

# CAESAR: ROME VS GAUL

Errata as of Dec 3, 2020

## RULES ERRATA

(3.1), final bullet - There are **seven** Legates, not six. Place them all into the opaque container.

(5.1.2) A - change to: A space in the Tribe's Province that does not contain a Roman IM, **CU**, or a Gallic Stronghold. A Fortified Town is placed with the Tribe (11.2).

(11.3.2) **The Arverni:** Change first sentence to: "...enter play via the Gallic Special Action: **Gallic Council Box.**"

(14.7.2) **Subjugation:** Change second sentence to: "The Roman player uses the 1.5-1 column and must accumulate two Siege Points **or an S result** against the Stronghold to remove it."

### (16.3) The Isolation Segment:

Add to first paragraph: Gallic IMs in Britannia and Germania ignore Isolation.

Add to last paragraph: The destination space may contain an enemy control marker or Devastated marker if a friendly unbesieged CU is also there.

(17.4.2) The German Tribe cannot enter a space containing a **Roman or Gallic CU**, Fortified Town or Walled City

(17.4.3) **COMBAT:** It is an enemy to both players. The German Tribe may not Attack **unless Intercepted** (the parentheses around the Combat Strength is a reminder of that), and, if attacked, it never receives strength bonuses for Local Support (13.2.2).

REACTION: Players may attempt ~~Avoid Battle and~~ Interception against the Tribe. The Tribe may not attempt Avoid Battle or Interception against players.

*--remove "Avoid Battle and"*

## EXAMPLE OF PLAY ERRATA

Page 21, Gallic Card Play #2 - The Gallic player has another AP to use (as the card grants 2 Bonus AP)

Page 22, Roman Card Play #3 - The siege odds were 1.5:1 (Caesar has 11 strength), so the modified roll would have been a result of 1/3.

## CLARIFICATIONS

(9.5.2) Ambiorix' and Vercengetorix' CUs do not count against their Command Rating.

(16.2.2) Yes, the Roman player can move through and even end in a space with Gallic CU. There is no combat, Interception (including by the Sugambri and Britanni), Avoid Battle, Siege, or Subjugation. However, if the space is Gallic controlled the Romans will suffer attrition.

(16.4.1) "incursions" is not a game term. See 16.4.3, the Romans lose Governance Points if the conditions for not controlling a region are met, i.e., a Gallic incursion

(17.3) All Mercenaries may be commanded by any Gallic Leader.