

HAIL CAESAR

ERRATA

UPDATED: 13 NOVEMBER 2023

HAIL CAESAR 2ND EDITION RULEBOOK

Page 35. The text for the section titled 'Mithridatic Wars 88-63 BC' has got jumbled. The correct layout is as follows:

THE MITHRIDATIC WARS 88-63 BC

Marius suffered a serious blow to his credibility after an attempt to persuade the senate to back state funded land grants to his veterans failed. He went into voluntary exile but would soon return. In the meantime, a new enemy had arisen to challenge Rome in its eastern kingdoms. Mithridates, ruler of the Hellenistic kingdom of Pontus (modern day northern Turkey) chafed at Roman expansion in the east. While Rome was preoccupied fighting its former allies in the Social War, Mithridates seized the opportunity to invade and capture the neighbouring kingdoms of Bithynia and Cappadocia, both client states of Rome. The small Roman garrisons were easily overwhelmed, and Mithridates won the support of several Greek coastal cities, culminating in his dispatching an army to Greece when Athens invited him to liberate the country from Roman rule.

The senate appointed a conservative aristocrat, Lucius Cornelius Sulla (138-78 BC) to lead the campaign against Mithridates. A veteran military officer who had served under Marius in his wars in Numidia and against the Germanic tribes, Sulla identified with the *optimates* faction in the senate, in opposition to Marius, and had been elected to the consulship in 88 BC. When they had served together, there had been no ill will between the two men, but Marius had coveted the appointment to lead an army against Mithridates. Now that Sulla had been granted the command, Marius intrigued against his former subordinate, and succeeded in getting a popular vote through that dismissed Sulla and gave command of the campaign to Marius.

An outraged Sulla had the backing of the army and broke all convention by marching it against the city of Rome itself, forcing Marius to flee for his life.

Sulla went on to invade Greece, driving out Mithridates' army and

forcing him to terms. Meanwhile, taking advantage of Sulla's absence, Marius had returned to Italy where he won over a legion to his cause. Yet again the city would find itself marched on by one of its own armies, a willing spear tip wielded by an ambitious general. Marius easily took the city, putting many of Sulla's leading supporters in the *optimates* faction to death.

When Sulla finally returned from the east in 83 BC, Marius had died of natural causes. His supporters within the city put up a fierce resistance against Sulla's attempt to retake it, but they were eventually overcome, hunted down and killed. Sulla assumed the mantle of dictator, a temporary role under the constitution, invoked in times of dire emergency for the Republic. Sulla restored the powers of the aristocratic senate at the expense of the plebeian class. He died in 78 BC, but his attempts to shore up aristocratic power had only added to the roiling discontent.

· HAIL CAESAR ·

ERRATA

Page 127. The table for Hand-to-Hand Combat tests is incorrect. The correct table is below.

Score	Troop Type	Result
10 or more	Infantry	Hold your ground without penalty
	Cavalry	Hold your ground without penalty
	Skirmishers	Hold your ground without penalty
9	Infantry	Hold your ground without penalty
	Cavalry	Give ground in good order together with supports
	Skirmishers	Give ground disordered
8	Infantry	Hold your ground without penalty
	Cavalry	Give ground in good order together with supports
	Skirmishers	Break if shaken <i>otherwise</i> Give ground disordered
7	Infantry	Give ground in good order together with supports
	Cavalry	Give ground disordered together with supports
	Skirmishers	Break
6	Infantry	Give ground in good order together with supports
	Cavalry	Give ground disordered together with supports
	Skirmishers	Break
5	Infantry	Give ground disordered together with supports
	Cavalry	Break if shaken <i>otherwise</i> Give ground together with supports - all disordered
	Skirmishers	Break
4	Infantry	Break if shaken <i>otherwise</i> Give ground together with supports - all disordered
	Cavalry	Break if shaken <i>otherwise</i> Give ground together with supports - all disordered
	Skirmishers	Break
3	Infantry	Break if shaken <i>otherwise</i> Give ground together with supports - all disordered
	Cavalry	Break
	Skirmishers	Break
2 or less	Infantry	Break
	Cavalry	Break
	Skirmishers	Break

Page 85. For the Moving Units Table, the text in the second entry is incorrect. The corrected table is as follows:

Moving Units Table	
Infantry, Elephants, Wagons and Baggage, Man-portable Artillery, Cataphract Cavalry, and Heavy Chariots	6"
Light Chariots and Cavalry other than Cataphracts.	9"
Light Cavalry in open order and Horse Archers in open order.	12"

Page 218. For the Moving Units Table, the text in the second entry is incorrect. The corrected table is shown right.

MOVEMENT RATES OF UNITS

Moving Units Table	
Infantry, Elephants, Wagons and Baggage, Man-portable Artillery, Cataphract Cavalry, and Heavy Chariots	6"
Light Chariots and Cavalry other than Cataphracts.	9"
Light Cavalry in open order and Horse Archers in open order.	12"

· HAIL CAESAR ·

ERRATA

HAIL CAESAR 2ND EDITION – GAMER’S EDITION

Page 73. The table for Hand-to-Hand Combat tests is incorrect. The correct table is below.

Score	Troop Type	Result
10 or more	<i>Infantry</i>	Hold your ground without penalty
	<i>Cavalry</i>	Hold your ground without penalty
	<i>Skirmishers</i>	Hold your ground without penalty
9	<i>Infantry</i>	Hold your ground without penalty
	<i>Cavalry</i>	Give ground in good order together with supports
	<i>Skirmishers</i>	Give ground disordered
8	<i>Infantry</i>	Hold your ground without penalty
	<i>Cavalry</i>	Give ground in good order together with supports
	<i>Skirmishers</i>	Break if shaken <i>otherwise</i> Give ground disordered
7	<i>Infantry</i>	Give ground in good order together with supports
	<i>Cavalry</i>	Give ground disordered together with supports
	<i>Skirmishers</i>	Break
6	<i>Infantry</i>	Give ground in good order together with supports
	<i>Cavalry</i>	Give ground disordered together with supports
	<i>Skirmishers</i>	Break
5	<i>Infantry</i>	Give ground disordered together with supports
	<i>Cavalry</i>	Break if shaken <i>otherwise</i> Give ground together with supports – all disordered
	<i>Skirmishers</i>	Break
4	<i>Infantry</i>	Break if shaken <i>otherwise</i> Give ground together with supports – all disordered
	<i>Cavalry</i>	Break if shaken <i>otherwise</i> Give ground together with supports – all disordered
	<i>Skirmishers</i>	Break
3	<i>Infantry</i>	Break if shaken <i>otherwise</i> Give ground together with supports – all disordered
	<i>Cavalry</i>	Break
	<i>Skirmishers</i>	Break
2 or less	<i>Infantry</i>	Break
	<i>Cavalry</i>	Break
	<i>Skirmishers</i>	Break

Page 31. For the Moving Units Table, the text in the second entry is incorrect. The corrected table is as follows:

Moving Units Table	
Infantry, Elephants, Wagons and Baggage, Man-portable Artillery, Cataphract Cavalry, and Heavy Chariots	6"
Light Chariots and Cavalry other than Cataphracts.	9"
Light Cavalry in open order and Horse Archers in open order.	12"

Page 122. For the Moving Units Table, the text in the second entry is incorrect. The corrected table is shown right.

MOVEMENT RATES OF UNITS	
Moving Units Table	
Infantry, Elephants, Wagons and Baggage, Man-portable Artillery, Cataphract Cavalry, and Heavy Chariots	6"
Light Chariots and Cavalry other than Cataphracts.	9"
Light Cavalry in open order and Horse Archers in open order.	12"