shaded GERMANIC HORSE Capability (card 59, 5.3) inherent to the Ariovistus Leader.*

- The Diviciacus piece in Battle may not absorb Losses until he is the last possible piece to do so. A Loss removes Diviciacus only on a roll of "1" (not 1-3). (Losses affect the Ariovistus piece the same as other *Falling Sky* Leaders.)

- Arverni suffering Losses in Battle remove their Scouted Warbands, then other Revealed Warbands, then Hidden Warbands; then their Allies, from Cities last; finally their Citadels.

A3.3 Gallic Commands
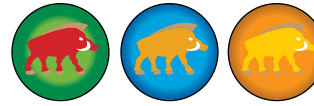
 A3.3.1 Rally. Gallic Rally (including by Arverni) may not select Regions that are Intimidated (A4.6.2) unless that Region has the Rallying Faction's Leader in it.

NOTE: Arverni Rally per 3.3.1 will place Warbands equal to Arverni Allies and Citadels plus 1, or just 1 Warband in an Arverni Home Region if no Arverni Ally is there.

A3.3.3 Raid. Gallic Raids may take Resources from the Germans.

A3.3.4 Gallic Battle. The changes to Battle listed for Roman Battle (A3.2.4) also apply to Gallic Battle.

NOTE: Germanic and Gallic Leaders and Warbands Retreating from each other may not stay put; they must reach an adjacent Region under friendly Control or be removed.

A3.4 Germanic Commands

 This section for the *Ariovistus* expansion replaces 3.4 entirely. Germanic Rally, March, Raid, and Battle in *Ariovistus* follow the same rules as their Gallic counterparts (3.3, A3.3) except as follows.

A3.4.1 Germanic Rally. The Germans may select Regions for Rally regardless of Intimidation (A4.6.2). They pay two Resources if the Region has no Settlement and is outside Germania, or one Resource at a Settlement, or 0 Resources in Germania (Home Regions).

NOTE: Germans may not Rally in a Devastated Region (3.3.1, 4.3.2), possible in Ariovistus *via the DROUGHT Event.*

PROCEDURE: Place one Germanic Ally only if the Region already has Germanic Control (1.6, and never at Aedui [Bibracte] or Arverni [Gergovia], 1.4.2). Alternatively, place Germanic Warbands up to the number of Germanic Allies plus Settlements in the Region.

NOTE: The Germans place Settlements via Settle Special Ability (A4.6.1) and Events (5.0), not Rally.

HOME REGIONS: At the end of Germanic Rally in each Region that has a Settlement or is in Germania, place one additional German Warband there, regardless of whether the Rally placed an Ally, Warbands, or nothing.

NOTE: The manner in which a single German Rally can place an Ally then Warbands into a Region differs from the original game.

A3.4.2 Germanic March. The German Leader and Warbands March in the same way as Gallic Leaders and Warbands do (3.3.2; not into a 2nd Region—an effect particular to Vercingetorix).

A3.4.3 Germanic Raid. Germans Raid in the same way as Gallic Warbands do (3.3.3), one or two Hidden Warbands per Region, receiving Resources. In addition, such Warbands Raiding with Ariovistus in the Region may free Intimidate at the same time (A4.6.2). That free Intimidate does not count as having executed a Special Ability for the Sequence of Play (2.3.4) and can occur even with a Limited Command (2.3.5).

A3.4.4 Germanic Battle. Germans in *Ariovistus* Battle in the same way that Gauls do, either with or without an Ambush Special Ability (A4.6.3). *NOTE: Defenders therefore may Retreat from Germanic Battle in the same way that they may from Gallic Battle.*

LOSSES:

- Germanic Settlements (A1.4) absorb Losses and are removed as if Germanic Allies (when both are present, the Germans choose which will absorb the Loss).

- The Ariovistus piece in Battle causes the enemy to take double Losses unless that enemy is Defending with Fort or Citadel. *NOTE: This* Ariovistus *effect does not apply against a Defender with a Fort or Citadel, even if Ambushed. The effect essentially is a shaded* Germanic Horse *Capability (card 59, 5.3) inherent to the Ariovistus Leader.*

- The Diviciacus piece in Battle may not absorb Losses until he is the last possible piece to do so. A Loss removes Diviciacus only on a roll of "1" (not 1-3). (Losses affect the Ariovistus piece the same as other *Falling Sky* Leaders.)

A3.4.5 Germanic Losses, Harassment, and Agreement. Germans suffering Losses in Battle (3.2.4, 3.3.4) may select pieces within the same restrictions as other Factions. Germans may choose whether or not to Harass (3.2.2, 3.2.3, 3.3.2) and to agree to Supply Lines or Retreat in Regions with German Control (3.2.1, 3.2.4, 3.3.4).

A4.0 SPECIAL ABILITIES

A4.1 Special Abilities in General

The Germans in *Ariovistus* execute Special Abilities in the same general way that other Factions do, as detailed in the new rules section A4.6 below.

A4.1.2 Leaders and Special Abilities. In *Ariovistus*, as noted in the rules below, German and Aedui Special Abilities may select only Regions within a distance of 1 Region of that Faction's named Leader (same Region or adjacent), or (for Germans) the same Region that has its Successor Leader (A1.4).

- The Aedui with Diviciacus retain other restrictions on selection of locations, such as the maximum of one Region each for Suborn and Ambush. If Diviciacus piece is removed, there is no Successor—the Aedui revert to the original rules from *Falling Sky* for their Special Abilities (4.1.2, 4.4).

A4.2 Roman Special Abilities

Amendments to Roman Special Abilities concern Supply Lines and Settlements.

A4.2.1 Build. Supply Lines for Build in *Ariovistus* are modified per A3.2.1 (they must include Provincia or Cisalpina).

A4.2.3 Besiege. Besieging in a Battle against Germans may remove a Settlement (A1.4) from the Region instead of an Ally (Attacker choice).

A4.3 Arverni Special Ability–Ambush

The Arverni in *Ariovistus* have only a single Special Ability—Ambush—which they use each time that they Attack in Battle; they never Entreat or Devastate.

A4.3.3 Ambush. Arverni in *Ariovistus* always accompany their Battle with Ambush and so, in order to Attack in Battle, must begin that Command with more Hidden Arverni than Hidden Defenders;

they do not need a Leader. The procedure for Arverni Ambush is the same as the original (4.3.3).

NOTE: Arverni Battle and Ambush in Ariovistus *works the same way as Germanic Battle and Ambush in the original* Falling Sky *(3.4.4).*

A4.4 Aedui Special Abilities

If the Diviciacus piece is on the map, Suborn, Trade, and Aedui Ambush may occur only within a distance of one Region from Diviciacus (A1.4, A4.1.2). Supply Lines for Trade in *Ariovistus* are modified per A3.2.1 (they must include Provincia or Cisalpina).

A4.5 Belgic Special Abilities

The only amendment to Belgic Special Abilities for *Ariovistus* concerns Enlist.

A4.5.1 Enlist. Enlist in *Ariovistus* is restricted and altered as follows.

- Each Enlist may affect no more than a total of four Germanic Warbands and Allies; it affects neither Germanic Leader nor Settlements. This limit applies both to treating Germanic Warbands (black) as if they were Belgic Warbands (yellow) and to executing one free Command with Germanic pieces.

- Enlist may not select a Region containing the Ariovistus Leader (A1.4).

- Enlist to execute a free Germanic Raid Command provides Resources to the Germans (per A3.4.3).

- Enlist to execute a free Battle Command with up to four Germanic Warbands in one Region does not add Ambush (A3.4.4). The Battle ignores other Germanic pieces in the Region.

NOTE: Belgic Rampage, as in the original Falling Sky *(3.4.4), may not Target Germans. When Rampage Targets Arverni, they are removed rather than Retreating, since the Arverni in* Ariovistus *never Retreat (A3.2.4).*

A4.6 Germanic Special Abilities

The Germanic Tribes in *Ariovistus* choose from Settle, Intimidate, and Ambush Special Abilities.

A4.6.1 Settle. Settling establishes Germanic Settlements in Gaul—the main measure of Germanic victory. It may accompany Rally or March Commands (A3.4.1 .2), not Raid or Battle. Select Regions as desired that are:

- Outside Germania (1.3.1), AND
- Adjacent to Germania and/or to a Germanic Settlement (A1.4) already on the map, AND
- Under Germanic Control (1.6), AND
- Within a distance of one Region from Ariovistus, or the Region with his Successor (A4.1.2).

PROCEDURE: Each selected Region, pay two Resources—or four Resources if Devastated—to place one Settlement there (within Stacking, so only if no Settlement is there, A1.4.2). *NOTE: A Settle Special Activity can place a Settlement in one Region, then use that new Settlement to immediately qualify a second, adjacent Region for further Settling. Also, Settling is allowed in a Region that is Devastated (by* Drought*).*

A4.6.2 Intimidate. Intimidation cows enemies into submission. It may accompany March, Raid, or Battle Commands (A3.4.2 .4), not Rally. Select Regions as desired that either:

- Have Ariovistus (A1.4), OR
- Are under Germanic Control (1.6) and either lie within a distance of one Region from Ariovistus or have his Successor in them (A4.1.2).

PROCEDURE: Each selected Region, flip one or two Hidden Germanic Warbands to Revealed in order to place an Intimidated marker there (if none is there already) and to remove that many Warbands, Auxilia, and/or Allies there of one Faction that has no Leader there.

INTIMIDATED: Intimidated markers block Recruit and Rally in their Region by non-Germanic Factions that have no Leader there (A3.2.1, A3.3.1). Only one Intimidated marker may occupy each Region. They are removed in Spring (A6.6).
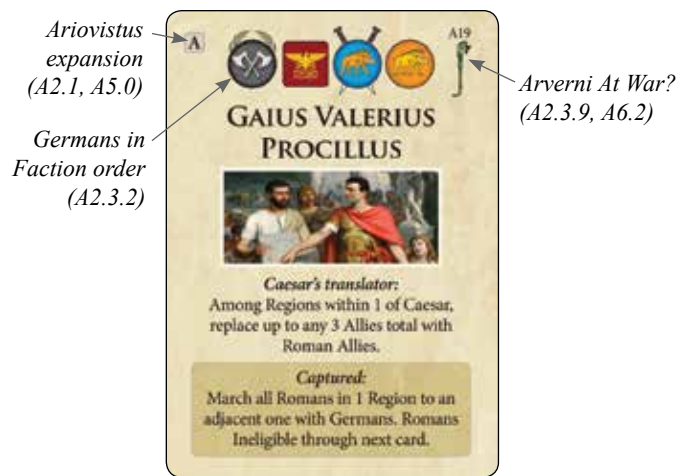
NOTE: Germanic Warbands Raiding in Ariovistus's Region may Intimidate for free, without it counting as a Special Ability (A3.4.3); they could Intimidate there again with additional hidden Warbands if the Germans then added Intimidate as a normal Special Ability.

A4.6.3 Ambush. Germanic Ambush in *Ariovistus* selects Regions and modifies Battle like Arverni Ambush in *Falling Sky* (4.3.3) but uses Germanic instead of Arverni pieces (including Ariovistus instead of Vercingetorix).

A5.0 EVENTS

This *Ariovistus* expansion provides 51 new or updated playing cards:

- Five cards (listed at Deck Preparation, page 13) that replace the original cards in both *Falling Sky* and (in the case of four of them) *Ariovistus* scenarios. These five cards bear the notation "2nd Ed". *NOTE: Event Text and Notes in the* Ariovistus *Playbook discuss the rationale for each replacement card.*

- Thirty-nine cards for use in *Ariovistus*. They replace cards in the original *Falling Sky* deck one-for-one, as detailed in the scenario setup instructions (A2.1) and bear the number of the card they replace, preceded by an "A", in the format "A##". In addition, they bear an [A] symbol to show that they are for use with *Ariovistus* scenarios. Many also bear a carnyx Arverni Trigger symbol (A2.3.9, A6.2).

- Three reference cards with key changes to Roman, Aedui, and Belgic Faction actions in *Ariovistus* (A3.1, A2.1).

- Three reference cards with key changes to Roman, Aedui, and Belgic Non-player rules in *Ariovistus* (A8.0, A2.1).

- An optional DIVICIACUS Event card bearing an [O] symbol and for use with the new Diviciacus Leader in original scenarios (A1.4).

Ariovistus expansion (A2.1, A5.0)

Germans in Faction order (A2.3.2)

Arverni At War? (A2.3.9, A6.2)

A5.1.1 Events vs Rules. In *Ariovistus*, Eligibility and Ineligibility Event effects have no impact on the Arverni (by the nature of Arverni activation in the Sequence of Play via their being At War and a resulting Arverni Phase, A2.3.9, A6.2). *Ariovistus* Events that alter stacking are A30 ORGETORIX and A43 DUMNORIX.

NOTE: When appearing in Ariovistus*, the Event card text "Gallic" or "Gauls" still means Arverni, Aedui, or Belgae; "Germans" or "Germanic" means the Germanic Tribes Faction, and so on.*

A5.1.4 Event Markers. *Ariovistus* Events with markers (beyond Capabilities) include A64 ABATIS and A66 WINTER UPRISING.

A5.4 Free Actions

Event effects granting free Special Abilities can enable Arverni to Ambush, if applicable, but not to Entreat or Devastate (A4.3).

A6.0 WINTER

Winter The *Ariovistus* Sequence of Play sheet highlights changes to the Winter Round in light tan.

A6.1 Victory Phase

In *Ariovistus*, the Germans track victory and the Arverni do not (A1.9, A7.0).

A6.2 Arverni Phase

Winter has no Germans Phase in *Ariovistus*. Instead, Arverni Forces if "At War" will Rally, March, Raid, and Battle with Ambush after regular Faction activations whenever cued by the "At War?" carnyx symbol during an Event card sequence of play (A2.3.9), as follows and as summarized on the "Arverni and Other Celts" aid sheet.

NOTE: Ariovistus "Arverni Phase" rules appear here in the Winter Round section because they replace Falling Sky's Germans Phase, not because the Arverni activate in Winter.

Arverni Phase if Arverni At War

AT WAR? After 1ˢᵗ and 2ⁿᵈ Eligible actions, check whether the Arverni are currently At War:

- The Arverni are At War if any non-Arverni Forces are in any Arverni Home Regions or are with any Arverni Allies or Citadels in any other Regions. Otherwise, the Arverni are At Peace. *(The four Arverni Home Regions in* Ariovistus *are the Veneti, Carnutes, Pictones, and Arverni Regions, A1.3.1.)* Mark any Regions meeting the above conditions (or the Arverni pieces there) with At War markers.

- If the Arverni are At War, continue with the Arverni activation. If they are At Peace, skip Arverni activation (the rest of the Arverni Phase) and proceed to the next card.

Arverni Home Regions in Ariovistus *(A1.3.1).*

 PLAY NOTE: *Track overall Arverni status during play using an At War/At Peace marker near the deck and in triggering Regions (A2.3.9, A6.2).*

SELECT TARGETS: If At War, the Arverni then select a Target Region and Target Faction for this activation, as follows.

- Consult the "Roll to Select Targets" table on the "Arverni and Other Celts" sheet. Roll a die to select a Target Region from among the Regions that cause the Arverni to be At War—selecting either the Triggering Region with the most enemy pieces total or a named (Arverni Home) Region that has enemies in it. If the roll does not yield such a Region, track down the column until one is found, return up to the top after reaching the bottom. Choose among equal candidate Regions randomly. *NOTE: If there are no non-Arverni pieces in any Arverni Home Regions, the choice will be among Regions with any Arverni Ally or Citadel and the most enemies.*

- Then roll again to select a Target Faction that has Forces in the Target Region—either a named Faction or the Faction with the most pieces there (randomly if tied).

- Mark the Target Faction and Region by placing the green Arverni "Target" marker on that Faction's piece(s) in that Region.

- Proceed with Rally, March, Raid, and Battle.

NOTE: Arverni actions below are similar to those of Falling Sky's *Germans Phase, adjusting for the Arverni's different Rally procedure and for the selection of a Target Region and enemy.*

A6.2.1 Arverni Rally. First, Arverni Rally using their usual procedure (3.3.1), including placing Warbands equal to Allies and Citadels plus 1, the option to place a Warband in a Home Region even if no Ally there, and the inability to Rally in Regions that are Intimidated (A6.2.1) or Devastated (by the Drought Event).

- The Arverni Rally as follows only in those Regions meeting the conditions above to set Arverni At War ("At War Regions")— Arverni Home or Arverni Ally/Citadel Regions that have non-Arverni pieces in them (regardless of which such Region is the Target Region).

- First, use Rally in whatever At War Regions possible to replace Arverni Allies in Cities with Citadels.

- Then use Rally (where no Citadel placed) in whatever other At War Regions possible to place Arverni Allied Tribes (at most one Ally per Region), starting at Cities, then in Arverni Home Regions, then elsewhere.

- Then use Rally in remaining At War Regions (where no Ally or Citadel placed) to place as many Arverni Warbands as possible (accounting for the extra Warband, Arverni Home Regions, and so on).

- Choose among otherwise equal locations randomly (using an equal chance die roll).

- Adjust Control as needed.

A6.2.2 Arverni March. Next, Arverni March by the usual rules (3.3.2)—without Vercingetorix on the map, to adjacent Regions only. If Frost (on an Event card when the next card showing is Winter, 2.3.8), skip Arverni March.

- Flip all Arverni Warbands to Hidden (or remove their Scouted markers, 4.2.2). (Warbands that do not move in effect Marched within their Regions.)

- Form a group of Arverni Warbands to March out of each Region— except the Target Region—that has at least 1 Arverni Warband *beyond* the pieces needed for Arverni Control (1.6), regardless of any Rally there. *NOTE: Arverni where no Arverni Control or where exactly enough for such Control therefore would not move.*

- March out with as many Warbands as possible without losing Arverni Control. Move the largest Warband groups first.

- Select the Target Region first as a destination, if possible, and March all moving groups that are adjacent to there (3.3.2). Then select at most one additional destination Region that has either Aedui or Roman Control in it—Aedui first—and where movement in by remaining adjacent Marching Warband groups would remove that Control (perhaps adding Arverni Control). March those groups in.

- Adjust Control as needed.

A6.2.3 Arverni Raid. Arverni then Raid (3.3.3) with as many Warbands as able per below.

- Raid only with (Hidden) Warbands that are not needed to enable an Arverni Ambush in their Region (4.3.3, either because there are enough other Hidden Arverni Warbands there to Ambush an enemy, or because no Ambush that would cause losses is possible there in any case)—even if Romans and Aedui agree to share Auxilia and Warbands via Diviciacus (1.4).

EXAMPLE: Three Hidden Arverni Warbands are in a Region with one Hidden Aedui Warband. The Arverni Raid with only

one Warband, so that their other two Warbands remain Hidden in order to Ambush the Aedui.

- Raid only against Factions that have more than 0 Resources (and no Fort or Citadel) and only until that Faction reaches 0 Resources.
- Raid against the selected Target Faction (A6.2) first, then player Factions, then Non-players (8.0). Otherwise, choose randomly among Target Factions within a Region.

A6.2.4 Arverni Battle with Ambush. Finally, the Arverni may Battle with Ambush.

- Battle with Ambush (3.3.4, 3.4.4, 4.1) in each Region where the Arverni currently are able to do so (only wherever Hidden Arverni Warbands are with another Faction with fewer Hidden pieces) and would cause an enemy Loss. Adjust Control as needed.
- Battle in the selected Target Region first, then in other Regions in random order.
- Within each Battle Region, Attack the selected Target Faction (if there and an enemy Loss is possible), otherwise another Faction, player before Non-player (8.0).
- Choose among otherwise equal candidate enemies in a Region randomly.

A6.3 Quarters Phase

In *Ariovistus*, Quarters order is Belgae, then Aedui, then Germans, then Romans.

A6.3.1 Arverni. Arverni Warbands in *Ariovistus* do not relocate during Quarters (even from a Devastated Region).

A6.3.2 Gauls and Germans. First the Belgae, then the Aedui, then the Germans relocate and roll for their own Warbands and Leaders on the map as follows:

- They may relocate any such pieces to any adjacent Regions without Devastation (4.3.2) and under Control (1.6) of their Faction or a Faction that agrees (not Arverni Control).
- Then they must roll a die for each Warband they have in a Devastated Region in which they have neither Allied Tribe nor Citadel nor Settlement and remove the Warband on a 1-3.

A6.3.3 Romans. Roman Quartering in *Ariovistus* is unchanged from *Falling Sky*. NOTE: Supply Lines—important for Roman relocation to Provincia—in *Ariovistus* must include either Provincia or Cisalpina (A3.2.1).

A6.4 Harvest Phase

Differences in *Ariovistus* concern the presence of Settlements and Germanic Resources and the absence of Arverni Resources.

A6.4.1 Roman Earnings. The Romans receive Resources equal to their current Victory score: Subdued plus Dispersed plus Roman Allied Tribes, less the number of Settlements (A7.2).

A6.4.2 Gallic Earnings. The Arverni, do not earn Resources in *Ariovistus*.

A6.4.4 Germanic Earnings. The Germans receive Resources equal to twice the number of their Allies plus Settlements on the map (A1.4).

A6.5 Senate Phase

A6.5.1 Senate Marker. In *The Gallic War* scenario, do not shift the Senate marker during the first Senate Phase after the Interlude (A2.1 Setup page 17).

DESIGN NOTE: The Senate marker in the Pax Gallica? *scenario during the 1st Senate Phase moves from the Winter track to Intrigue. In* The Gallic War*, it will remain on the Senate track but not be affected by the removal of Allies during Interlude until the Gauls have had an opportunity to again challenge the Romans.*

A6.5.2 Legions. In *Ariovistus*, place a maximum total of two Legions from the Intrigue and/or Adulation rows into Provincia each Senate Phase (or fewer, per the usual rule).

A6.6 Spring Phase

In *Ariovistus*, in addition to the usual steps:

- Remove all Intimidated markers (A4.6.2).

NOTE: The Aedui never receive a Successor to Diviciacus (A1.4).

A7.0 VICTORY

NOTE: The Arverni Faction does not track or achieve victory in Ariovistus.

A7.1 Ranking Wins and Breaking Ties

Ties go to any Non-players (8.0), then the Romans, then the Germans, then the Aedui.

A7.2 Exceeding Victory Threshold

Ariovistus adds Germanic victory and effects of Germanic Settlements on Roman and Aedui victory. The conditions are—

- ***Romans:*** Subdued plus Dispersed plus Roman Allied Tribes less Germanic Settlements on the map exceeds 15.
- ***Germans:*** Germania Regions under Germanic Control plus German Settlements under Germanic Control exceeds 6.
- ***Aedui:*** Aedui Allied Tribes plus Citadels exceeds those of *each* other Faction, counting Germanic Settlements as Germanic Allies.
- ***Belgae:*** Total Belgic Control Value plus Belgic Allies and Citadels exceeds 15.

PLAY NOTE: To check the Roman score, add up the numbers of non-Roman Allies, Citadels, and Settlements on the map—as shown on the Forces displays—and subtract from 30 (31 with COLONY *Event in play).*

A7.3 During the Final Winter

Ariovistus victory margins are—

- ***Romans:*** Subdued + Dispersed + Roman Allied Tribes – Settlements – 15.
- ***Germans:*** Germania Regions + Settlements under Germanic Control – 6.
- ***Aedui:*** Aedui-Allied Tribes + Citadels – those of the other Faction with the most, counting Settlements as Germanic Allies.

• **Belgae:** Belgic Control Value + plus Belgic Allied Tribes and Citadels – 15.

STOP! You have read all rules needed to play *Ariovistus* with 4 players, or with 2 or 3 players running spare Factions among them (A1.5.1).

A8.0 NON-PLAYERS

Use the *Falling Sky* Second Edition section 8 rules and charts—included in this expansion—for all Non-players. For any Non-players in the *Ariovistus* scenario and the first half of *The Gallic War*, use the *Ariovistus* Non-player foldout. The *Ariovistus* Germanic Tribes Non-player provides a full Non-player, including its own flowchart and Event Instructions. Rules sections 8.1 to 8.4 apply fully to it, along with amendments in A8.2-A8.4 below. Section A8.7 details its conditions and priorities as displayed on its flowchart. Section A8.9 provides amended results for solitaire play of the *Ariovistus* scenario.

NOTE: The Ariovistus *deck provides three reference cards that list adjustments to* Falling Sky's *Non-player Belgae, Aedui, and Roman flowcharts when playing expansion scenarios. Keep them near the Non-player charts.*

For *Ariovistus* scenarios, the following Non-player combinations are recommended:

• With three players, use either the Belgae or Aedui Non-player and play the other three Factions.

• With two players, play Romans and Germans and use the Belgae and Aedui Non-players.

• With one player, play Romans or Germans and use the remaining three Non-players.

A8.2.1 Instructions. For *Ariovistus* scenarios, refer to the *Ariovistus* Non-player Instructions foldout to implement Events marked with Laurels or Carnyx for that Non-player.

A8.2.2 Dual Use. Non-player Germans use shaded Event text, if any.

A8.2.3, A8.3.1 Event Actions and Locations. Settlements receive an equal priority as Citadels for placement or removal by Event. For actions by Arverni, follow the Arverni Phase rules as applicable (A6.2). *NOTE: Per the second bullet of 8.2.3, Non player Germanic Tribes in* Ariovistus *when instructed by Event to select one or more Gallic Factions (*Celtic Rites, Druids, Remi Influence*) instead decline the Event.*

A8.4 Other Guidelines

Throughout section 8.4, treat references to "Arverni" as "Germans", "Gauls" as "Gauls or Germans", and "Germans" as "Arverni".

A8.5.1 Non-Player Belgic Battle or March? For both the conditions (diamond) and priorities (box) for Non-player Belgic Battle or March under Threat, ignore the "non-German" stipulation: in *Ariovistus* scenarios, Non-player Belgae consider German enemies also for Battle/March. Also, count any Settlements on the map as "Allies" for these conditions and priorities.

ENLIST: If Marching Germans, move them out of a Belgica or Germania Region or Treveri, if able.

A8.5.6 Quarters. Non-player Belgae when moving in the Quarters Phase to join the Leader with more Belgic Warbands first move to Morini, Nervii, or Treveri (if able, instead of keeping the Leader within one Region of the most Regions with Belgic Forces).

NOTE: Such Ariovistus *adjustments to Non-player flowcharts are summarized on reference playing cards, one each for Non-player Belgae, Aedui, and Romans.*

A8.6.2 Non-Player Aedui Battle? For both the conditions (diamond) and priorities (box) for Non-player Aedui Battle in *Ariovistus* scenarios, count any Settlements on the map as "Allies". Also, do not Battle where the Diviciacus Leader could take any Loss in a counterattack.

A8.6.5 Non-Player Aedui March? After carrying out the specified March priorities, March the Diviciacus Leader to join the largest group of Aedui Warbands possible (if on the map and not already with the largest group).

A8.6.6 Non-Player Aedui Agreements. For the unshaded *Ariovistus* Event Admagetobriga, Non-player Belgae agree to use of their Warbands only where the executing Faction has pieces (that will also be in the Battle). For Frumentum, Transfer half of the Aedui's total Resources to Non-player Romans only (none to player Romans).

A8.7 Non-Player Germanic Actions

This subsection governs actions by the Germanic Tribes Faction when a Non-player in *Ariovistus* scenarios, as shown on the *Ariovistus* "Non-Player Germans" flowchart sheet.

A8.7.1 Battle or March under Threat? Non-player Germans, when Eligible, check for threats or Battle opportunities and, if any, either Battle against or March away from those threats. If the Germans have Ariovistus or a group of at least six Germanic Warbands in any Region where any enemy has an Ally, a Citadel, a Legion, or separately at least four pieces, the Germans may Battle, as follows.

The Germans will Battle (maybe with Ambush or Intimidate, see below) only in Regions where they will inflict more Losses on the enemy than they will suffer, and no Loss on Ariovistus, presuming all Defender Loss rolls result in Defender removals (the best possible case for the Germanic Attack), and taking into account any Special Ability such as Ambush:

First, check whether Ariovistus meets the initial Battle-or-March condition above (he is with an enemy that has at least four pieces, an Ally, Citadel, or a Legion). If he does but nevertheless will not Battle (because he could not guarantee enough enemy Losses per A3.2.4 & A3.3.4, would suffer a Loss himself, or is outnumbered—see below), the Germans do not Battle at all, but instead March per below.

Next, check whether the first Battle Region will result in Ambush and, if not, whether Intimidate will precede Battle. (See the relevant sections below.)

Now the Germans Battle the enemies triggering the Battle condition above. Within that, first Ariovistus fights against such an enemy that has fewer mobile pieces (Leader, Legions, Auxilia, Warbands) than the Germans do (if it is possible within the Loss requirements above).

Finally, the Germans Battle other enemies where they can (where the Germans are able to inflict more Losses than they will suffer). (Set order or targets among equal candidates randomly, 8.3.4). They

select applicable Battle Regions until they run out of candidate Regions or of Resources.

IF NONE OR IF ENEMY AT VICTORY: If the condition above caused the possibility of Battle, but no Battle occurred—or if the condition did not apply but an enemy Faction currently has a victory margin of 0 or better (7.3) and Ariovistus has at least 12 Germanic Warbands in his Region—the Germans instead March as follows:

March all mobile Germanic Forces out of each Region that either meets the "Battle or March under Threat" condition above or has the Germanic Leader. Keep Marching groups from each origin together. March first with the Germanic Leader (and the Germanic Warbands with him) then with other groups.

The above Marching groups move into at least one destination Region and up to the number of destinations equal to the number of origin Regions. They do not enter any of the above Regions that other Germans are departing. Within those restrictions, if the Romans are at victory (have a margin of 1 or better, 7.3), the Germans first March to Regions that have the most Dispersed Tribes that they can reach. Within that objective (if it applies), if either Aedui or Belgae (or both) are at victory, the Germans first March to Regions with most Allied Tribes of those Gallic Factions at victory. Within any of those objectives that apply, they first choose destination Regions that have no Germanic Control so as to add the most Germanic Control possible (if any).

IF NONE: If no Battle or March occurred (including because the Germans have 0 Resources, or because Frost blocked March per 2.3.8), proceed to A8.7.2 below to consider whether the Germans will Pass or play the Event.

AMBUSH: If the Germans are Battling per above and can Ambush in any of those Battles, they do so—but only where the enemy's Retreat out of that Region could lower the number of pieces it would remove, or Battle could allow a Counterattack to inflict at least one Loss on the Germans. *NOTE: A defending Legion or Leader would meet the 2nd requirement, because it could survive multiple die roll Losses to then inflict one Loss in Counterattack.*

If they Ambushed in the 1st Battle per above, they also do so in each other Battle possible.

If no such Ambush is possible, the Germans instead Intimidate *before* Battle per below.

INTIMIDATE: Before resolving Battle (if not Ambushing) or after Raiding or Marching, the Germans, wherever they can (per A4.6.2), Intimidate to remove enemy pieces that would not be guaranteed to be removed in an immediately subsequent Battle. They first Intimidate to remove player (not Non-player or Arverni) Allies, choosing within that Romans, then Aedui, then Belgae. Then next Intimidate to remove player Roman Auxilia, then player Aedui Warbands, then player Belgic Warbands. Then they remove Non-player Roman then Aedui Allies (not Non-player Belgae or Arverni). Finally, they remove other Non-player Roman or Aedui pieces (Auxilia or Warbands) only.

Lastly, the Germans place Intimidated markers in Ariovistus's Region if the Germans Raided there, as part of their free Intimidate (A3.4.3). Then, if they removed any pieces above, they place Intimidated markers wherever they can (per A4.6.2). *NOTE: Outside of Raid with free Intimidate, Non-player Germans will not Intimidate merely to place markers without removing pieces.*

If the Germans did not Intimidate or only free Intimidated with in Ariovistus's Raid Region, the Germans instead add no Special Ability (Command only, 2.3.4) to a Raid or Battle Command or instead Settle after Marching (see below).

SETTLE: If the Germans are Rallying, or are Marching and did not Intimidate, they also Settle to place all Settlements that they can, as follows. If Rallying, they Settle first if they can place any Settlement(s), otherwise after Rallying, if they are able. If Marching, they Settle all Settlements possible after resolving the March. If the Germans are unable to place any Settlements in the above cases, they instead add no Special Ability (executing the Command only, 2.3.4).

A8.7.2 Pass or Event? If the initial Battle-or-March condition above is not met—or if no such Battle or March was possible—the Germans might Pass in order to be 1st Eligible on the next card, or might play the Event.

Check the Faction order (2.3.3) on the currently played and next showing cards. If the Germanic Tribes symbol is first of the four symbols on the next upcoming card but not on the currently played card (regardless of Faction Eligibility cylinders), roll a die to see if the Germans Pass (2.3.3): on a roll of 1-4, they Pass. *NOTE: Thus, they do not Pass if 1st on both cards or if WINTER is showing.*
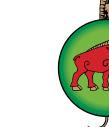
If the Germans do not Pass, check whether they have the option to execute the Event (because they are 1st Eligible, or because the 1st Eligible Faction used a Special Ability, 2.3.4). If not, proceed to A8.7.3 below to consider whether the Germans will Raid. If so, check whether the Event would be Ineffective, would add a Capability during the game's final year, or is listed as "No Germans" (8.1.1; the Germans or Arverni symbol on the card would have gray crossed swords, 8.2.1)—if any apply, proceed to A8.7.3 Raid.
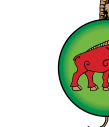
NOTE: If the Germans or Arverni symbol on the Event card has gray laurels, or the Arverni symbol has gray carnyx (A8.2.1), see the Non-player Germans section of the Ariovistus *Event Instructions foldout.*

If none of the above applies to the Event, the Germans execute it per 8.2. *NOTE: Any Non-player Germans Event Instructions (8.2.1) may render the Event Ineffective or "No Germans"; if so, proceed to A8.7.3.*

A8.7.3 Raid? If no Battle or March under threat, Pass, or Event conditions were met, the Germans will either Raid to replenish Resources, Rally, or March to spread their Control or mass their forces. Check the Germans' Resources—if fewer than four Resources, roll a die and on a roll of 1-4, they attempt to Raid. If Raiding per below would gain the Germans at least two Resources total, they Raid wherever they can, in the following order: from Romans or Aedui where able, then from Belgae, then (in other Regions) from no Faction (3.3.3).

INTIMIDATE: After Raiding, the Germans free Intimidate in Ariovistus's Region if they can, then Intimidate further per A8.7.1 above.

IF NONE: If the Germans are to Raid but cannot gain enough Resources per above, they Pass.

A8.7.4 Rally? If the Germans have neither Battled, Marched, Passed, executed the Event, nor Raided, they Rally and Settle if doing either would place a Germanic Ally, a Settlement, or at least four Germanic Warbands total, or if it would add to Germanic Control. Before Rallying, they Settle to place any Settlements that they can (A8.7.1). Then, they Rally to place all Germanic Allies possible. Finally, they place all Germanic Warbands possible, starting with any Settlement Regions and/or Germania (thereby reducing Resource costs when their Resources are few).

SETTLE: After Rallying, the Germans Settle per A8.7.1 above, if they have not already done so before Rallying.

IF NONE: If the Germans cannot so Rally, they instead Raid per A8.7.3 above.

A8.7.5 March to Expand or Mass? If the Germans did not execute any Command or play the Event per the above, they March into up to three Regions to claim Control and/or to reposition their Leader and Warbands. For any March below, the Germans move in with their Leader and the most Warbands able, but leave one Germanic Warband behind per origin Region and enough not to remove any German Control. Also, they keep Marching groups of Warbands together (to the same destination).

First, March Warbands to add German Control to up to two Regions—Regions that are in or adjacent to Germania, if possible.

Then, March into one additional Region as needed to move the largest group of Germanic Warbands on the map that is not with the Germanic Leader toward the Leader, or the Leader (and Warbands with him, per above) if he is in and adjacent only to German Control Regions toward a Region without German Control. (Among these latter actions, choose randomly, 8.3.4.)

INTIMIDATE OR SETTLE: After Marching, the Germans Intimidate or Settle per A8.7.1 above.

IF NONE: If the Germans cannot so March (for example, during Frost, 2.3.8), they instead Rally per A8.7.4 or, if that is not possible, Raid per A8.7.3.

A8.7.6 Quarters. During Quarters Phase (6.3.2), Non-player Germans first leave any (DROUGHT) Devastated Region where they have no Ally or Settlement for random adjacent Regions that they Control (if they can). They then (or thereby) move their Leader and/or one group of Warbands, so as to join the Leader with the largest group of Germanic Warbands able and, within that, to get or keep the Leader within one Region of the most Regions with Germanic Forces able. They leave behind at least one Warband and at least the number Warbands needed to retain any German Control.

A8.8.1 Non-Player Roman Battle or March? For both the conditions (diamond) and priorities (box) for Non-player Roman Battle or March under Threat in *Ariovistus* scenarios, count any Settlements on the map as "Allies". Also, Battle against the Aedui Diviciacus Leader only if the Aedui are currently at a victory score of 0 or better (7.3).

For Non-player Roman March, upon a die roll of 1-2 (March box bullet ❷, sub-bullet ②), count Arverni Allies plus Citadels instead of Germanic Allies; March to Arverni Allies and Citadels rather than to Germanic Allies.

SCOUT: In *Ariovistus* scenarios, ignore the "if Frost" priority on Scouting Germanic Warbands.

A8.8.8 Admagetorbriga. For the, unshaded *Ariovistus* Event ADMAGETOBRIGA, Non-player Romans do not agree to any use of their Auxilia.

A8.9 1-Player Victory

NON-PLAYER VICTORY:

- **If Germans—Germania Appendage.** The Suebi overcome Gallic resistance and Caesar's interference to lead a wave Germanic migration that pushes the Celts back from the Rhenus and postpones Rome's conquest of Gaul.

PLAYER VICTORY:

- **3 or More, Player as German—*Gallia Germanica!*** Ariovistus's bid for Suebi ascendance wins the Germanic tribes enduring power in Gaul as the Belgae and Aedui reel from dual invasions and the Romans reconsider their interest in Transalpina.

Setup & Scenarios (A2.1)

General

Regardless of scenario, replace the five original *Falling Sky* Available Forces displays with their upgraded versions from this expansion (A1.4.1).

For *Ariovistus*, assign players their Factions as follows (A1.5) or use Non-players per A8.0:

2-player—Romans and Aedui versus Germans and Belgae.

3-player—Romans versus Aedui versus Germans and Belgae, or Romans and Aedui versus Germans versus Belgae.

4-player—A Faction each player, Romans, Germans, Aedui, and Belgae.

Give the Germanic player the Ariovistus Germanic Tribes sheet. Give the Roman, Aedui, and Belgic players each the reference playing card for that Faction. If using any non-German Non-players, place those Non-player Factions' reference cards near the Non-player aid foldouts. *NOTE: These cards list key Ariovistus changes to that Faction's Commands, Special Abilities (A4.0), and victory (A7.0), or to its Non-player rules (A8.0).*

Deck Preparation

Regardless of scenario, we recommend replacing the following five original Falling Sky cards with their 2nd Edition versions bearing the same title:

11. NUMIDIANS 2nd Ed

30. VERCINGETORIX'S ELITE 2nd Ed (Replaced In *Ariovistus*)

39. RIVER COMMERCE 2nd Ed

44. DUMNORIX LOYALISTS 2nd Ed

54. JOINED RANKS 2nd Ed

NOTE: See the Card List and Event Text and Notes in the Ariovistus Playbook for more information on the expansion cards.

> **Diviciacus Leader Option:** Original *Falling Sky* can use the expansion version of card 38, DIVICIACUS 2nd Ed, with the Diviciacus Leader piece and rules in A1.4. If using the Roman Non-player, Romans Battle Diviciacus only when Aedui at 0+ victory (A8.8.1).

For *Ariovistus*, remove the 39 *Falling Sky* Event cards listed below and replace them one for one with the 39 expansion cards marked with A. The expansion cards for *Ariovistus* bear the same number as the original that they replace, but preceded by an "A". *NOTE:*

Some of the new cards bear the same Event title and modify the original for the new scenario; most are entirely new.

- Remove cards 19-36—all 18 cards with Arverni 🐗 as the first symbol—and replace them with cards A19-A36 (all Germanic Tribes ⚫ first).

- Replace the following three Roman 🟥 first cards with A5, A17, and A18:

5. GALLIA TOGATA

17. GERMANIC CHIEFTAINS

18. RHENUS BRIDGE

- Replace these seven Aedui 🔵 first cards with A37, A38, A40, A43, A45, A51, and A53:

37. BOII

38. DIVICIACUS

40. ALPINE TRIBES

43. CONVICTOLITAVIS

45. LITAVICCUS

51. SURUS

53. CONSUETUDINE

- Finally, replace these eleven Belgae 🟠 first cards with A56, A57, A58, A60, A63, A64, A65, A66, A67, A69, and A70:

56. FLIGHT OF AMBIORIX

57. LAND OF MIST AND MYSTERY

58. ADUATUCA

60. INDUTIOMARUS

63. WINTER CAMPAIGN

64. CORREUS

65. GERMAN ALLEGIANCES

66. MIGRATION

67. ARDUENNA

69. SEGNI & CONDRUSI

70. CAMULOGENUS

> **Even Initiative Option:** For an arranged distribution of Faction initiative in any scenario except *Pax Gallica?*, before deck preparation, sort Event cards in 4 piles by the Faction symbol that is 1st on each card. Shuffle each pile and deal evenly from each into a new pile until the new pile just reaches or exceeds the needed number of cards for that scenario (30, 45, or 60). Then shuffle the new pile and deal into final piles from that. *NOTE:* Pax Gallica? *already provides an even distribution of initiative across the full length of the scenario, because nearly all cards are used.*

Setup & Scenarios (A2.1)

Ariovistus

58 BC: Competing Celts have invited mercenary Germans and then a covetous Rome into their divided Gaul as protectors. Before Caesar's audacious claim to the whole of Gaul leads his legions even farther north to war with the Belgae, an ambitious Sueban will call ever more warbands out of Germania's forests to launch his own bid for dominion…

This expansion scenario takes us back to Caesar's first entry into Gaul, with Helvetian migration challenging the Aedui and Germanic Tribes pressing close behind. The scenario should play in about the same time as Falling Sky's main scenario.

Deck

Replace Falling Sky Event cards with Ariovistus cards as specified under Deck Preparation above. Shuffle the 72 Events. Deal 45 into nine piles of five Events each. Shuffle one Winter card each into the 3rd, 6th, and 9th piles. Stack the piles, 1st pile on top, 9th at the bottom. (Or, if preferred for a shorter game, deal 30 Events into six piles with two Winter cards, one each in the 3rd and 6th piles.)

Near the deck, mark the Arverni as "At War".

Available Forces

Add 6 Germanic Settlements and 15 Germanic Warbands (to a total of 30). Add Diviciacus. Remove Vercingetorix from play.

DESIGN NOTE: "Ambiorix" in this scenario represents Boduognatus, commander of the Nervii (A1.4), who seems to have had a similar fighting style focused on surprise Attack.

Edge Track

Resources: Belgae 5, Aedui 10, German 10, Roman 20

Off-Map Legions: not used

Control Germania+Settlements: 2

Control+Allies (Belgic Victory): 5

Subdued+Dispersed+Allies: 15

Senate and Legions Track

Intrigue

2x Legions on middle row
4x Legions on bottom row

Aedui Forces Display

Other Most Allies: (Aedui Victory) 6

(All Factions Eligible. All on-map Warbands and Auxilia start Hidden)

BELGICA

Morini Region
No Control

Morini: Belgic Ally

1x Germanic Warband

Nervii Region
Belgic Control

Ambiorix *(as Boduognatus)*
Nervii: Belgic Ally
2x Belgic Warbands

1x Germanic Warband

Atrebates Region
No Control

Bellovaci: Belgic Ally
1x Belgic Warband

Remi: Roman Ally
1x Auxilia

GERMANIA

Sugambri Region
Germanic Control

Sugambri: Germanic Ally
Suebi (north): Germanic Ally
4x Germanic Warbands

Ubii Region
Germanic Control

Ariovistus
Ubii: Germanic Ally
Suebi (south): Germanic Ally
8x Germanic Warbands

CISALPINA
Germanic Control

Nori: Germanic Ally
4x Germanic Warbands

Mark BRITANNIA as unplayable.
(Bituriges Region is empty.)

CELTICA

Treveri Region
No Control

Treveri: Aedui Ally

1x Germanic Warband

Mandubii Region
No Control

1x Arverni Warbands

Lingones: Aedui Ally

Carnutes Region
Arverni Control; Arverni Home

1x Arverni Warband

Veneti Region
Arverni Control; Arverni Home

1x Arverni Warband

Pictones Region
Arverni Control; Arverni Home

1x Arverni Warband

Aedui Region
Aedui Control

Diviciacus
Aedui <Bibracte>: Aedui Ally
    (no Citadel)
2x Aedui Warbands

1x Arverni Warband

Sequani Region
Arverni Control; At War

Sequani <Vesontio>: Arverni Ally
    (no Citadel)
Helvetii: Arverni Ally
6x Arverni Warband

1x Aedui Warband

1x Germanic Settlement
4x Germanic Warbands

Arverni Region
Arverni Control (Arverni Home)

Arverni <Gergovia>: Arverni Ally
    (no Citadel)
2x Arverni Warbands

PROVINCIA
Roman Control

Caesar
6x Roman Legions
8x Auxilia
Roman Fort (permanent)

Ariovistus ~ 58 BC Setup

Setup & Scenarios (A2.1)

The Gallic War

58-50 BC: Caesar in 57 BC, just two years on campaign, claimed of his quarry that "the whole of Gaul was pacified". It would not be so, as the marrow bones of that land still held years of resistance and revolt…

This two-part extended scenario covers Caesar's entire time in Gaul. Play of *Ariovistus* from 58 BC leads into an interlude—the relatively peaceful years 55-54 BC—in which the outcome of the war's first half sets the beginning of the second, *Pax Gallica?*. The Germanic player of the first half takes on the role of the Arverni for the second.

First Half

Set up and play the *Ariovistus* scenario (45 Event cards and three Winter cards), using the rules, cards, and pieces for that scenario.

Interlude

If the game does not end by the 3rd Victory Phase, reset the game board as follows (do not conduct the rest of the 3rd Winter Round except as specified below).

Winter Events:

If Winter Uprising! and/or shaded Winter Campaign are in effect, the appropriate Factions must resolve their effects now (in that order).

Adjust Forces:

Remove any Forces under a Circumvallation marker to Available and remove the marker.

Player and Non-player Factions adjust Forces in order as follows. Remove or replace pieces in Home Regions last, otherwise selecting Regions desired (EXCEPTION: German player and Arverni, see below). Non-players remove Forces Region by Region at random, Home Regions last. Remove at least the fraction indicated (round removals up). Adjust Control as warranted.

German player/Non-player adjusts **German Forces**:

- Remove Germanic Leader and any **15** Germanic Warbands (including from Available) from play.
- Replace each Settlement under Germanic Control with one German Ally at a Subdued Tribe in that Region, if possible. Replace each remaining Settlement with three Germanic Warbands. Remove all Settlements from play.
- Remove at least ¼ of total on-map Germanic Allies and ¼ of Germanic Warbands remaining on map (Germania last) to Available.

Belgae adjusts **Belgic Forces**:

- Remove at least ½ of total on-map Belgic Allies and ½ of on-map Belgic Warbands (from Belgica last) to Available.
- Place Ambiorix in Region with most other Belgic pieces (even if Belgic Leader in Available).

Aedui adjusts **Aedui Forces**:

- Remove Diviciacus piece from play. (It may return by Event.)
- Replace **1** Aedui Citadel with an Aedui Ally (or remove if no Aedui Allies Available; Bibracte last).
- Remove to Available at least ½ of total on-map Aedui Allies (not Citadels) and ½ of on-map Aedui Warbands (Aedui Region last).
- If no Aedui Ally or Citadel at Bibracte, remove whatever is there and place Aedui Ally there.

German player/Non-player (soon to be Arverni) adjusts **Arverni Forces**:

- Place Vercingetorix in the Winter track Spring box.
- Replace **2** Arverni Citadels (Gergovia last) with Arverni Allies (or remove if no Allies Available,).
- Remove at least ½ of total on-map Arverni Allies (not Citadels) and ½ of Arverni Warbands to Available. Cadurci and Volcae Allies may be removed first (otherwise the Arverni Region last).
- If no Arverni Ally or Citadel at Gergovia, remove whatever is there and place Arveni Ally there.
- Place Arverni Warbands in the Arverni Region until at least **3** are there.

Roman adjusts **Roman Forces**:

- Remove at least ½ of total on-map Forts excluding Provincia's, ½ of Roman Allies, and ½ of Auxilia (no Legions, Provincia last).
- If Roman Leader in Available, place as Caesar in Provincia if Roman Control, otherwise in Region with most Roman pieces.

Then, unless Gallia Togata is in effect, Factions in the above order relocate their Forces from Cisalpina to Home Regions (Ally to Subdued Tribe only) or remove them.
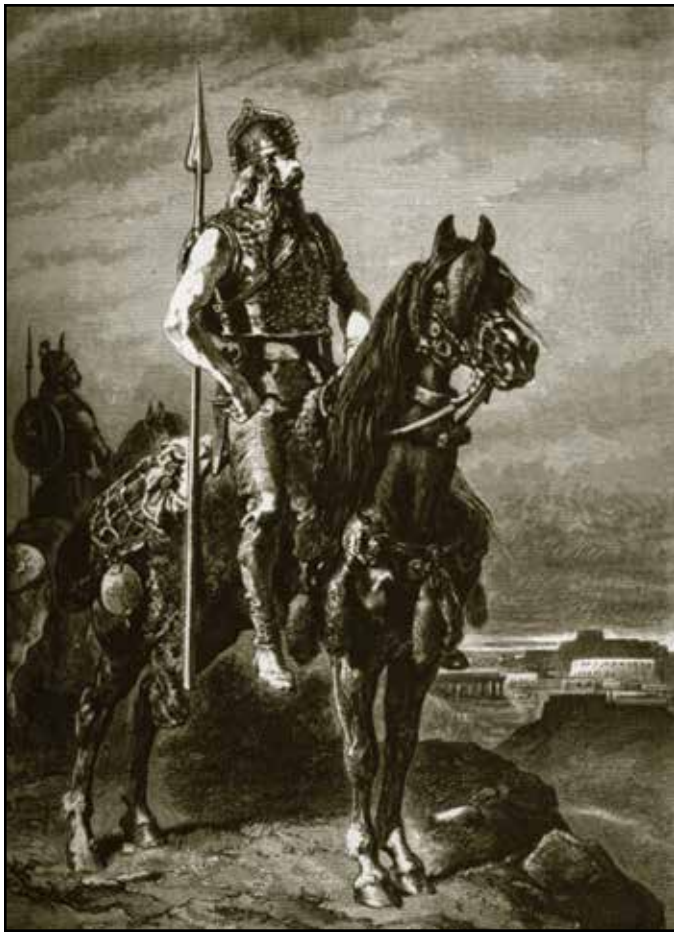
Britannia Expedition:

Romans choose whether to conduct a 54BC Britannia expedition. (Non-player Romans conduct it if able, A8.8.9.)

- In order to conduct the expedition, the Romans must relocate **3** Legions from the map to the Winter track's Harvest Phase box, plus the Roman Leader, another **3** or more Legions, and **1** or more Auxilia from the map to Britannia.

- If the Romans conduct the expedition, shift the Senate marker 1 box down (toward Adulation, or flip, as appropriate per 6.5.1).

- If the Romans decline or are unable to mount the expedition, no change to Roman forces, but place **1** Belgic Ally and **2** Belgic Warbands (and Belgic Control) in Britannia and shift the Senate marker 1 box up (toward Uproar, or flip, per 6.5.1).

Markers:

Remove the Arverni Home "Rally", "Britannia (Not in play)", Nori Tribe, and Cisalpina Control box markers and all Intimidated markers.

Spring:

- Conduct a full Spring Phase (6.6), but Romans may keep **one** Dispersed or Dispersed-Gathering marker as is. *NOTE: This Roman option represents the severe treatment of the Veneti in 56 BC.*

- Put the Winter marker in the Quarters box.

Eligibility Cylinders:

- Replace the German Eligibility cylinder with an Arverni cylinder.

Edge Track:

Adjust Resources as follows.

- Replace the German Resource cylinder with an Arverni cylinder, at the same amount.

- If any Factions have **more than twice** their 54BC setup starting amount of Resources, lower them to twice their 54BC setup amount (Arverni, Aedui, and Belgae to **10**, Roman to **16**).

- If any Factions have **less than half** their 54BC setup starting amount (if Arverni have 0-2, Aedui 0-2, Belgae 0-2, or Romans 0-3), add **+2** to their Resources.

Replace German with Arverni Victory marker. Adjust all Victory markers to reflect the current situation on the board.

Lingering Events:

Capabilities (including Germanic), Gallia Togata, Colony, and Abatis that ended the first half in effect remain marked and in effect where they are.

Deck:

Prepare the deck per the *Pax Gallica?* setup (70 non-A Events and 5 Winter cards), except:

- Use the Ariovistus expansion version of Diviciacus, card A38.

- Keep the cards for any Capabilities that are in effect and for Gallia Togata and Colony if in effect out of the deck and by their Factions as appropriate.

- Then create the piles of cards per *Pax Gallica?* in order, until no *Falling Sky* Event cards remain (so that any cards left out will leave the last piles short). If there is no 14th pile of Event cards because five or more *Falling Sky* Event cards were left out, the 5th Winter card will be the last card in deck.

Second Half

Continue play. Any Germanic player from the first half plays as the Arverni Faction in this half, using Arverni victory conditions. Original *Falling Sky* rules are in effect.

During the 1st Winter Round:

Pax Gallica? 1st Winter special rules apply during the 1st Winter Round after Interlude, except:

- If there are no Legions on the Winter Track, do not place any in Belgica during that Harvest Phase.

- In that Senate Phase, leave the Senate marker wherever it is on the Senate track (do not shift or flip it, regardless of Roman victory).

Ariovistus

FRONT

At War

At War

At War

At War

At War

At War

Rally

Rally

Rally

Rally

At War

At War

Controlled Germania + Settlements

Winter Uprising

Abatis

Abatis

Abatis

Target

Spares

| Intimidated | Intimidated | Intimidated | Intimidated | | Intimidated | Intimidated | Intimidated | Intimidated | Intimidated |
| Intimidated | Intimidated | Intimidated | Intimidated | | Intimidated | Intimidated | Intimidated | Intimidated | Intimidated |

1

NO CONTROL

Stop March

Subdued

Nori

BRITANNIA
Not in play

Counter art by Mark Simonitch and Chechu Nieto

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Ariovistus

BACK

| A At Peace | A At Peace | A At Peace | A At Peace | A At Peace | A At Peace |

| A At Peace | A At Peace | A Arverni Home Region | A Arverni Home Region | A Arverni Home Region | A Arverni Home Region |

| A Put on Target Faction in Target Region | A Abatis Event Germans | A Abatis Event Belgae | A Abatis Event Aedui | A Winter Uprising Event | A Germanic Victory: German Control Germania Regions + Settlements |

| Intimidated A | Intimidated A | Intimidated A | Intimidated A | Intimidated A | Intimidated A | Intimidated A | Intimidated A | Intimidated A |
| Intimidated A | Intimidated A | Intimidated A | Intimidated A | Intimidated A | Intimidated A | Intimidated A | Intimidated A | Intimidated A |

A Cisalpina Nori Tribe

A Cisalpina Playable Region If Marched in or out, stop

A Britannia unplayable

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NEW TERMS INDEX

Ariovistus—This expansion and its main scenario. Also, a named Germanic Leader piece. (A1.4)

Arverni Activation—Game-run actions by Arverni in *Ariovistus*. (A2.3.9, A6.2)

Arverni and Other Celts—Game-run Faction in *Ariovistus*. (A1.5)

Home Regions—In *Ariovistus*, the Veneti, Carnutes, Pictones, and Arverni Regions for Arverni (A1.3.1, A6.2); Germania and Settlement Regions for Germans (A1.4).

Arverni Phase—Game-run activation by Arverni in *Ariovistus*. (A2.3.9, A6.2)

At Peace—Status of Arverni in *Ariovistus* in which they do not activate. (A2.3.9, A6.2)

At War—Status of Arverni in *Ariovistus* leading them to activate; Regions that meet the conditions to put the Arverni At War. (A2.3.9, A6.2)

Boduognatus—Named Belgic Leader in *Ariovistus* using the same piece and characteristics as Ambiorix. (A1.4)

Diviciacus—Named Aedui Leader piece. (A1.4)

Interlude—Reset segment in middle of *The Gallic War* scenario. (A2.1)

Nori—Tribe space in Cisalpina. (A1.3)

Intimidate—Germanic Special Ability to frighten enemies to submit. (A4.6.2)

Settle—Germanic Special Ability to place Settlements. (A4.6.1)

Settlement—Germanic piece contributing to victory. (A1.4, A4.6.1, A7.2-.3)

Target—With regard to the Arverni in *Ariovistus*, the Region and the Faction upon which they will focus for this action. (A6.2)

The Gallic War—Scenario linking *Ariovistus* to *Pax Gallica?*. (A2.1)

Trigger—Card symbol leading to check of Arverni At War status and Arverni Phase. (A2.3.9, A5.0, A6.2)