

Alesia

Errata & Clarifications

July, 2007

Rules

5.21 Clarification: If Caesar successfully Seized, the Roman player can activate any one legion or any one Cavalry command

5.23 Example: Commius has an Initiative of "3", not "2".

5.48 Delete "..., whichever is smaller"

5.6 Clarification: The Alesia Force consists of Vercingetorix and the 43 blue colored Gallic units.

6.42 Ramparts: Replace last paragraph with the following:

Rampart/Gate: Rampart hexes with Gates (e. g. W4513) are treated as Rampart hexes for all purposes except that a unit (including cavalry) can enter the hex from a non-Rampart hex provided that the unit immediately leaves the Rampart hex and enters another non-Rampart hex. The cost to enter the Rampart/Gate under this circumstance is 2 MP.

6.47 Moving With Fill: Delete the last sentence.

6.47 Using Fill: Add – "A Fill counter is automatically placed in a GoD hex, if the unit is involved in Shock, or if the unit is eliminated."

6.61 Stacking: Cavalry units may not stack with other

6.68 Add: An infantry unit inside the vallation may not voluntarily enter a Rampart hex adjacent to friendly unit that is also in a Rampart hex.

7.11 Add at the end of the case: "A unit can only conduct Shock attacks into its Front hexes."

7.22 Second sentence should read: "ZOC do not extend upwards into a Rampart hex (they do extend down) or across a Camp Wall or Stone Wall hexside."

7.23 Clarification: A unit cannot move from a hex in a ZOC into another hex in the ZOC of the same unit.

8.15 Add to the 2nd bullet: "Walls adjacent to a Rampart hex do not block LOS."

8.5 Artillery units are not affected by Missile Fire nor do they accumulate by Hits in anyway.

9.22 Retreat Procedure: The owning player retreats the eligible unit one-half its Movement allowance (rounded up) away from the attacking unit(s). “Away from” means that each hex entered in the retreat must increase the distance (as measured in hexes) between the retreating unit and the attacking unit(s). Retreating units pay all movement point costs and all movement restrictions (ZOC, stacking, etc.) apply. The unit may not change facing.

9.25 Retreat: Should read: “Each affected unit must Retreat per 10.2. If the unit cannot Retreat, it stays in place and takes two additional hits.”

9.31 Clarification: All attacking units must advance into the vacated defending hexes if stacking permits. Case 9.33 is used to resolve those situations where there are more attackers than can be legally moved into the vacated hexes.

10.21 Add at the end of the case: “The unit maintains its current facing.”

10.71 Units eliminated in prior assault period do count against the Withdrawal Level.

11.0 “circumvallation” should read “contravallation”

12.0 Clarification: The Roman player cannot deploy his infantry (CO and LI) in adjacent Rampart hexes – 6.68 applies to deployment as well as movement.

Map

The Streams are the lighter, narrower, hexside water obstacles. Hex W2927 is bordered on two sides by a Minor River and two sides by a Stream.

The dry/water filled ditches in GoD hexes that are adjacent to a Rampart hex are part of the GoD hex and have no additional effect on play.

The Rampart should cross the Minor river between hexes W4814/W4914 and W4817/W4916. There is no additional cost to move across the Minor river when moving along the Rampart.

Shock Table

Retreat: Should read: “Each affected unit must Retreat per 10.2. If the unit cannot Retreat, it stays in place and takes two additional hits.”

Terrain Effects Chart

Hexes inside Alesia and the two building hexes (W4130 and W4131) are treated as Clear terrain.

Rampart: add note “n’

n = The cost is 2 MP to enter and exit a Rampart hex with a Gate from/to non-Rampart hexes

Remove note h from the “Up One Level” row. These effects have been included in the Rampart hex costs.

Add note “m’ to the Minor River and Stream entries
m = Bridges negate the extra MP to cross a Minor River or Stream.

Counters

Sequani 1/Aedui BI should have a MA of 5

The Ambrerci BI #1 and #2 should read “1/Aedui” and “2/Aedui” respectively.

The 6th Cohort of the XIII Legion should have a TQ of “4” on its reverse side