

Boudicca: The Warrior Queen

Addenda as of Nov. 25, 2016

The Rules:

3.1.3 (addition): Place all the other tribe's "Oppidum Not in Revolt" markers on their listed hex.

3.2 (correction): Camelodunum hex should be 3030.

6.1.6 (clarification): This prohibition includes through a civilian unit.

7.1.7 (clarification): A stack pays the highest MP cost of any of its units to enter a hex.

7.1.14 (clarification): Leaders are considered units for purposes of this rule.

7.1.16 (addition): Units may cross water terrain only over a river. Players cannot move directly from 6020 (Peturia) to 5919, 5920 or cross a narrows like from the north side to the south of hex 6021.

7.2 (clarification): Romans can enter combat after a force march (as force march is simply a second move right after the first) unless they performed combat after the first move (see 7.2.3). When a Roman unit(s) force marches, immediately place a Force March marker on the unit(s). This marker remains on the unit(s) and affects it until the next Roman Impulse (see 7.2.6). The -2 DRM on the CRT (see the CRT addenda item on this sheet) for units force marching applies only to the 1st round of combat of each combat (current one included) until the next Roman Impulse.

9.2.5 (correction): There are "6" Roman towns that are Oppida.

10.2 (clarification): The side that does not withdraw or is not completely eliminated is the winner of the battle.

10.4.2 (clarification): "Roman held" means last to occupy by a Ro-man unit, and "nearest" is in hex distance.

12.1.5 (addition): Leaders and Druids pay cavalry MP costs.

Back page of rules Tribal Chart (correction): Cantii Oppida hex should be 1930.

The Cards:

Hail Caesar Event Card, 2nd choice (clarification): This card cannot be used against a Rampaging Briton stack who overruns Roman units.

The Player Aid Charts:

The TEC (clarification): Civilians pay the same terrain costs as Ro-man Infantry do (use that column).

The CRT (omission): The following entries are missing from the DRM list for the CRT:

+ 1 DRM for defender if defending in woods.

+ 2 DRM for Roman if defending with 10+ cohorts.

- 2 DRM for Roman if marked with a Force March marker (1st round only).

The Counters:

The Parisi tribe's Oppidum counter should have hex 6020 printed on it instead of 6019.

The Cantii tribe's Oppidum counter should have hex 1930 printed on it instead of 1929.

