

SUGGESTED APPROACH FOR CAESAR'S LEGIONS HIDDEN ITEMS

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Lead us not into temptation -- Through the process described herein, the hidden and unknown can remain unknown until it is time to be revealed, and the temptation to cheat can be eliminated. This can result in a large number of virtual envelopes, but at the same time is a very simple and direct approach.

GENERAL (ALL SCENARIOS)

- 1) **What tactic?** This is a proven use of virtual envelopes. One side lists their card in an envelope, tells the other side when they have placed it, and the other side announces their card by mail, then can open the virtual envelope and resolve the battle.
- 2) **Die Roll:** Use a die roll randomizer from the internet. Several are available.

SCENARIO III: TEUTOBURGER WALD

- 1) **How many tribes are in revolt?** First, German player creates a random order for all possibilities (e.g., 1 represents draw 2, 2 represents draw 4, 3 draw 1, 4 draw 6, 5 draw 3 and 6 draw 5). This matrix is then put in a virtual envelope and sits there to the end of the game. Then an Internet die roll randomizer is used to pick a number 1 to 6 and the result sent to both players. This way, the roll is known to both to have happened, but the real situation is still unknown to the Roman Player until the end of play (or until the Roman has gathered enough intelligence to guess at the right answer), and the timestamp on the virtual envelope allows both sides to be assured of no cheating.
- 2) **Which tribes revolt?** As above, the German should assign a number 1-12 for each tribe. The assignments are put into a virtual envelope. A die roll sequence is sent to both players of sufficient length that all 12 numbers appear at least once -- this doesn't give the Roman player any idea how many are actually in play. Since random draws will result in some numbers occurring more than once, the German player then uses the first instances of each number in the order they appear in the draw up to the number of tribes in revolt, as determined in the previous step. Per the rules, the German may replace one of these with another tribe. Twelve separate virtual envelopes are used, titled by the name of the tribe in alphabetical order; the contents are a phrase "in revolt" or "neutral". The use of the timestamp will assure no "peeking".
- 3) **Concealed Movement.** Each Concealed Movement counter has a separate virtual envelope (labeled "CM01" to "CM12") listing the component units represented by the counter; the envelope is entitled with the number of the CM counter. This can be updated if there are changes in the components as a result of movements, and can thus be tracked by its timestamp. When exposed, the Roman will know which envelope to open.
- 4) **Ambushes.** Similar to concealed movement, with one per ambush (labeled "Ambush 1" to "Ambush6"), listing components and location. When triggered, German identifies to the Roman which envelope is involved and the Roman can open the appropriate numbered envelope.
- 5) **What's in the villages?** Similar again to ambushes and concealed movement, but includes whether it is a blank or a chief. Use one envelope per village, labeled by coordinates. Roman opens upon arrival at that village, and either places the corresponding unit on that village, or the German may do so.

SCENARIO VII: 5 A.D. (GERMAN GUERRILLA WARFARE)

- 1) **Where's the Guerilla Base.** Similar to "What's in the Village", the German sets aside envelopes for each village, labeled by hex coordinates and containing the phrase "GUERRILLA BASE" or "NORMAL". Note the German may use up to 5 envelopes for bases; the rest will be "Normal". The Roman opens the appropriate envelope on entry to the village in question.