

Caesar Conquest of Gaul 2nd Edition Errata & Clarifications

June, 2007

Rules

(6.2) NATURAL TERRAIN

(6.23) Clarification: The section applies only to terrain related Cohesion Hits as indicated on the Movement Costs Chart.

(6.4) COLUMN MOVEMENT

Ignore the reference to LI in the Design Note. Only Cohort can use Column Movement.

(8.3) SHOCK COMBAT

(8.36) #1 B – Last sentence should be: “If more than one unit type is involved on any one side, the owning player chooses the Type he will use to determine the Shock column on the Clash of Swords Chart.”

#2 - Delete the last sentence in the Example. There is no SRD chart.

10.32 Add: “If there are no vacant hexes within one hex of the cohort’s Aquila, the cohort retreats to the Camp per bullet #2 below”

Playbook

Competitive Play

For competitive play, we suggest using the Rout Point Bid method to determine who plays the favored side in the scenario. Each side secretly writes their bid (in Army rout point equivalents) down and then simultaneously reveal the amounts. The winner of the bid plays the side of his choice and reduces his army rout level by the bid amount.

The Invasion of Britannia

Roman Invasion Force: The Romans enter through hexes 5927 and 6028

In the examples, rows 29xx is should be 55xx, 30xx should be 56xx, 31xx should be 57xx, and 32xx should be 58xx

The Battle for Paris

Roman Deployment: Hex row 34xx is the Eastern edge of the map

Gallic Deployment: The Gallic BI units are placed in rows 1000 and 1100. Row 1100 is the front line.

The Sabis

Forager Facing: Face the units to one of the two adjacent vertices to the hexside rolled on the die.

Charts & Tables

Shock Superiority Chart

The VetCO column should have a “+”

Movement Cost Chart

Ignore "(Sabis)" on the Minor River row