

Vercingetorix: The Twilight of the Gauls

Addenda as of Dec. 15, 2019

The Map:

Area 22 (correction): The RP and BP values are reversed on the map. The RP value should be 1 and the BP should be 3. The Reference table on the last page of the rules is correct.

Area 27 (correction): The Tribal name is spelled incorrectly. It should be "Senones".

The PACs:

Combat Results Table

Tribe vs Tribe Results:

Winning Tribe, first bullet (clarification/addition): "This is not done to an opponent's At-Start Tribe".

Draw (clarification/addition): "If an At-Start Tribe is required to Disperse, it Deactivates instead".

The Rules:

1.1 Chieftains (clarification): Chieftains are placed with their tribe on the map when picked initially or when drawn during the game.

2.3.1 (correction): The reference should be to "Case 4.2.5".

3.2.5 (addition): Other players at-start Oppidum do not count towards having to control the Oppida in the above conditions (exception: Aquitani - only the player who controls its one oppidum can control the region).

6.3 Title (correction): Reference should be to "Section 9.1".

7.2.1. Tribal or German counter bullet (clarification): Refer to Module 10.0 (Gauls) or Module 11.0 (German) for details.

7.2.2 (correction): This should reference "Section 10.1".

9.2.2 (correction): Winter Attrition reference should be "Case 8.1.1".

9.0 Battle (suggested change): For players with a lot of tribes in the south, it can be advantageous for that Gallic faction controlling the non-player Romans to throw them away in combat (i.e. attacking at senseless differentials). A defeat will force the Romans out early, preventing another (hostile) faction getting control of them later in the turn. To avoid this gaming of the rules, change the rule to say if a Roman force loses a combat it is finished for that player's part of the round, not the entire turn as it says on the table. Other players who draw Roman chits may activate and use them as if there had been no defeat in battle.

10.6.14 Un-occupied Uncontrolled Area (addition): When the active player performs a battle with his forces (or the Romans) in an Area that is uncontrolled, the defending Tribal counter needs to be placed in its Area from wherever it is (Draw Pile or Player's counter-hand).

Game Play Note: *Players can use the BP Value printed in the Area to resolve the Battle and then place the Tribal unit when it is drawn later (player who drew gets to redraw) or if not drawn get the Tribal counter when wanting to Raise it or the End of the Turn.*

10.6.15 Un-occupied Controlled/Subjugated Area (addition): When the active player performs a battle with his forces (or the Romans) in an Area that is controlled/subjugated and unoccupied, the controlling player must move the defending Tribal counter from wherever it is (Subjugated Box or on the Map) to its home Area. If the Tribe has a still active Chieftain, he must accompany the Tribal counter and may bring any other tribes that are stacked with him at that point to his home Area.

11.1.5 (correction): Use a Roman Subjugation Marker to record the RPs on the Roman's BP track.

11.2.4a (addition): Add "/subjugated" after "non-controlled". The intent is that the Romans must stop in any Area in which the Tribe has already been raised.

13.2.2 (addition): Add to the end of the sentence: "with one of their on the map Chieftains".