Great Battles of Julius Caesar Deluxe
Errata & Clarifications
February 2023

Rules

4.82 Add at end: "A leader that is adjacent to an enemy combat unit cannot withdraw is eliminated if that combat units enters its hex by any means."

5.15 Bullet #6: Replace with: "If the conditions of 5.27 are met."

7.15 Replace "this includes Advanced After Combat (8.5)" with "this includes non-ordered movement (8.5, 8.62, 9.11, etc.)".

7.33 Change the 1st sentence to**:** "Any unit issued a Fire order or issued a Move order where 7.31 does not apply—or those simply within the activated leader's Command Range…."

PLAY NOTE: And no, you can't place a SHOCK NO TQ CHECK on a "light' unit that chose not to Shock when it moved; it gets a SHOCK MUST CHECK TQ. No avoiding the Pre-Shock TQ Check.

8.62 Cavalry Pursuit Option: Instead of using the TQ Rating to check for pursuit, use the following Pursuit Ratings based on Type: LC: 7; RC/LN:5; HC/BC: 3 with the following DRMs:
+2   if any routed unit is infantry
+/-   Charisma Rating of any one leader involved, player's choice
-1   if in the ZOC of an enemy combat unit

Developer Note: The above is the pursuit trigger used in the Caesar: Civil Wars without the table.

10.31 Example: The DRs should be 6 and 3 respectively.

Scenario Book

Zela: Roman Initial Deployment: Replace "Tribune" with "Legate"
Simple GBoH Scenario Book Update: Zela: Replace each instance of "Tribune" with "Legate"

Player Aid Cards

Player Aid Card II: Stacking Chart; Rote Movement; Cohort: Delete the entire "Different Legion:" entry.
Note: The effect will now be consistent with the Voluntary Movement penalty.

Player Aid Card III: The rules reference on the Rally Table should be to 10.36.

Naval Charts and Tables Card: Individual Squadron Table; Switch the Result entries. The penalty applies on a DR higher than the Crew Rating.

Counters

The keyword on the Numidian leader Aspar should be "Cav" not "Inf"

Treat the two Caesarian Faction Batavia LI as Missile type J instead of Missile Type S

Maps

The Rhine: The Tower in hex 2339 should have been placed in hex 2239. Treat 2239 as a Tower hex and 2339 as Clear.