

Simple GBoH v1.2 Errata & Clarifications

October, 2006

Rules

4.11 Last Sentence should be: “For some Formations, as noted on the Formation Charts, this chain can be traced through one or more vacant hexes that are not in an enemy ZOC.”

And add: “Units in enemy ZOC that are outside their leader’s Command Range are Out of Command.”

Charts & Tables

Missile Range and Results Chart

“Foot Javelin” should read “Javelin”

Unit Capabilities Chart

Chariots - Shock capable Chariots have TQ of 3. Ignore the rating on the counter.

Shock Results Table

Size Ratio: The chart text is incorrect; use 7.52

Simple GBoH Battle Manual

Marathon

Persian Formation Chart

- Datis is the leader of the Persian Foot and Artaphernes the Persian Cavalry
- Use the Immortal MI in place of the Royal Guard HO/HI

Simple GBoH Play Book Updates

Playbook Introduction

Formation Charts: A dashed line denotes separate Formations that are under the command of the same leader. They are not Multiple Formations and they cannot be activated at the same time unless there is a specific mention in the scenario rules.

Alexander the Great has Heroic Charisma in all scenarios where he is the Overall Commander.

Issus

The Cardaces units may not use the Reverse Face maneuver.

Gaugamela

Persian Formation Chart

Commander	Formations
Bessus /4	Scythian HC, Scythian LC, and/or Bactrian HC #19-#20 ----- Bactrian HC #7-#18
Barsaentes	Arachosian LC, Dahae LC, and/or Persian HC, Susian HC, and Cadusian LN
Darius III [OC]	Immortals, Kinsman, Greek Hoplites, and/or Mardian Archers
Atropates	Indian, Carian, Tauperian, Hyrcanian, Albanian, and Sacesian LN
Phrataphernes	Parthian and Sacian LC
Mazeus /4	Median HC, Syrian LC, and Mesopotamian LC ----- Armenian LC and Cappadocian LC
Bupares	Uxian, Arab, Indian, Sitacanian, Carian, and/or Babylonian LI/SK
Arsites ^[a]	Chariots and/or Elephants

a = Arsites is added to the Persian deployment and may be placed with any unit in his Formation.

Hydapses

Indian Formation Chart

Commander	Formation
Spitaces	Indian LC #5-#8 and/or Chariots #5-#8
Porus [OC] /4	Elephants
Moroos	Indian LI
Abisares	Indian LC #1-#4 and/or Chariots #1-#4

Cataphracted Elephants: The Missile Fire DRMs in the original rule are incorrect. Archers should receive a +2 and Javelins a +1.

Missile Fire (Optional): Players who wish to mirror the original scenario more closely may use the following Missile Range and Results Chart. All DRMs except those noted in the special rule apply. If this rule is used, you must also use the Slippage rule.

		Range in hexes				
		1	2	3	4	5
	Indian Archers	9	6	5	2	0

Slippage: This rule should be ignored unless the optional Indian Archers Missile Range and Results Chart (above) is used.

Paraitacne

Antigonid Formation Chart

Commander	Formations
Peithon	Left Wing Cavalry ^[a]
Nicanor	Mercenary, Lycian, and Pamphylian Heavy Infantry
Hippostratus	Macedonian and Mixed Phalanx
Demetrius /2	Right Wing Cavalry ^[b]
Antigonus [OC]/5	Antigonus Agema Cavalry and/or Right Wing Elephants ^[c]
Nearchus	Peltasts, Auxiliary Infantry and/or Skirmish Line Elephants ^[d]

a = These are the cavalry that deploy on the Granicus map, Use counters #1-#6

b = These are the cavalry that deploy on the Gaugamela map. The Antigonus Agema Cavalry may be activated as part of this Formation at the player's option.

c = These are the Elephants that deploy on the Gaugamela map. Use counter numbers #1 through #7

d = These are the Elephants that deploy in the 23xx hex row on the Granicus map. Use counter numbers #7 through #13.

Eumenid Formation Chart

Commander	Formation
Eudamus	Left Wing Cavalry ^[a]
Cephalon ^[g]	Left Wing Elephants ^[b]
Tlepolemus ^[g]	Mercenary HI and Persian LI ^[c]
Antigenes	Mixed, Argyraspid, and Hypaspist Phalanx and Persian LI ^[d]
Eumenes [OC]/4	Right Wing Cavalry ^[e]
Teutamus	Auxiliary Infantry, Peltasts and/or Skirmish Line Elephants

	[f]
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- a** = These are the cavalry that deploy on the Gaugamela map.
b = These are the Elephants that deploy on the Gaugamela map. Use counter numbers #1 through #9
c = This is the Persian LI that deploys on the Gaugamela map
d = This is the Persian LI that deploys on the Granicus map
e = These are the cavalry that deploy on the Granicus map
f = These are the Elephants that deploy in the 31xx hex row on the Granicus map. Use counter numbers #10 through #27
g = These two commanders are deployed with any unit in their Formation

The Stasander and Amphimachus Contingent Commanders are not used.

Gabiene

Antigonid Formation Chart

Commander	Formations
Antigonus [OC] /5	None
Peithon	Left Wing Cavalry ^[a]
Nicanor	Mercenary Heavy Infantry
Hippostratus	Macedonian and Mixed Phalanx
Demetrius /2	Right Wing Cavalry ^[b]
Nearchus	Auxiliary Infantry and/or Elephants

- a** = These are the cavalry that deploy on the Gaugamela Extension map
b = These are the cavalry that deploy on the Gaugamela main map. The Antigonus Agema Cavalry may be activated as part of this Formation at the player's option.

Eumenid Formation Chart

Commander	Formations
Eumenes [OC]/4	Left Wing Cavalry ^[a]
Eudamus	Left Wing Elephants ^[b]
Antigenes	Argyraspid and Hypaspist Phalanx
Teutamus	Mixed and Mercenary HI
Phillip	Right Wing Cavalry ^[c]
Celephon ^[e]	Auxiliary Infantry and/or Skirmish Line Elephants ^[d]

- a** = These are the cavalry that deploy on the main Gaugamela map.
b = These are the Elephants that deploy on the main Gaugamela map facing NW. Use counter numbers #12 through #23
c = These are the cavalry that deploy on the Gaugamela extension map

d = These are the Elephants that deploy in the 25xx hex row
e = Celephon is deployed with any unit in his Formation

Gaza

Demetrian Formation Chart

Commander	Formations
Demetrius [OC]/4	Agema/Companion HC and/or Slave(both) LN
Peithon	Median Lancers
Boitos	Macedonian Phalanx and Mercenary HI
Adronicus	Tarentine LC
Nearchus ^[a]	Elephants

a = Nearchus is deployed with any unit in his Formation

Ipsus

Antigonid Formation Chart

Formation Commander	Formations
Andronicus	Left Wing Cavalry ^[a]
Hippostratus	Mercenary Heavy Infantry
Antigonus [OC]/5	Macedonian and Mixed Phalanx
Demetrius/2	Right Wing Cavalry ^[b]
Nearchus	Auxiliary Infantry and/or Elephants

a = These are the cavalry that deploy on the Gaugamela Extension map

b = These are the cavalry that deploy on the Gaugamela main map.

Seleucid Formation Chart

Formation Commander	Formations
Antiochus /1	Left Wing Cavalry ^[a]
Lysimachus /1	Mixed Phalanx and Mercenary HI
Phillip	Right Wing Cavalry ^[b]
Seleucus [OC]/5	Elephant Reserve ^[c]
Antigenes ^[e]	Auxiliary Infantry and/or Skirmish Line Elephants ^[d]

a = These are the cavalry that deploy on the Gaugamela main map

b = These are the cavalry that deploy on the Gaugamela extension map.

c = These are the Elephants that deploy in the 11xx, 13xx, 15xx, 17xx hex rows. Use counters #1-40

d = These are the Elephants that deploy in the 23xx hex row. Use counters #41-60

e = Antigenes is deployed with any unit in his Formation

Trebbia

Roman Formation Chart: Remove the Note c.

Scipio (Optional): The elder Scipio has a Seizure Rating of 4.

Raphia

Replace the Auxiliary Formation lines in the respective Formation charts as follows:

Seleucid Elephant Formations

Right Wing Elephants ^[a]

Seron ^[c]

Left Wing Elephants ^[b]

Ptolemy ^[c]

a = These are the Elephants that deploy in hexes 2326-2337

b = These are the Elephants that deploy in hexes 2303-2310

c = These leaders are not in the original deployment.

Egyptian Elephant Formations

Right Wing Elephants ^[a]

Flaminius ^[c]

Left Wing Elephants ^[b]

Gn. Scipio ^[c]

a = These are the Elephants that deploy in hexes 3004-3010

b = These are the Elephants that deploy in hexes 3027-3034

c = These leaders are not in the original deployment.

Baecula

Roman Reinforcements: The Roman player may bring his reinforcements on to the map on any Player Turn. Any off-map Formation must be activated to enter the map.

Hasdrubal's Camp: The missile units in Towers are treated as Artillery for the purposes of 7.24 only.

Victory: Carthaginian units may not voluntarily exit the map until the **Roman player** has performed **eight** Player turns.

Zama

Deployment: Ignore the Depleted comment related to Elephants. The Carthaginian Elephants have a TQ of 4 in this scenario and not the 5 as printed on the counter.

Cynoscephalae

Add the following to the end of the Roman Formation Chart:

Commander	Formation
Flaminius	Group 4 Reinforcements ^[b]

Special Rules: The Macedonian player goes first. There is no die roll.

Magnesia

Use Nicanor as commander of the auxiliary Elephant Formation

Dyrrhachium

Special Rule #2. The owning player may bring on the reinforcements on or after the Player Turn indicated by activating the Formation. The Tribunes are considered in Range for purposes of Note a on the Formation Chart.

Pompey's Ramparts: Ignore the original scenario rule.

Muthul & Cirta

Route March. While in Route March all units in the army move (OC and SC's too) up to 12 MP and no unit may move within 6 MP of an enemy unit. The Romans can voluntarily put their army in RM only if they can meet the above requirement and they respect the remaining restrictions in the original rule. If the Numidians don't activate a Formation, the Romans must use Route March on their next player turn, ONLY IF all units are further than 6 MP from an enemy unit.

Nicopolis & Zela

Counters: The Roman cohorts have the wrong unit type. They should be treated as CO type units (not LG).