

Challenge to Combat Caesar in Britain

A British leader may use 1 command action to issue a challenge to personal combat in a command phase if within 12" of a Roman leader. If combat takes place fight it out in the command phase. Then the turn continues.

If Romans refuse roll D6:

- 1 = An eager young tribune takes up the challenge without authorisation. Fight combat.
- 2 = The Romans find this amusing. They jeer and thump their shields with swords and spears, goading the Britons. All British B grade units of the leader who issued the challenge must advance towards nearest enemy with maximum dice and declare charge if their move ends in charge range.
- 3-4 = Romans unimpressed. British disappointed. No effect
- 5 = Romans unimpressed. British leader's prestige increased. +1 command action for remainder of the game (max 3).
- 6 = Romans unnerved, -1 combat die for all units in the command of the leader who refused the challenge this turn only.

The British leader issuing a challenge may appoint a champion to fight in his place. The Roman may not but note the possibility of a tribune taking up the challenge if refused.

If combat occurs, place single figures representing the Leaders or Champions together half way between the two sides. Deal out 6 normal playing cards to the two players then each discards one.

Red cards are parry, **black cards** strike. Jokers can be either. Jack = 10, Queen = 11, King = 12, Ace = 13, Joker = 14.

Players dice off to determine who has advantage. +1 if British (first die roll only)

Player without advantage plays a card face up. Player with advantage plays next after seeing opponent's card.

Both play red

No result. Advantage goes to the highest card. If the same dice for advantage.

Both play black

If one side has double the opponent's card or better, inflict 1 wound and take advantage
If difference less than double both take 1 wound. Advantage goes to the player with highest card. If the same dice for advantage.

Red and black played

If red card is the same or higher the blow is parried. Take advantage.

If black card is higher a wound is inflicted. Take advantage.

3 wounds kills.

The leader who wins the combat by killing his opponent increases his command actions by 1 to a maximum of 3 unless he sustained 2 wounds. All units of his command get +1 combat die for the rest of the game. If a champion (or eager tribune) fights no command action increase. *Note: only the units under that leader's command are affected.*

If no one killed after all cards played then honour is satisfied with no winner or loser. However if a leader or champion took 2 wounds, that leader loses 1 command action (even if a champion or eager tribune fought).