Caesar in Gaul

2nd Edition Errata

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MAP TERRAIN:
Coastal hexes contain both land and sea terrain separated by a black line. If only one terrain type is present in the hex with the black line, it is not a coastal hex. It is either sea or land.

AQUITANIA:
When the Aquitanian leader is placed on the board, a 5-9 cavalry unit is also placed with him.

CAMPAIGN GAME:
Allied tribes should get a -2 to their morale each year instead of a -1. They still add +1 for Romans within the province, in their territory, and +1 for razed villages.

LEGIONS:
When a 45-4 legion infantry unit remains intact but the eagle is captured, it is reduced to two 20-4 legionary infantry units with no numerals in either counter. These units must draw supply from another eagle or from supply in the hex they occupy. This most commonly occurs when a legion is routed in battle.

CAESAR:
Caesar's Body Guard does not consume supply.

When Caesar is wintering in one of the provinces with his legions, he must winter in an Allied village or an open village of an enslaved tribe.

The presence of Caesar in battle allows for an additional red Roman unit in the 3 combat forces boxes (totaling three). This is for Roman attacks, no more than 2 legionary units may defend at a time even with Caesar present - and only one may defend from inside a marching camp.

LEADERS:
Leaders in battle that get an Escape result from a Capture roll may not:
  - Rally routed units in the next combat round
  - Add their die roll modifier to combat in the next combat round.

Leaders considered lost at sea in a battle (without a transporting ship after battle ends) roll on the leader capture chart - If they escape they return to the nearest hex with friendly units in it that is not under siege. The enemy must still have a leader to actually capture them, otherwise they escape. Leaders may transfer from ship to ship in battle, so the loss of the ship they started on is not a factor for a capture roll.

GERMANIC TRIBES:
All Germanic tribes except the Harudes are activated if their territory is intruded by Roman forces (See red area on tribes card). The Harudes, being Mercenaries can't be activated in this way. Germanic tribes are not activated by intrusion if the tribe is currently suppressed by a previous Punitive Mission across the Rhine. The tribes territory and villages are considered open territory at that point. Their villages may be used by the Roman player for recruiting and fortification. They may also be razed without consequence.

Argentoratum (U33) and the Germanic territory of this southern area are the territory of the Suebi, they will be activated by a Roman intrusion there.

NAVAL:
Naval units may transport units to clear terrain coastal hexes regardless of enemy units, fortifications, towns or villages. Transported units as well as all fleets, must also end their movement on a clear terrain coastal hex each turn.

Loading naval transports:
Roman Transport Barges may transport 24 Supply without a leader present. Leaders - no cost, may be transported by ANY ship type including Roman Light Galleys.

Barges: Roman, Allied, and Gaul Fleets (not Galleys) have these loading restrictions:
24 supply factors - as 3 8-6 units or a single 24 point cache.

We break stacking down to a common denomination like supply - the following units have the indicated costs (like supply factors):

0 Leaders
4 Eagles, Artillery, 5-5 legionary cohorts, Single Cohorts, and Warbands
8 45-4 Legion, 20-4 Half Legion, Mobs, Double Cohorts, and Caesar's Body Guard

This more easily facilitates mixed formations being transported by ships. You can mix and match the units to total 24 to fill a naval transport unit.

Naval Transport in the Mediterranean:
Roman units, Auxiliary, and Mercenaries may move to Genoa (B29) and immediately board ships and arrive at Massalia or Narbo Marius at the end of the same turn - (after combat)

Cost 1 coin for each single cohort (45-4 is 8 cohorts)

Roman player declares his destination and rolls 2d6 for each cohort transported, or by counter where applicable:
Roll 12 (boxcars) indicates lost at sea - return to stock or remove from play by unit type.
Roll 2-4 delayed for an extra turn to Masalla (C19)
Roll 2-5 delayed for an extra turn to Narbo (E12)

COMBAT:
At the start of any Combat Round the defender may send any number of units outside the fortification to defend against the attack. These units may retreat back into the fortification at the end of the Combat Round. This is useful when a forts infantry garrison has become depleted and cavalry wish to engage enemy units.

FORTIFICATIONS:
No cavalry unit may defend inside a fortification, they may reside within a fortification so long as other units are providing a defense. When combat does occur with a cavalry unit, it is outside the fortification.

SIEGES:
Only one siege tower is permitted per hex. In order for the opposing player to build a siege tower, the existing one must be destroyed first.

If a legion ends its move on an opidium filled with Gaul units, the Gauls can begin their turn by building a siege tower against the Roman marching camp (provided a Gaul leader is present and the Romans opt to defend from the marching camp).

The Gaul player must leave at least enough units outside the fort to attain 1-3 odds against the Roman forces to prevent the automatic destruction of the tower in the Gaul combat phase. In the Roman turn, the tower must be destroyed before a Roman tower can be built in the next turn. The Romans may press an Assault on the fort after the destruction of the tower, but at the usual -2 penalty. The Roman tower can only be built at the start of the Roman turn in lieu of movement.

The Gauls may attempt this each turn so long as they have forces to maintain 1-3 odds on the Roman marching camp and the Romans continue to declare their defense from within it. This example is most likely to occur when a single legion is involved, or several legions have no supporting units. It allows the Gaul player to delay or prevent the start of a Roman siege.